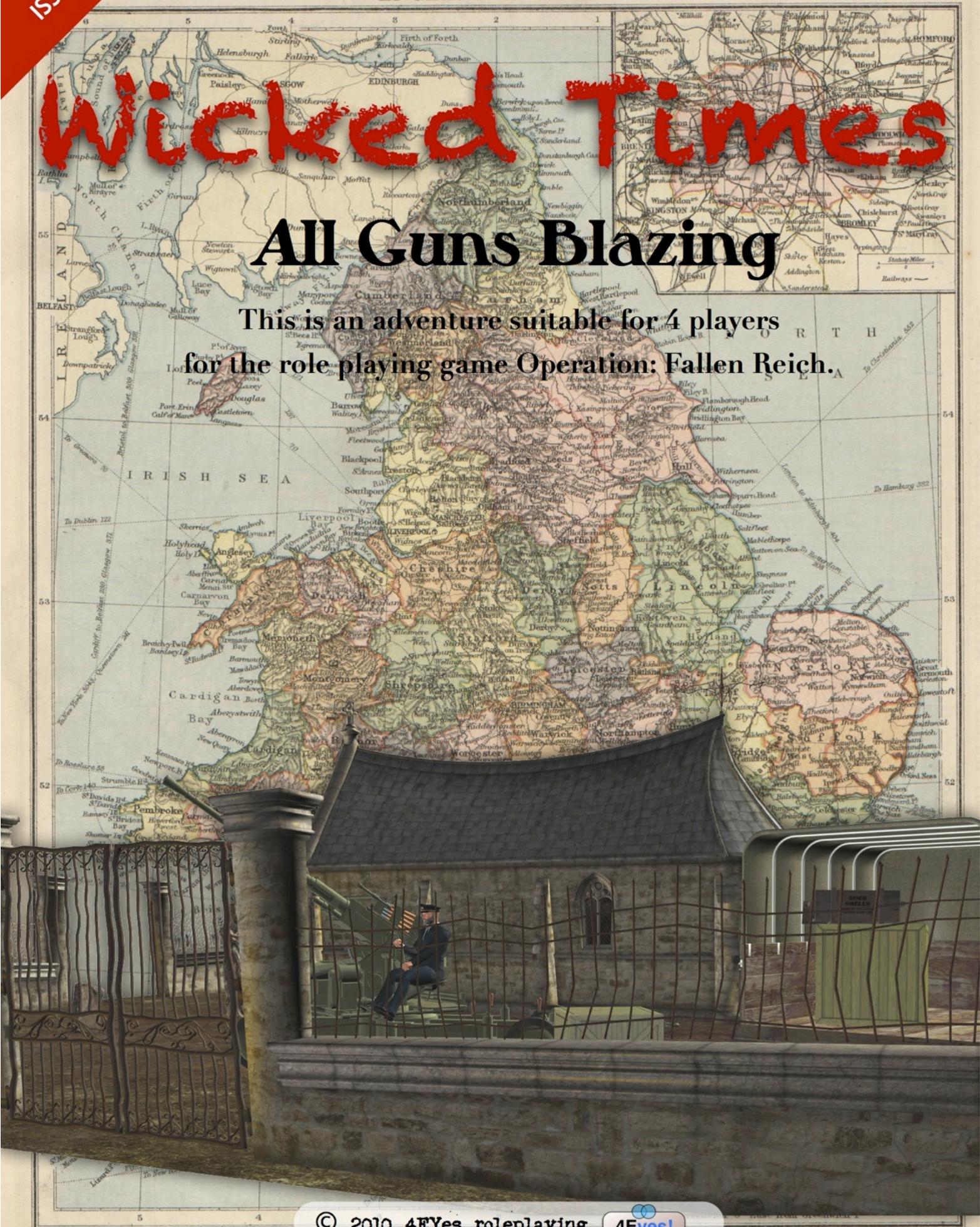


Wicked Times

All Guns Blazing

This is an adventure suitable for 4 players for the role playing game Operation: Fallen Reich.



Wicked Times

ALL GUNS BLAZING

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.
This is the first in what hopefully will be a small series of shorter adventures.
All under the common title Wicked Times.

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

- (a) It is pure coincidence
- (b) You either got a very fancy name or you are a jolly good person, feel honoured.

