

# Wild*talents*



Autumn-Winter 98

Issue 3



PJHOLDEN

## Words from the Unwise

Yes, the Autumn/Winter 98 issue of WildTalents is here, bringing you more information on Crucible Design's products, and what has generally been going on for us over the past year.

Some of you may be wondering where WildTalents for Spring/Summer 1998 went. Well, I quizzed Matt about it, but he started spouting off all sorts of nonsense about printers, delays, aliens and conspiracies. Suffice to say, it didn't happen. But fear not! The issue that was supposed to be out before this one, will actually be out after, and we've altered the numbering on this one just to keep everything right. If all this is too confusing for you, just look at it this way. There will be another WildTalents in a few months, followed by another a few months after that.

What has happened this year?

The design team has now expanded to eight members (from 5), adding the wonderful new talent of Paul Keenan, Gavin Bell and Aidan Rogers. I wanted to say something amusing and/or witty about these three, but couldn't think what to say. Pretty damning really when you think about it, especially considering I'm one of them.

Work has begun (and been nearly finished, in some cases) on new games, and generally everything has been enthusiastic. These include Zombi SlaughterFest (see preview later in this issue), Qabal (yes I know its been in the pipeline for years, but I've finally got Matt working on it), and DOA:Reassigned.

We now have our own web domain (<http://www.crucibledesign.com/>), on which you can find information on all our games, along with Adobe Acrobat (pdf) versions of all issues of WildTalents.

Everything is starting to come together for the team, so expect a much more creative Crucible Design in 1999. Also look out for The 23rd Letter supplement, "The Project Sourcebook", due out in time for Q-Con VI (end of June 99).

Finally, if you need to contact Crucible Design about anything, the quickest way to get something done is to email us at [info@crucibleddesign.com](mailto:info@crucibleddesign.com). Feel free to send us any complaints, ideas, questions or even just information on any of our games you've played. Our postal address is included later on in this issue, if you are still relying on snail-mail.

Aidan

## **Contents**

“...we need a bigger boat!”

A 23rd Letter scenario from the ever-prolific Colin Johnston, which is a cross between Fatal Attraction and Flipper, with a healthy dose of Jaws thrown in.

Things that make you go Boom

Some extra (amusing) grenades for SpaceNinjaCyberCrisis XDO, and rules for a Nevada Project standard issue rifle.

Inspector Hector

A scenario to be run in tandem with your current 23rd Letter campaign, adding an extra level of paranoia to the game.

“If it's still movin'...”

Preview scenario for the upcoming game, Zombi Slaughterfest. A squad of the National Guard get a little more than they bargain for on a routine training mission.

DOA: Reassigned

A short preview of the game, where players are people who have been brought back to life with extraordinary powers, to work for the Government.

## **"...we need a bigger boat!"**

A 23rd Letter Adventure by Colin Johnston.

### The Mission

The PCs are tasked by either their Project or the Network (as appropriate) to check on a young woman called Chrissie Schaffer. She has been identified as a latent psychic and is regularly put under surveillance to see if her powers have manifested. It has been six months since she was last checked and the PCs mission is entirely routine. Schaffer has lived her whole life in the pleasant coastal town of Bounty, South Carolina. Although she is smart, she has never lived up to her abilities and works as a teller in the Unity Trust Bank, or rather did, for the PCs find that she left town for a new job about four months ago. Schaffer's parents are dead, but through her friends (Debbie Parker, Wilma Howarth, Gillian Purvis, average women of the same age as Chrissie) and relatives (Uncle Herman, the town pharmacist, Aunt Marta, a school teacher, Cousin Bill, the deputy sheriff) the PCs find that she has left no details of what she was leaving to do other than it was well paid, was in Florida and involved working with computers (this is inaccurate). All leads the PCs follow come to dead ends.



The PCs may want to report back immediately but they should have become aware that Bounty is faced with a crisis. Inside the past fortnight eleven people have gone missing in the sea. The first two victims were two scuba divers employed by a telecoms company, who were inspecting as undersea fibre optic cable and never surfaced. Six of the remaining victims were swimming, one was wind surfing and the other two were fishing from a small boat. Some were locals, others were tourists. One victim, a young boy was seen to be pulled under the surface. But what did it is unknown. The local media is blaming a killer shark and boats full of rednecks armed with nets, fishing rods, home-made depth charges and rifles are scouring the ocean. There are some more sensible groups involved but none have even sighted the creature responsible. If the PCs do not choose to get involved, then their sponsoring organisation will order them to help (as training or even just for altruism).

## Rumours in Bounty

The PCs may hear the following rumours in Bounty.

“An air force plane crashed in the sea just round the bay last year. They sure tried hard to find it...I guess it must’ve been carrying nukes” (True, but they were live conventional bombs)

“There’s these three guys and a girl staying in the hotel, they don’t want to be recognised, they pay cash, eat in their rooms, never go out. My guess is they’re hiding from the law.” (Half true, a Congressman from North Carolina is having a romantic holiday with his personal assistant, his campaign manager and bodyguard are along to keep things discrete. They are desperately avoiding contact with the media.)