Author:	Totte Alm
Newspapers:	© http://www.ukpressonline.co.uk
Map:	London Geographical Institute
Maps and graphics:	Totte Alm
Editing:	Totte Alm
Play testers:	Jesper Alm Axel Svenstam Simon Westerberg
Tools used:	OmniGraffle Cheetah 3D Graphic Converter Pages FilterForge DAZ Studio 3 Carrara 8 Bryce 7

If you like this adventure, please make a small donation:

[Donate using Paypal](#)

*You can get the high resolution version 3000x3000 pixels of the chapel map.
Just make a donation using paypal and write map in the comment.*

Designers note: *I did not only spend a lot of time making this adventure, I also did spend real money for access to the newspaper archives at <http://www.ukpressonline.co.uk>, moreover for the DAZ 3D Studio 3D models of the truck, the chapel and the Bofors 40mm gun.*

TABLE OF CONTENTS

ADVENTURE BACKGROUND	4
THE PLOT	4
AT THE LIBRARY	5
IN THE ENVELOPE - A MISSION FORMS	5
THE MAP	6
THE TRIP TO LUDLOW	6
TRAVEL BY TRAIN	7
TRAVEL BY BUS	7
TRAVEL BY CAR	7
GM Notes	8
Ludlow points of interest:	8
PRIORS HALTON - OUTSIDE LUDLOW	8
1. THE FRONT DOOR	8
2. THE HALLWAY	8
3. THE LIVING ROOM	8
4. THE KITCHEN	9
5. THE PANTRY	9
6. THE OUTER CHAMBER	9
7. THE BEDROOM	9
AFTERMATH FROM MR. HARRINGTON'S DEATH	10
GM note - what the clues might give	10
THE GHOST CHAPEL	11
GM Notes:	11
Important for GM	12
Timing is everything	12

ADVENTURE BACKGROUND

June						
Mo	Tu	We	Th	Fr	Sa	Su
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		
2:○	10:○	17:●	24:○			

For several weeks, German agents working together with a few Fallens have been pursuing a full scale operation on the British isles. They have been watched by operatives working for Operation: Fallen Reich, and a few days before this adventure starts, two important O:FR members have been brutally murdered. The police is performing the usual inquiries, the newspapers are speculating, but O:FR HQ can only guess what really lies behind these murders on wealthy landowners in different parts of country. The first murder was performed in Poole, Dorset, Southwest of Southampton and the second was committed in Pontypool, Monmouthshire in south Wales. The murders were committed with only two days between them, and the police is looking for a woman seen together with at least one of the men. The woman is no one else than the expert of disguise and assassinations, the German agent Helga Wolmayer (that appeared in the opening scene of 7.50 From Victoria). She will be soon become a real nemesis of the characters.

THE PLOT

German intelligence have found out that the American Grenville Clark, one of President Roosevelt's most trusted men and a veteran from the great war, will arrive in Birmingham for a secret meeting with his British counterpart for a discussion of how the USA would be able to support Great Britain in case of war. The Germans plan to shoot down the aircraft on its approach to Birmingham and cause a diplomatic crisis that will increase the isolationistic thoughts in the US, leaving Britain wide open when the time comes.

Helga Wolmayer have found the perfect spot, a haunted chapel in a clearing forest straight under the inflight line to the Birmingham airfield. She have arranged so that a Bofors 40mm Antiaircraft gun controlled by a Gerätgeist will be at the chapel grounds, shooting down the aircraft.

The plane will arrive whenever the characters find the Ghost Chapel, but no later than June, 4. If the characters haven't located the Ghost Chapel by then, the plane is shot down, and the characters will probably be in big trouble, but that is GM decision.

ADVENTURE BACKGROUND FOR THE PLAYERS

The characters are gathered at Millborough House outside Oxford for some training and they have spent three days together with the not just slightly absentminded Professor Dudwinton, head of the Parapsychological Institution of Oxford University. The training have been very tough and they have spent many hours every day performing different kind of parapsychological experiments, like mind reading, telepathy, telekinesis with no noticeable success what so ever.

Any character having any of the above powers or "disorders" will be very keen on hiding them to the other players, and from the professor to avoid ending up as a guinea pig at the parapsychological institution.

The weather has been good so far this spring, but the weather forecast for the rest of the week is heavy rains and thunderstorms. A large low pressure area has come in from the Atlantic and will probably stay over the British Isles until next week.

ADVENTURE START - THURSDAY, JUNE 1

The adventure starts around lunchtime on Thursday, June 1, when the one of characters, preferably a male character, gets an envelope in the mail. The envelope contains a book and a letter from the local university library about an overdue book, the very same book they just got sent to them. The book is *The Jungle Book* by Rudyard Kipling. The letter is from O:FR, and the returning of the book is just another way for the organisation to deliver important documents to the operatives. It is perfectly normal for someone to return a book at the library.

AT THE LIBRARY

If the character doesn't follow the instructions, which clearly states that the book should be returned in person to the person who wrote the letter, GM will have to find out a way to get things right, and at the same time embarrass the character who did not comply to written instructions.

Otherwise, when the characters asks for Helen M. Clarke, a middle-ages rather round woman with thick glasses and untidy grey hair will appear through a door saying STAFF ONLY. She wears a tightly buttoned grey dress and ask him rather short to come with her.

Inside the private section of the library, she leads the way to a small office at the end of a long corridor and show him in. In the room, she takes the book and the note and toss them into a black bag, and then she picks up an envelope from the very same bag, and hands it over to the characters with these words:

- "To be opened when you are back at the house, now hurry."

IN THE ENVELOPE - A MISSION FORMS

When the character opens the envelope, hand over the map of Ludlow and the page with all the newspaper cuts plus the note from O:FR.

Now, the players needs to understand where Ludlow is. British geography isn't that easy, so let them roll an *Orientation* to fully grasp the location. There are several possible ways of transportation to Ludlow, where Train, Car or Buss will be the most commonly used.

Going by train will take the characters from Oxford Station to Ludlow station via Worcester, on the Worcester Line. This is a 5 hour trip including several stops.

Going by bus from Oxford to Ludlow will go by Gloucester and is a 7 hour trip with a change of bus in Gloucester.

Going directly by car will take about 4 hours.

Due to the extreme weather in the forecasts, flight is impossible, even for an experienced pilot, all airfields are closed.

Hand over the *Player Map of England and Wales*, and when they ask for locations of the murders and Ludlow, point with an accuracy depending on how well they rolled for the *Orientation*.

THE MAP

On the GM Map, several locations are marked:

- (1) Poole, where the first murder took place.
- (2) Pontypool, where the second murder took place.
- (3) Ludlow, where the characters are supposed to meet with Mr. Ian Harrington.

This player map will be used in the following adventures in the Wicked Times series.

THE TRIP TO LUDLOW

The trip to Ludlow will not pass entirely peaceful, on the contrary, things will go wild in different ways depending of what means of transportation the characters chose.

Just ten minutes from Ludlow, they will be attacked by a Voltergeist, a cloud like apparition that will attack with lightning bolts until it is out of energy and goes back home to where it came from. This Voltergeist has a stability of 25, and will lose 5 stability for each lightning bolt it fires, which without a too complicated mathematical calculations reveals that it can throw five lightning bolts before it is dismissed.

All characters can make a *Sixth-Sense 15*, and any success will reveal a massive disturbance in the cosmic balance in this place. The imbalance will go away with the Voltergeist. Any character with knowledge of simple *Rituals* can perform those to drain the Voltergeist stability, preventing it from firing more bolts.

The Voltergeist can only fire one lightning bolt each second round, giving the characters some breath between the attacks. Any characters that has served in the war will need to roll a *Courage 15* or get post dramatic stress disorder flashbacks from artillery shells hitting the trenches, just hiding prone.

Aiming at a person with a lightning bolt from 200 yards up in the sky in darkness and rain is difficult and the Voltergeist will need to roll 14 or higher on the d20 to score a hit on a freely visible target, and 22 to hit a target hiding in cover. The hit is burn damage, treat as sharp, and will cause 1d20+10 of damage to the character hit. He will try to hit another character as long as he has lightning bolts left.

Voltergeist				
Flash, Thunder				
Reaction: 9	Defence: 18	Toughness: 15	All melee skills: -	Stability: 25
Pain limit: 18	Aura: 12	Courage: unlimited	All Perceptive skills: 15	
Sixth Sense: 15				
Lightning bolt: 14 to hit (22 in a target hiding in cover) 1d20+10 burn (sharp) damage.				
Description: The Voltergeist looks like a very dark, round cloud with about 10 yards in diameter. They take severe damage from sunlight, 6 stability / round, so they only come out a night.				

TRAVEL BY TRAIN

This is a rather short train, three coaches and a small older engine from before the war, and the characters are sitting in the second coach. The train only have open area coaches. Sitting in the warm and comfortable train coach with the storm raging outside, slamming rain against the windows is rather pleasant experience. Until, a lightning strikes close up front and the train suddenly stops in the middle of nowhere. Then another lightning strikes, and another. All sending waves of thunder through the shaking train. People starts to scream "The train is on fire! The train is on fire!", and anyone looking out will see that the coach ahead of them is shooting flames out of a few of the windows, and people are throwing them self out of the train. Smoke is also coming out of the engine in more places than the chimney.