“I’ve never seen so many sick people as we have in this town at the moment, nothing serious but the sheriff’s office is at half strength” (True, but it’s just a new strain of ‘flu and is completely natural)

“If you go to the County Museum, you’ll see there’s a history of unexplained events in this stretch of ocean. For example, in 1619, the crew of a British ship watched a mermaid for nearly an hour, in 1760 local fishermen caught a sea serpent in their nets. Then in the ‘30s there was the Bounty Leviathan...There’s even more weird stuff in the records.” (Just folklore)

## A Life on the Ocean Wave

Interviews with witnesses tell little, simply the victims were dragged out of sight by some submerged creature. No bodies have been recovered. If the PCs’ organisation can supply them with a boat, it should not be too fancy, and should only have the minimum crew required to navigate it. It may take some time to arrive in Bounty. If the PCs try to hire a boat and crew all they will be able to get is the ‘Brazen Hussy’, a decrepit and small fishing boat owned by ‘Captain’ Nathan Fry, a grizzled man in his 50s. Fry will give a convincing spiel of being an expert seaman and fisherman. If shown deficiencies in his boat he will play down their importance (“This is a working vessel and I’m a working man, I’ve no time to make it pretty, if it’s

pretty you want, go hire one of them shiny new plastic buckets, but see if her skipper knows the ocean like I do..”). He is indeed very convincing and will offer his expert opinions on the creature responsible for the deaths (“...a Great White Shark....a Killer Whale ..or maybe a Giant Squid...I’ve seen ‘em all”), but is in fact a well-meaning buffoon with a bad drinking habit. His boat is dangerously unseaworthy.

Fry will agree to anything and ignore any activities regardless of how bizarre they are if given enough money (three times the PCs’ first offer and cash only). The Hussy has a smelly and noisy diesel engine. There are three very small cabins, one of which is Fry’s, this one also has a TV and stereo, he will not share these items and there’s not much entertainment on board. There’s a galley with a rack of not too clean pots, plates, mugs and cutlery, a stove and a fridge full of cheap TV dinners, Fry will sell these to the PCs at high prices if they haven’t brought their own food. There is no sonar or radar, but there is a ship to shore radio. Fry navigates with a handheld Global Positioning System receiver, without which he would be quite literally, lost. Other bits of equipment on board are a copy of a lurid book called ‘Shark Attacks!’, assorted female pinup pictures, an inflatable life raft, a compressor (for filling scuba tanks), a manually operated winch, a flare gun and incomplete tool and first aid kits.

More attacks will occur and the PCs may see one as it happens. If they are lucky they may glimpse a powerful grey body and a triangular fin. If they pursue the creature it will rapidly outpace them.



## The Inside Story

Before the founding of the current US Projects, the US Navy Office of Intelligence funded psychic experiments. One avenue of investigation was attempt to transfer a human mind into a dolphin's body. The hope was to create the perfect undersea commando. These efforts proved a dismal failure. However, a Power, United Defense Industries, is trying to duplicate this work in the hope of greater success, they call this the Siren Study. UDI has illegally obtained documents describing the USNOI's work. Copies may also be held on file by the Nevada Project. This work is based at UDI's Marine Systems Division in Florida. Schaffer had been identified as a potential esper with high implant abilities and hired (legitimately) by the corporation, before long, she was transferred to work on Siren. Six weeks ago she achieved rather more success than she wished when her mind was Implanted into the body of a bottlenose dolphin. Schaffer was lied to over the experiment's chances of success and her own safety, she was also threatened and bullied into participating in the experiment. The process was a failure, as the resulting hybrid has a human's intelligence, some human memories but remains an animal. A vicious, aggressive animal with distinct hostility to humans. The scientists wished to study this creature, identified as Specimen SI3, and kept it in a secure tank. Their research was painful and brutal. Schaffer's body is an empty shell kept alive artificially for study. During the adventure, the PCs may hear of her death (apparently by drugs overdose) when UDI have completed their work. Her body will be returned to her relatives in Bounty, an autopsy will find a lethal dose of barbiturates in her body but no sign of what really happened.

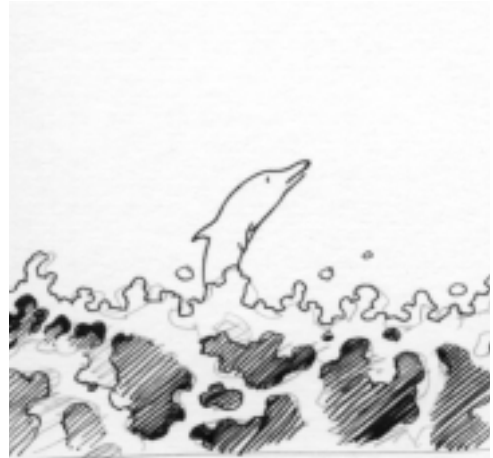
Unluckily for UDI, three weeks ago a cell of eco-terrorists raided their research centre to free the dolphins they had heard were imprisoned there. They succeeded, although there was some blood shed and media coverage, which the PCs may remember. SI3 was one of the dolphins released into the Atlantic (the others were completely normal). Insane and mentally crippled, SI3 has attempted to come home, but, unable to differentiate between her UDI tormentors and innocents, she has killed everyone she could (but she's too clever to approach the boats of the hunting parties).

SI3 looks like any other dolphin but shows evidence of surgery, the Implant process and subsequent research required electrodes to be imbedded in the

dolphin's brain. There is a stainless steel tag in one of her tail flukes. The legend on it reads

“SI3-Female  
Property of United Defense Industries” .