The Voltergeist now has two lightning bolts left, use them wisely.

If the characters stay inside the coach, their coach will be hit next and they will have to roll a *Reaction* to avoid getting hit by shrapnels from broken windows that will fly around when the lightning hit, setting people and furniture on fire. 1d20 sharp damage.

If the characters leave the train the Voltergeist will try to hit them.

TRAVEL BY BUS

Sitting in the warm and comfortable bus with the storm raging outside, slamming rain against the windows is rather pleasant experience. Until, a lightning strikes close up front and split a tree that falls over the road. The driver, Mr. Holland, makes an emergency evasive manoeuvre and successfully stops the bus before is slams into the trunk.

If a character is driving the bus for some reason, a *Cars 15* is requires to prevent the bus from slamming into the trunk. A failure will cause 1d20+4 blunt damage to every passenger and a 20 percent chance of another 1d20+4 sharp damage.

When the bus is finally stopped, another lightning will strike, than another one. If the bus stopped without an accident, the last of the two lightning bolts will split a nearby tree so it falls over the bus. A *Reaction 15* is required to stay unharmed., otherwise each character that did not succeed with the *Reaction* roll takes 1d20+4 blunt damage + 6 points of sharp damage from the broken glass.

The Voltergeist now has two lightning bolts left, use them wisely.

Now, the Voltergeist will try to hit the characters with his lightning bolts.

TRAVEL BY CAR

Sitting in the car with the storm raging outside, slamming rain against the windows is rather pleasant experience. Until, a lightning strikes close up front and split a tree that falls over the road. For the character driving the car, a *Cars 15* is requires to prevent the car from slamming into the trunk. A failure will cause 1d20+4 blunt damage to every passenger and a 20 percent chance of another 1d20+4 sharp damage.

When the car is finally stopped, another lightning will strike, than another one. If the car stopped without an accident, the last of the two lightning bolts will split a nearby tree so it falls over the car. A *Reaction 15* is required to stay unharmed., otherwise each character that did not succeed with the *Reaction* roll takes 1d20+4 blunt damage + 6 points of sharp damage from the broken glass.

The Voltergeist now has two lightning bolts left, use them wisely.

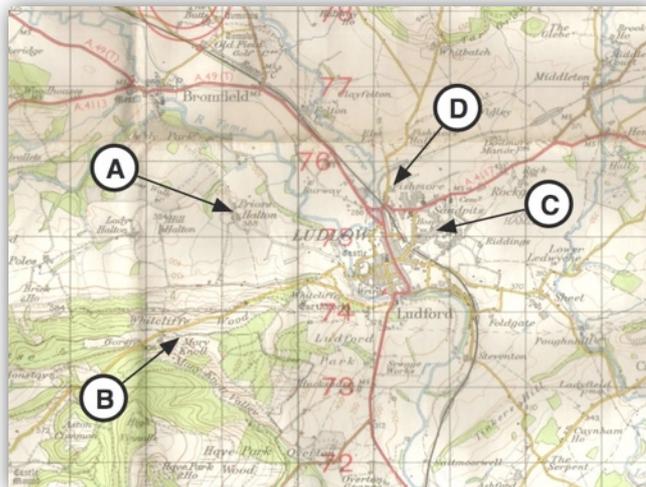
Now, the Voltergeist will try to hit the characters with his lightning bolts.

GM Notes

The rest of the journey is up to DM to decide, but as the attack of the Voltergeist happened just a few miles from Ludlow, a walk in the refreshing rain might do them good. Ambulances and the Fire brigade will arrive within 15 minutes to the scene of accidents. In the case of train or bus, there will be several casualties among the other passengers, and maybe even among the characters.

Ludlow points of interest:

- (A) Priors Halton
- (B) Marry Knoll (Ghost Chapels location)
- (C) The asylum
- (D) Fishmore



Ludlow surroundings

PRIORS HALTON - OUTSIDE LUDLOW

Priors Halton is a small village formed by two dozen houses along the main road, a bumpy gravel road. Mr. Ian Harrington lives in the third house on the right, coming from Ludlow.

Here is the description of the house.

1. THE FRONT DOOR

Leading to the large, 8 feet tall double door is are some massive stone stairs, chiselled from blocks of granite.

The massive oak doors have a large, worn, door knocker in the shape of a lion head.

2. THE HALLWAY

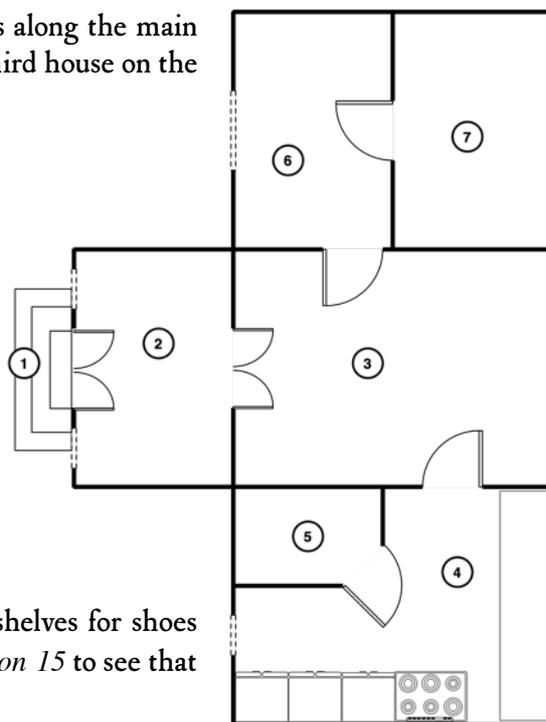
The hallway is rather sparsely furnished which only a few shelves for shoes and cloth hangers, and a few paintings on the wall. *Observation 15* to see that there is no woman living in this house.

Observation 15 again, to hear repetitive noise from the door ahead (a record stuck at the inner track).

3. THE LIVING ROOM

Hand out Ian's death scene to the players, a picture says more than 1000 words. Although, *Observation* to grasp the facts that someone has moved away furniture to make a small dance floor. *Observation 15* to sense the scent of a rather heavy perfume, female and expensive, in the room. The record on the gramophone is *Glenn Miller's Community Swing*.

The fire in the fireplace in the corner is still burning, and an *Observation* will reveal something red that haven't been totally consumed by the fire. This is hair, or looks like red hair, and is the remains if a wig. There are also some burnt remains of a torn note book of some sort.



The wine bottle under the table is opened, and it is a *Château Guiraud Premier Cru 1916*, and would probably cost 10 pounds. (a successful *Evaluate*). Two silver goblets are standing in the table, *Observation 15* to see that there is red lipstick on one of them.

Observation 15, on the wall to the left, beside the fireplace, are two hooks, and the dust and the colour of the wallpaper suggests that the sword used to hang there.

4. THE KITCHEN

The kitchen is very neat, and you might suspect (*Sixth-Sense 15*) that Mr Harrington had at least one hired housekeeper, or two. The stove seems to be recently used, and dishes on the bench suggest that someone have recently had a dinner for two, of roasted pheasant.

5. THE PANTRY

A rather large, typical pantry in a rural area is very neat, every can, box or bag is perfectly aligned with the label facing towards the viewer. Mostly domestic groceries, but some foreign that must have been privately imported from Italy or France.

Evaluate, the wine rack in the pantry contains wine bottles for a value of several hundred pounds, and several very expensive single malt Whiskeys.

6. THE OUTER CHAMBER

This out chamber is traditionally furnished with black leather furniture and dark oak wall mounted bookshelves. There is a small writing desk here, where everything, bills, bank statements and all other house hold economy papers are in perfect order. *Info Search 15* to find the name and address of his housekeepers, Maddy Fannigan and Lucy McBride.

7. THE BEDROOM

A typical bedroom with one large bed, and only male clothes in the wall mounted wardrobes. A *Search* will reveal some exotic women underwear, black silk stockings, tucked under the bed. The bed is neatly made, and in the wardrobes, everything is hanging perfectly arranged in colour scales, ranging from beige to black.

THE HOUSEKEEPERS

Maddy Fannigan lives in Priors Halton, just a few houses down the road, on the left side, and Lucy McBride lives in Ludlow, in Fishmore.

Both the housekeepers are very reserved when asked about the whereabouts of Mr. Harrington. They will acknowledge the fact that he was seeing a red haired woman, that might have been French, or Belgian as he referred to her as Miss Bellevue.

Neither of them have actually seen her, but they have sometimes noticed the scent of a very strong and probably expensive perfume in his house.

Both knows about the Ghost Chapel and Mr. Harrington's crazy Aunt.

AFTERMATH FROM MR. HARRINGTON'S DEATH

If the characters forget to call the police, they will be suspects of this murder as they cannot give a good reason for being in Ludlow unless they use some interactive skills and forge one. If the characters report the murder to the police, they will get some credibility which might help them against D.I. Burbank.