There is a group from UDI searching for SI3 in the sea off Bounty. Posing as business executives on a team-building fishing expedition, they are patrolling in a hired cabin cruiser called the Barracuda. Their boat is better in every respect than the Brazen Hussy. They are Lisa Keown (the leader), Garry Lu (scientist, stats as 23L Rulebook), Dixon Vance (heavy) and Raoul Achilleos (heavy). Keown, Vance and Achilleos are ruthless and will do anything necessary to hide UDI's involvement but are smart



enough not use gratuitous violence (unless they are sure that they can get away with it), their stats and skills are those of the Assassin support character from the 23L Rulebook. Keown is highly personable and can convince males that she's just the 'girl next door' but she's perfectly capable of kicking you to death. So far the UDI team has been unsuccessful in attracting their quarry and have attempted all manner of baits to lure SI3 close enough to their boat to shoot with a rifle. Keown is considering the possibility of using a live human as bait for SI3.

The bodies are stashed in the submerged wreck of the General Lee, a trawler which sank in the 1970s just off Bounty. The Lee lies in about 20m of water and is marked on navigation charts. The hulk is a mess, strewn with cables and fragments of net which SI3 is using to hold down the corpses. She has sufficient dexterity with her jaws to entangle them, but they are not very secure and there is a good chance that one or more of the bodies will get loose and be recovered. Or diving PCs may find them gently moving in the currents round the General Lee. The corpses will have suffered through decomposition and scavengers such as fish and crabs, but it will be clear that the victims have not been substantially eaten by a predator, SI3's teeth marks, a row of small punctures, may be visible. They are clearly not those of a shark, but it may require a biologist or zoologist to recognise them as



being left by a dolphin. Given the dolphin's reputation for friendliness to humans, this may not be believed.

### Hunting SI3

SI3 shows up on fishing sonar just like any other dolphin. The clicks of her own sonar can be heard by a suitable hydrophone, but again sound identical to a normal dolphin. SI3 does not attempt to socialise with other dolphins. She feeds on fish and needs to return the surface to breathe. The maximum length of time she can stay submerged is fifteen minutes.

In her own environment, SI3 is lethal. Her eyesight is less acute than a human's but her sonar sense is superb and of course means she is just as dangerous in complete darkness. A net may not be visible to her until it is too late. Her favoured attacks are to ram her victim with her snout at high speed or deliver a blow with her tail. Both of these will smash bones and rupture internal organs. Her sharp-toothed jaws are also very dangerous. She enjoys drowning humans and gets a thrill from the sounds of her victims dying this way. SI3 is capable of overturning a small boat or using her snout or tail to smash through the hull of a larger vessel with a rotted hull (like the Brazen Hussy). If their boat is sunk and the PCs end up in sea, SI3 will be a terrifying, threatening presence under the surface. SI3 may have some fun with them, picking on an individual, pulling him or her under, releasing them, delivering painful, but non-fatal blows etc. When she loses patience, she will kill the PCs one by one.

SI3 is too clever to be attracted by recordings of dolphin cries or poisoned bait. If the PCs find the wreck of the General Lee and the bodies of the victims, there is a possibility of setting up a trap. SI3 spends her day lazily circling the bay in search of victims and feeding, and only goes to the Lee after a successful attack.

Scuba gear (including spear guns) are available for hire or purchase in Bounty, but are the PCs trained in their use? A shark cage would not be so readily obtainable but could be made, borrowed or bought in inside a couple of days. Not at all readily available, but possibly useful is the APS. This Russian weapon is an underwater 'assault rifle' which fires 15cm long harpoons (Damage 3 / 5 / 8). It looks like an AK-47 with an enlarged

magazine. Spear guns for sporting purposes are designed to kill smaller fish and their harpoons have little penetration. Contrary to the impression given in James Bond movies, they are rather useless as anti-personnel weapons.

If the PCs capture rather than kill SI3, she will be a very dangerous prisoner. The Brazen Hussy's deck is just large enough to hold her if she stays still. She will lie docile until their guard is down then attack anyone in reach. SI3 could be carried back ashore in a tranquillised state, but her skin must be protected from sunlight and kept moist. If brought ashore alive and placed in a tank, SI3 will attempt to kill herself in any way she can. The fact that part of Chrissie Schaffer lives on SI3 is not at all obvious, the PCs may think that she is just a well-trained dolphin, perhaps surgically enhanced. SI3 can understand speech, but cannot communicate in any way with sounds or letters (the host dolphin's brain is not structured for this). She will respond to the name of Chrissie Schaffer. Telepathic contact could be established with SI3, who has no psychic powers at all.

There are wild dolphins in the area too, just to confuse things. Attempts to capture or kill dolphins may appal witnesses and are illegal under conservation laws. The police or coastguard will intervene to stop the PCs if they are seen to do this.

### Running the Adventure

Play up the unknown nature of the attacker, is it a sea creature, a human in scuba gear, a Terata, a Deep One? Are the attacks random or part of a plan? Are the victims alive? Is there an attacker at all or are the victims compelled to drown themselves by a powerful psychic? Hopefully the PCs' imagination and paranoia will run free. Let the PCs follow their own plan to investigate. The attacks will continue until SI3 is stopped or caught by the UDI team.

The UDI team don't know of the PCs' existence, but the two groups are likely to meet and come into conflict. If UDI knows that the PCs have recovered SI3 (alive or dead) they will stop at nothing to recover the tag, calling up reinforcements if necessary. If the PCs discover UDI's involvement this could be the start of a campaign to uncover the secrets of this sinister corporation.