Detective Inspector Burbank, James Burbank of the Ludlow Police is a round man in his mid fifties. He wears a worn brown overcoat and a brown hat, and his grey, thin hair is rather untidy. He speaks slowly with a little, but noticeable lisp, making him a rather tragicomical person. He dislikes anyone not from Ludlow, and will always try to take the easy way, arresting the most likely and easiest possible suspect. Conducting a real investigation is just a waste of resources, he thinks very high of his police instincts.

The burnt notes from the fireplace says:

I've noticed that the ghost chapel seems to be alive again, I wish old aunt Betty was alive to see it.

I must report that I've seen that old knitting woman on several occasions close to AA batteries defending this area. She moves a little too fast for her age.

This is the third night in a row. Someone is after me, I can hear the footsteps outside the house. I need to inform the company about this.

Tomorrow is the big day, the question is, will Miss Bellevue marry this old fool?

GM note - what the clues might give

{Ghost Chapel} *Myths or History*: A chapel that was closed down as people avoided it as it was said that the old Vicar haunted the place.

{Aunt Betty} *Myths, History or Psychology*: Can that be Betty Harrington, who was locked up in the Asylum somewhere in this region as she claimed a ghost killed her husband in the stairs to a chapel? Wasn't she locked in forever and died about 20 years ago?

{The Wig} *Disguise*: The wig was a woman's wig.

{Mr. Harringtons books} *Economics*: This man was rather wealthy and spend his money on expensive food and drink, and seems to have been buying expensive women clothes both in London and in Birmingham. Receipts from several stores can be found in his neatly ordered books.

{Mr. Harringtons books} *Administration*: Monthly payments of 6 pounds have been done to an account that is owned by The Gregorian Foundation, which is an asylum in Ludlow.

{Asylum, The Gregorian Foundation} *Contacting the Gregorian Foundation*: Mr. Harrington has been paying 6 pounds a month to the asylum to keep Miss Betty's cell intact, as a monument of how she was wrongly placed in the asylum.

{Location of Ghost Chapel} *The asylum, the house keepers or anyone on the streets*: The ghost chapel is a dreadful place, don't go near it, but if you really need to know, it is located beside Marry Knoll, in the dark forest, in a small clearing.

{Miss Bellevue} *Asking around, Charm, Scare, Attractiveness or Interrogation*: She is a astonishing woman in her mid thirties, wearing expensive clothes, a lot of makeup and perfumes and she seems to have Mr. Harrington wrapped around her fingers.

{Anti aircraft guns} *Tactics* or *Administration* or *Military rank*: Ten miles north of Ludlow, outside the village of Aston Munslow, is a military training camp for the 14th Royal Artillery Anti Air Brigade.

{Aston Munslow - the camp}: The security is on code red, no one is let in or out. The reason is that someone has stolen a Bedford truck and a 40mm Bofors AA-gun.

THE GHOST CHAPEL

For game purposes, it doesn't matter when the characters comes to the Ghost Chapel, as anytime will be the right time. When the characters approach the Ghost Chapel, an *Observation 15* to notice that something heavy and wheeled have recently travelled the small path through the forest to the clearing.

When they approach the chapel, they will see it alone at the southern end of a small clearing in the otherwise rich forest. The weather is still lousy, with rain and rather winds, making life in the outdoors not very comfortable at the moment, but the worst storms have settled.

An *Observation* will reveal the presence of a Truck and a Gun. A successful roll of *Canons/Mortars 15* to identify it as an Antiaircraft gun.

Sitting in the gunners seat is a man dressed as a German sailor, in dark blue uniform and a sailors hat.

GM Notes:

The sailor is just the body that the Gerätgheist used to get itself here, and it is now just a zombie body, but it will look to anyone watching that the unshaved German sailor is handling the gun.

When the characters approach the ghost chapel and come within 20 yards of the fence, the Vicar's ghost will come flying towards them, screaming his horrible scream. At that moment, an *Observation 20* will reveal a distant light in the sky to the West, which is the approaching C-32A, a military version of the DC-2. The fearsome ghost require all characters to roll a *Courage 15* to stay focused and not run in fear.

The Vicar's ghost is more of an annoyance than anything else, but he also alerted the Gerätgheist that something or someone is approaching.

The Gerätgheist will see that there is still time, and aim the AA-gun towards the characters. The gun is not very fast to move around, so it will take one extra rounds before he can fire the first shot. When the AA gun fires, a *Courage 20* is required to not dive into cover. Remember the fence over the wall, the shots will almost certain hit the fence and explode there, spreading shrapnel.



Important for GM

As the yard is surrounded by a two feet wall, plus 4 feet iron fence, shooting with the gun directly at anyone outside is almost impossible. And, well inside, staying low will avoid the gun completely, unless you are within a few yards of the wall of the chapel, then you would suffer from shrapnels. But, it takes a *Tactics 15* to realise all this.

So, the best approach to take out the Gerätgheist is to stay low, rush through an opening and take it out on close combat, it will be almost defenceless.

1 ✈️ 20	2	3	4 ✈️ 18	5	6
7 ✈️ 15	8	9	10 ✈️ 13	11	12
13 AA	14	15	16 ✈️ HIT	17	18

Timing is everything

The timetable shows what rounds *Observations* can be made at what difficulty to notice the approaching plane and when the AA guns starts to shot at the plane, and when the plane is hit if the gun isn't stopped in time.

Vicar's Ghost				
Rest in peace - my ass				
Reaction: 4	Defence: 18	Toughness: 12	All melee skills: 4	Stability: 10
Pain limit: 16	Aura: 5	Courage: 10	All Perceptive skills: 12	
Sixth Sense: 12				
<p>Ghost scream: 2d6 blunt damage to the ears, persons with weak hearts that sustain 11+ damage must roll a toughness or suffer from a heart attack.</p> <p>Body slam: Melee attack, deals 1d20 damage.</p>				
<p>Description: The Vicar's ghost is in semi material form, and all sharp damage only deals one third of the damage dealt. Blunt weapons still do full damage, and any weapons effective against Fallens are equally effective against the Vicar's ghost.</p> <p>History: The Vicar's ghost is the ghost of a very mean Vicar, who used to abuse young boys in the chapel choir two hundred years ago. One of his choir boys took his father's hunting knife with him one day, and stabbed the Vicar in the chest, then took his own life. The Vicar's spirit never really left the Chapel, and he came back about hundred and fifty years later scaring off the people. The Chapel was closed and got the nickname the ghost chapel.</p>				