## **SUPPORT**

SI3

(looks like Flipper)

END: 10    REF:10    INT:4    STR: 10    STS: 6

Echolocation: Veteran

Butting Attack: Competent

Captain Nathan Fry

(looks like the most sturdy and reliable seaman you ever saw)

Equipment: naval cap, sweater with anchor motif, cigarettes,

END:4    REF:4    INT:3    STR:3

Bluff Convincingly: Master

Screw up at the Wrong Moment: Veteran

Lisa Keown

(looks like Sally from Third Rock From the Sun)

Equipment: designer leisurewear, swimsuit, MiniUzi

END:4    REF:5    INT:5    STR:4

Negotiation: Master

Unarmed: Professional

Firearms:Competent

## **The Hardware Page**

SNCC XDO Grenade options

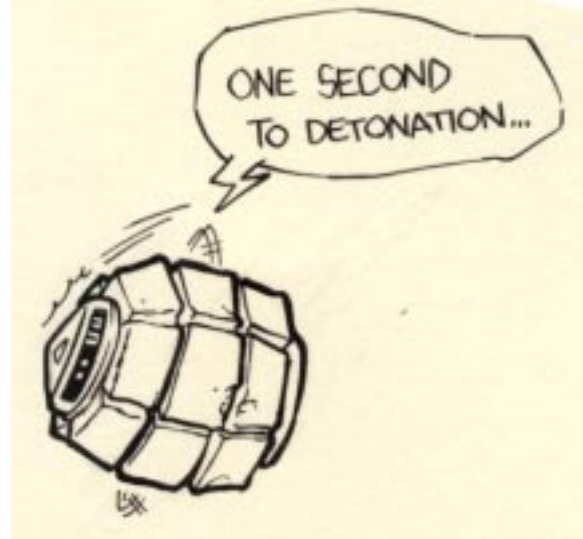
The Grenades described on page 19 of SNCC XDO are pretty similar to those from WWII movies, but there are several options available. Unless stated the explosive damage and range remain the same as the basic weapon.

WhizzBee™ : This is a grenade in the shape of a flat disc for throwing. It doesn't go any further than the conventional type , but with sufficient skill can be thrown so as to curve behind an obstacle. Cost 6. Just watch Fido catch one of these in his mouth...

Bolas-Bombe™: Two grenades at either end of a 1m cord with a plastic handle in the middle. The thrower whirls them over her head and releases

them. With luck the Bolas-Bombe will wrap itself around its target and explode. Cost 10. Using this weapon successfully is always at least a Formidable feat. Resolve the damage of the simultaneous detonations as two separate exploding grenades.

**Bouncy Bomb™:** This grenade is coated with a nearly perfectly elastic compound. On hitting a hard surface, it will ricochet unpredictably. Cost 6.



**Gummy Bomb™:** The thrower holds this weapon by its handle, peels off the wrapper and pulls the pin. The grenade's body is coated with an incredibly sticky adhesive, guaranteed to bond with anything it hits. Cost 6. Careful how you throw it.

**Speak'n'Shock™:** This type has a small programmable timer and speech unit. The user can preset the fuse timer and pull the pin. The grenade will immediately begin to count down the seconds in a cool, clear voice until it goes off. Alternatively, it can be programmed to detonate early ("...19...18...17...BOOOM!"), late ("4...3...2...1....." [sighs of relief] "BOOOM!") or not at all. For sadists only.

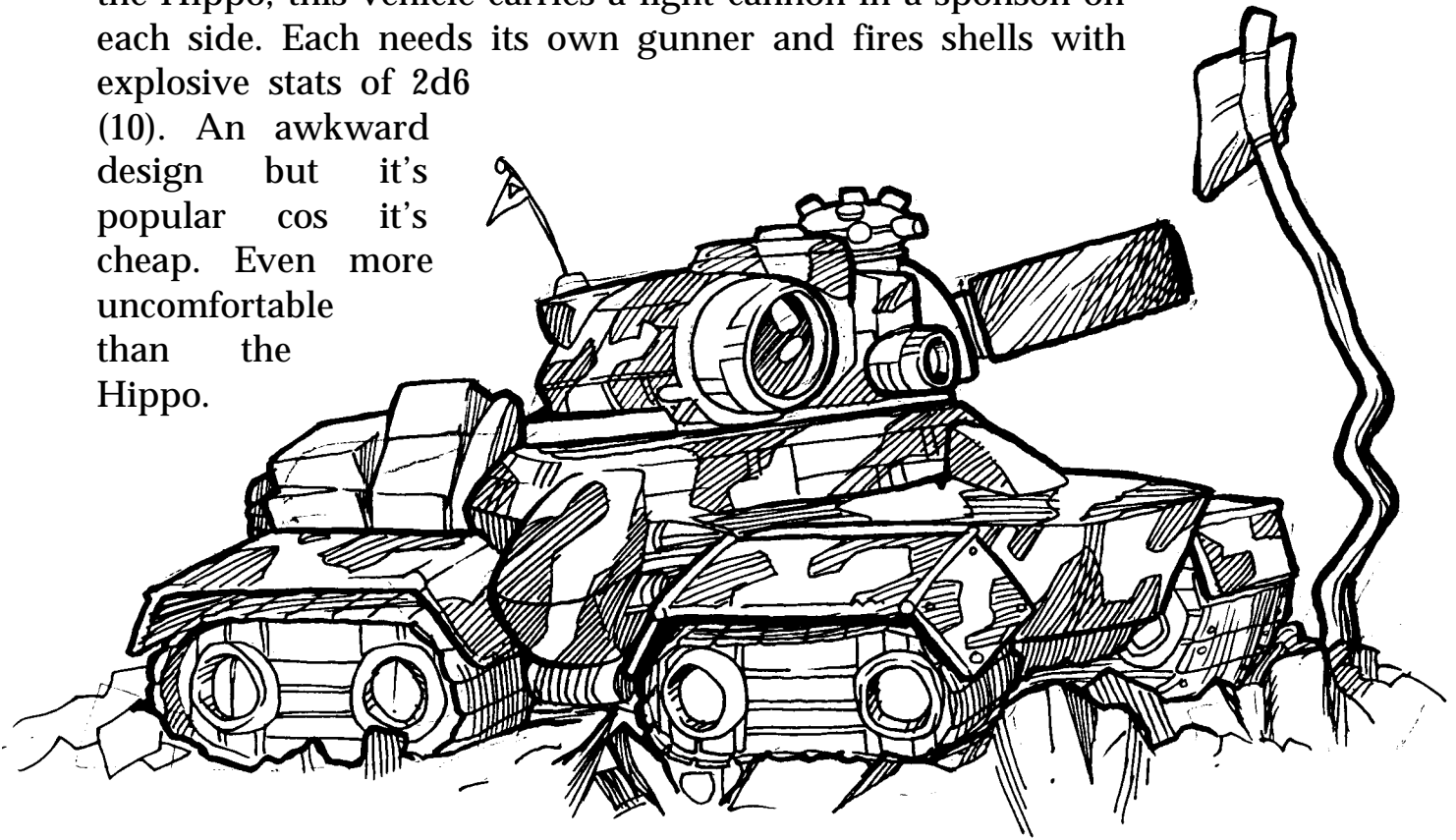
## War Surplus Specials : SNCC XDO Military Vehicles

These vehicles were used in the War and are still in the arsenals of military and police forces. Demilitarised examples have been sold to civilians. The standard versions do not use any Meka-Tek.

**Camaroon M575 APC:** A flat green box with chunky wheels at each end, this armoured personnel carrier is deceptively spacious inside. Entry is through sliding doors at the side. One of the occupants can operate a small turret with twin machine guns (aimed through a periscope). The only window is a small slit at the front for the driver, so backing into parking spaces is tricky. Light enough to float in water or be carried by air.

WG Products Hippo APC: A wedge-shaped armoured personnel carrier with tracks. There's a combined door and ramp at the rear. A single machine gun is installed at a hatch in the roof. Its interior is cramped and full of painfully hard machinery.

WG Products Ravager Tank: A cheap and nasty tank derivative of the Hippo, this vehicle carries a light cannon in a sponson on each side. Each needs its own gunner and fires shells with explosive stats of 2d6 (10). An awkward design but it's popular cos it's cheap. Even more uncomfortable than the Hippo.



Kraussian Felix2 MBT: A bit sleeker and smoother, but otherwise this tank is not too different in appearance from those of the 20th Century. The shells from its main gun have explosive stats of 3d6 (20). There are also a couple of machine guns

Kraussian Jerry MegaTank: A ridiculously large fighting machine designed before Meka-Tek, this vehicle looks impressive on parade, but it's too slow and clumsy to use in combat. It leaves a trail of cracked road in its path. The shells from its main gun have explosive stats of 4d6 (20). It almost carries a lot of machine guns. A Jerry upgraded with Meka-Tek, now, that would be scary.

**Barsoom AH-128 Rattler Helicopter gunship: The ugliest flying machine ever. Armed with a machine gun and 10 rockets**

	Top Speed	Range	Protect	Structure	Space	Cost
M575	100 mph	500 miles	3	25	6+6	10k
Hippo	75 mph	300 miles	5	30	7+6	20k
Ravager	65 mph	300 miles	5	35	4+6	25k
Felix2	75 mph	200 miles	10	100	3+3	50k
Jerry	10 mph	30 miles	20	130	3+3	75k
AH-128	300 mph	2000 miles	3	30	2+2	25k

**New for the Nevada Project : The Objective Individual Combat Weapon.**

The M10 OICW began to replace the US Army's M16 assault rifle and M249 SAW in 2006. The Nevada Project has just received a few. Manufactured by Alliant Tech Systems, the OICW is a combined grenade launcher and automatic rifle. The 20mm grenades are the primary ordnance, for safety reasons they prime themselves in flight and will not detonate until they have travelled at least 30m. The grenades have an explosive rating of Small and are designed to defeat body armour. The 5.56mm rifle is intended for fight at close range. The weapon is fitted with advanced recoil suppression systems, a X3 scope and a laser rangefinder. It is fired using small arms rather than heavy weapons skills and is surprisingly accurate.

	Ammo	Mag	Rate	C / M / E
OICW	5.56mm NATO	20	5	5 / 50 / 100
	20mm Grenade	10	3	45 / 200 / 1000



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# **Hector the Inspector is Watching You**

A 23rd Letter Scenario by Colin Johnston

If the PCs are part of a Network campaign and getting too confident, pick a victim (preferably a 'respectable', employed PC) and run this scenario. To maximise confusion, it would be best run as part of the ongoing campaign in parallel with another adventure.

The PCs realise that they are under surveillance. Successful use of skills will indicate some of the following unsettling facts:

- a series of nondescript cars and vans follow the PCs on the roads. If the drivers of these vehicles realise the PCs are aware of them, then they break off the pursuit.
- a series of everyday people (housewives, students, business people, traffic wardens) follow them on foot. Again, if they know they've been spotted, they fade into the crowd.
- these watchers try to video or photograph the PCs, especially as they enter or leave buildings or talk with other parties (like Network representatives)
- the surveillance is centred on one of the PCs
- a camera with a telephoto lens is set up behind the lace curtains in an upstairs window of a rented house or flat across the road from the PC's home.
- a married couple (Brad and Janet Merton) have just moved into this house, checking their background shows that they have no history prior to their arrival in the area. If they know the PCs have spotted them, they will leave the house.

The PCs will probably not want to draw attention to themselves by reporting this situation to the police, but if they do, they will be met by scepticism. Should they succeed in convincing a police officer to take them seriously then the police will be very interested - for just a few hours. Then

they will phone the PCs to tell them that they've made enquiries and that it was all a mistake, the tails were just innocent members of the public, the nosy neighbours have been warned not to spy on the PC and so on. Even without using psychic abilities, it should be clear that the police have been warned off.

If the PCs follow up the tailing vehicle's registrations they will mostly be found to belong to a national hire company, which will plead client confidentiality if the PCs enquire about the identity of the renters. Successful illegal or psychic attempts to pursue this will only reveal that the vehicles have been hired by a government agency, the hire company representatives don't know exactly who, other than they are not to talk about it. If the PCs are lucky enough to have contacts in the security and intelligence services, they will deny all knowledge.

Play up the persistence and resources of these operatives. They should be at the very least a continuous annoyance, forcing the PCs to change their routines to avoid them. Better still they should be a menacing presence, intimidating the PCs into hasty, dangerous reactions. It should be impossible for the victim PC to go anywhere without a tail. Although the PCs are not being bugged (see later), make them think they are, their 'phones aren't being tapped but encourage them to take precautions as though they are.

The mind of a scanned operative will be focused on tailing the PC, with no great emotional significance. The impression will be of cool professionalism.

The PCs may decide to take action against one of the operatives following them. This is very risky. If they confront one of them in public, he or she will deny following the PCs, firstly with shocked innocence, then indignation. They will demand to be allowed to go about their business. If the PCs try to restrain them, they will call for help from passers-by or the police. Every operative carries a cell phone. Other items carried will include a small camera and a mini audio cassette recorder. There will be no weapon, unless the GM wants the operative to be carrying a pocket or handbag-sized CS spray.



The couple spying from the house across the street are not married (to each other, anyway) and make coded telephone reports three times a day (at 8.00 am, noon and 4.00pm. They take turns returning to their own homes at night, so from 6.00 p.m. to 8.00am, there is only one on duty. The other leaves discreetly from the rear of the house. They do a minimum of cooking and order a lot of fast food deliveries, maybe a PC could scan them while delivering a pizza.



The government operatives are tax fraud investigators employed by the Inland Revenue (or IRS in the US). Rightly or wrongly they are investigating one of the PCs for suspected non-declaration of income. The PC is suspected of avoiding payment of 5D10X£1000 (more if the PC is wealthy). This may have been triggered by a bureaucratic error (someone else of the same name lives a couple of streets away or has the PC used the wrong false identity?), maybe the tax inspectors are following up an anonymous tip off (from one of the PCs' real enemies?) or possibly the PC hasn't been clever enough in defrauding the government. The other PCs are suspected accomplices. The investigators are expert in tailing but have no combat skills. They cannot break the law (by bugging or breaking into the PC's home, for example). A captured investigator will immediately confess all under interrogation (but will the PCs believe this?). They carry ID cards confirming that they work for the Inland Revenue. As soon as an investigator is reported injured or missing or reports threats or an assault by the PCs, the PCs will be the subject of a police investigation. If the revenue investigators observe the PCs participating in serious criminal activity, they will report them to the police. Of course, the Inland Revenue's hundreds of surveillance photos and hours of tapes may have recorded the PCs' meetings with other Network people or psychic powers in action. Should the PCs attempt to destroy this evidence?

Once the PCs find out the truth, they may try to close down the investigation, which is lead by a senior tax inspector called Alice Sharpe. Sharpe is a stubborn and incorruptible woman, who acts as though the victim PC was trying to steal her own money. Threats to the lives of her family may dissuade her from continuing the investigation (or may send

her straight to the police). If she does suddenly call it off, then her superiors will want to know why, and may put someone else on the case if she can't provide a reasonable explanation. Sharpe is based in the local Inland Revenue offices which take up three floors of an office building in the town centre. There are unarmed security guards and CCTV cameras outside and in the lobby. Records relating to the PC are stored on a secure computer database. Sharpe is authorised to access and modify this. The surveillance photos and tapes are stored in the office's safe.



If the Inland Revenue investigation goes through and finds enough evidence to make a case against the PC, the PC will be arrested by Alice Sharpe and a couple of police officers. The arrest will take place without warning at 7.00 am, the first the PC may know is when thunderous knocking on his door awakens him. Since the unpaid taxes amount to a lot of money, the Inland Revenue may want to make an example of the PC, in this case a TV news crew will have been invited to video the arrest. It will be a prominent story on local news bulletins. If the PC doesn't pay up or prove his innocence, he will be tried for tax evasion in the local Crown Court (assuming he hasn't made things worse for himself). If found guilty, as well as the tax arrears he will have to pay a £20 000 fine or face a twelve month prison term. Then a friendly Project representative may call to offer a way out...

If the PC can't see any other way out, he may go on the run. In this case a police investigation into his whereabouts will be launched.

Of course, it doesn't have to be the Inland Revenue, it could be the DHSS (the PC has been drawing state benefit he isn't entitled to), the CSA (the PC has fathered a child which needs financial support), HM Customs and Excise (the PC is smuggling contraband in and out of the country) or any other agency the GM wishes.

## SUPPORT

Typical Inland Revenue Investigator (looks inconspicuous)

Equipment: business suit (or t-shirt and jeans, or floral print dress etc.),  
cellphone, camera, tape recorder, ID

END: 3    REF: 3    INT:4    STR:2

Stealth: Competent

Perception: Professional

Drive: Competent

Alice Sharpe (looks like Anjelica Houston in 'The Addams Family')

Equipment: plain black business suit, briefcase, cellphone

END: 2    REF: 2    INT:5    STR:2

UK Tax Law: Professional

Bureaucracy: Professional

Management: Competent

Brad or Janet (looks like the folks next door)

Equipment: sweatshirt and jeans, camera with zoom lenses and night vision  
equipment, binoculars, tape recorder with directional mikes

END: 3    REF: 3    INT:4    STR:2

Stealth: Competent

Perception: Professional

Surveillance: Competent



## **"And if he's still movin'"**

A preview adventure for Zombi SplatterFest ZSF is set in Zombi World, where death is not the end for the estimated fourteen million flesh-eating walking dead in the United States. The living in this world must be ruthless in order to survive but sheer violence will not save them. Running from the shambling hordes will keep you safe for a while but in the dark of night, when you are too tired to drive any more and you're down to your last clip. Remember to save the last shots for yourself. When you die, you join the enemy.



"And if he's still movin'" is a short adventure for a group of National Guardsmen out on exercise. The enterprising GM can make this an entertaining (and humorous) romp right up until the very end. The adventure is set before Death Day, the day that the governments of the world stood up and admitted that they had a problem. The first scenes are in the woods surrounding the town of Troy, Illinois. From there, they will hike to the town itself (their home town) and face the menace to come. They should win (after a fashion) and the finale should be a little upbeat rather than downright depressing. Death Day is a few months away and things are going to get a lot worse.

### **Scene One**

The players must introduce their characters to each other. They should have a little while to get acquainted and make notes on who they like or dislike. They are all members of the same National Guard unit out here in the sticks and they train together under the watchful eye of Major Issac Sharpe, an Army reservist who has retired to Troy but spends his weekends training half-a-dozen no-hopers in fieldcraft and first-aid.

It is late Friday evening and the players are all standing or sitting in the back of a van and being driven out into the countryside where they will put their fieldcraft to god use. (Arrange their seats close together so that they have insufficient room for both elbows and knees). This is a roleplaying opportunity but take the time to describe the picturesque countryside....

## Scene Two

Major Sharpe has dropped them off in the forest and will be meeting them at the agreed rendezvous on Sunday afternoon. He has given one of them the map and compass as well as warning the whole group that he has given them about three hundred rounds of live ammunition. If they kill someone accidentally (or intentionally) "I'll personally break into your jail cell and cut off your wrinkly bits". They should set about making camp immediately as it is getting dark. If they want to travel on, remind the Corporal to look at his advice list! That night the woods are alive with creepy slithery things and other things out there that bark and meep and whoop. Brrrr.....



## Scene Three

Early next morning they have to rise and get ready for the long march. They have sufficient rations for the two days but water and rest will be in relatively short supply. It's a 35 mile hike to the pickup point which is still a good twenty miles away from Troy. They should make it with time to spare.

## Scene Four

The characters will undoubtedly take common paths but at a certain point they should smell something decidedly unsavoury. If investigated it will turn out to be the badly decomposed body of a hunter. It looks like it has been here for weeks and also that half the forest has been chewing on him. Inside his jacket is a wallet that contains two hundred dollars, a picture of an attractive woman heavy with child and a Minnesota drivers license. The hunter, now unrecognisable, is Fraser Nash, a Minnesota businessman who has been missing for two weeks (if they remember to check). Observant characters who examine the body will find no trace of flies, maggots or other small animal marks. Best guess says that a bear got him. His rifle, an expensive bolt-action model with snipers scope, lies hidden nearby.

### Scene Five

It should be drawing on late Saturday evening. Use a very rough map to gauge their progress. It doesn't matter about land features but make them choose their route (then they feel as if they are in control in this rather linear scenario). They should travel about twenty miles in a day taking into account the rough countryside. Making navigation rolls (Awareness) every five miles or so will help you determine if they are lost or if they are pretty faithful to the map. It doesn't matter either way really...

The characters have begun the adventure properly. The absence of animals and birds in the area should contrast with your previous descriptions of the abundance of wildlife in the area. Here the birds don't sing and as dusk approaches they are alerted by the sounds of something crashing through the bushes. It is, of course, the star of the show - a lone Zombi. The players who forget their roles and immediately start aiming for the head should be reminded quietly and then slapped with a huge Panic modifier. After riddling the poor creature with bullets and exhausting their magazines (oh alright...give them around 15 rounds between them afterwards..).

### Scene Six

The characters should be pretty upset by this. That night should be rather restless with just about everyone wanting to stay up all night keeping watch. If they force march the next morning they can get back to the pick-up point right on time (unless of course they are lost...), and hopefully the Major will be waiting there for them. Any injuries received during the firefight should be considered normal wounds. We can leave the horror until later. During the night, all is silent. Stress this point.

### Scene Seven

After waking the characters should make their way to the pick-up point. They'll be tired and hungry and when they arrive there is no sign of the Major. Just as they relax, two Zombis should shamble out of the woods on the other side of the clearing and another should appear about a minute after they fire the first shots. Add to this the Major arriving in his beat-up van, tyres spinning in the gravel and throwing up plenty of dust. This clearing is about to become Zombi central - the smart thing is to bug out!

## Scene Eight

Back at town the characters are met by their families. But it's not all good news. The Zombis can be seen about five miles away, shambling slowly towards the town. The characters should take charge in building the defenses and preparing for the onslaught. As soon as the first Zombi shambles into sight of the townsfolk it will let out a terrible moan, calling all the other Zombis.

You really should leave this adventure just here. Outcomes, if you wish to play on, really see the town losing between 10% and 50% of its population of 2000. We're talking about a lot of new meat for the Zombi hordes. After about three days, any person injured by a Zombi will fall ill and take about a week to die. No medicine can save him and if he is taken to the nearest big town that has a hospital, it will be the end of Troy, Illinois. At this point, make sure the adventure is well and truly over. The CDC (Center for Disease Control) will descend on the town within a few hours. And they'll bring Napalm.

## Characters

The characters are all people from different walks of life whose one thing in common is that they are all members of the National Guard.

Cast	Occupation	C C	G P	B E	S T	M V	A W	S W	P R	T K	R S
Ben Richards	Plumber	7	7	5	5	3	5	3	7	5	3
Leslie Addams	Hairdresser	3	3	5	5	7	7	7	5	3	7
Zach Wiersbowski	Alum. Sidings Sales	5	5	5	5	5	7	7	7	5	5
Billy-Bob Bell	Supermarket Lackey	5	7	3	5	3	7	5	5	3	7
Hank Waters	Software Engineer	3	5	5	5	5	5	3	3	7	7
Jimmy Floyd	Cable Guy	5	5	3	3	5	7	5	7	5	5
Issac Sharpe	The Major	9	9	3	5	3	7	3	3	3	3
The Zombi Horde	Nasty Flesh Eaters	5	3	3	3	5	3	0	0	0	0

## Equipment:

All of the players have the same equipment. They have an aging M16 rifle (Combat Rifle), camouflage fatigues, camouflage caps (not helmets),

backpack with bedroll, sleeping bag and a poncho that can also be used as a tent. They may have two clips of ammunition each (60 rounds total) and a knife. One of them has a compass and map. They also have enough rations for three days. They do not have grenades, pistols or unlimited ammunition. They do not have their mobile phones, radios or any other sort of communications equipment. They can have their watches though.

ZSF uses the same system as SpaceNinjaCyberCrisis XDO. It substitutes the Panic rating for the Meka-Tek rating as a modifier. For the purposes of this adventure, generate the Panic ratings randomly the first time the characters meet a Zombi.

## **DOA: Reassigned**

The first thing I remember of my life was the sound of bright lights, the thump against the inside of my eyes, and the slowly increasing pain spreading through my head.

I opened my eyes, and looked upon my Creator. I didn't know it at the time, but then I didn't know anything then. Now, I have learned. My Creator looked down at me, the bright light a halo behind his head. He leaned forward and whispered something to me - I mustn't have heard because I don't remember it - then injected my arm with something. It seemed I was to be born with pain, but it was more than I could take and I passed out.

My childhood was better. Less pain. The flashbacks were hard, but my Creator took care of me. Nurtured me.

And now I am a man. Reborn. I wear my tattoo proudly, knowing I do what I do for the good of everyone. And knowing I can never die again.

### **Preview**

DOA: Reassigned is set in the near future, and players are people who have died and been reborn, and now work for the Government. No-one really knows why some people die and then come back again, but there are theories put forward by leading scientists across the globe. The most



popular theory is that certain people have an anomaly in their DNA strand. Suffice to say it doesn't happen to everyone, but the Government figured out that it was happening and worked out a way to trace it. The NSA reassigned the agents and scientists from the failed 'RAINBOW' project to their newest brainchild, codenamed 'IRIS'.

The Iris agents are not like other people. They are usually stronger, tougher, faster. And immortal. Different agents have different abilities ranging from being very strong (being able to do one hand press-ups, without their feet touching the floor), to having total muscular control (being stabbed by someone, then ripping the knife from their hands by tensing the muscles around the stab wound), through to being able to sense life and death in a person.



Each countries Government approach things in a different way, and not every country knows about this. As a result not everyone who is reborn is found by the people in charge. Small communities exist in a lot of major cities, and the innate ability to make other people ignore them has kept these communities of the Dead to themselves.

Using the simple but effective system adapted from SpaceNinjaCyberCrisis, character creation is swift and easy. See next issue for a preview adventure.

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**We have agents in the government and in other places of power who can look out for us. It just costs us money so save us both the hassle.**

Special Thanks: Naoimh and Roisin (for being cute and patient), the two Steves, Bare Naked Ladies, Graham Joyce, and Mr Hanky.

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What if they got up and started killing other people?

What if the people they killed just got back up and killed some more people?

What if it had already started?

What if that day was yesterday?

### **DOA: Reassigned - TBA**

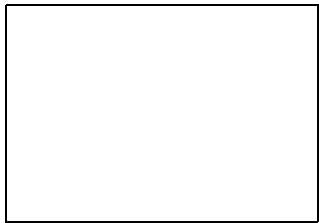
See preview earlier in this issue. You are not cleared for any more information.

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