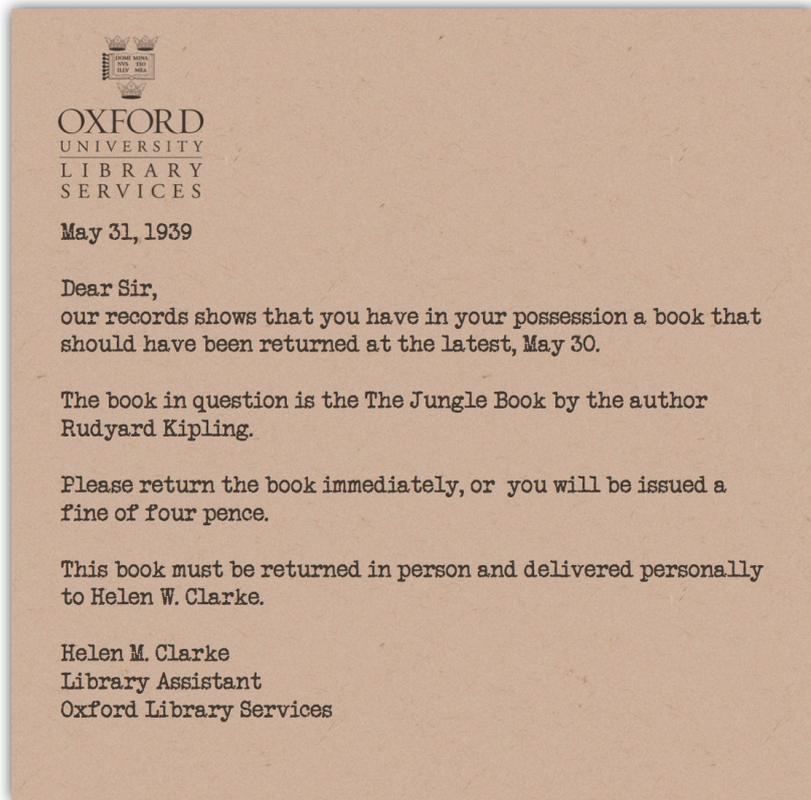
Gerätgheist

The Mission

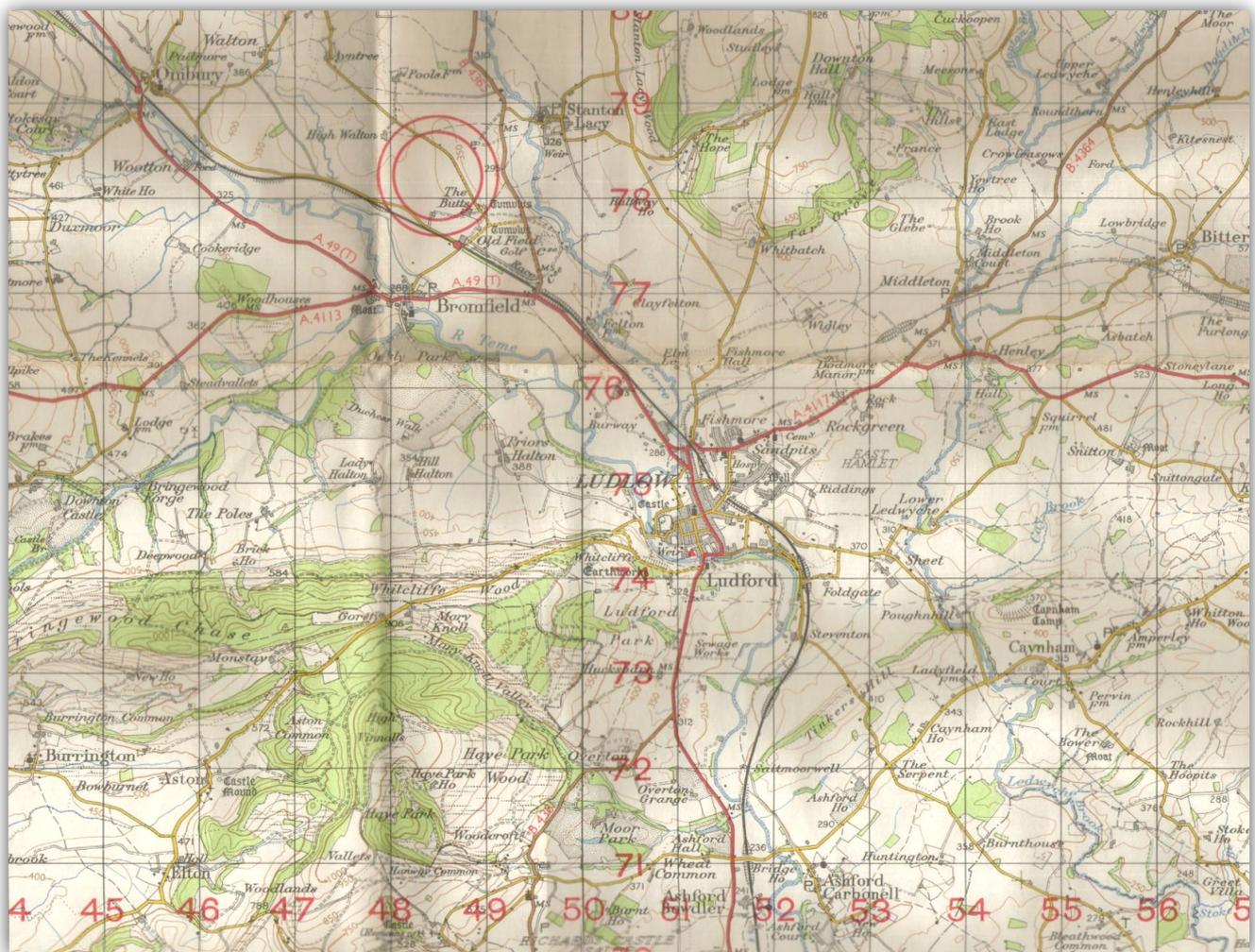
Reaction: 12	Defence: 20	Toughness: 20	All melee skills: -	Stability: 12
Pain limit: 24	Aura: 16	Courage: unlimited	All Perceptive skills: 16	
Artillery: 4	Ammo slam: 7			
<p>Bofors 40mm Antiaircraft gun: 1d20+16 sharp damage on direct hit plus shrapnel of 1d20+2 sharp damage within 5 yards if no cover between the shell and the assumed target. Prone targets take only half damage from the shrapnels.</p>				
<p>Description: The gunner zombie will take 30 hits before it will fall apart, but the gun will still be usable. The Gerätgheist will take another 70 hits before the Gerätgheist is history. Everything is a target, the truck, the ammo boxes. Remember that if the truck or an ammo box is hit, it will explode, Hollywood style, spreading shrapnel all around.</p> <p>Attacking ranged: The Gerätgheist will fire towards a random character, taking one round to move the gun towards the next target. It will ignore simple things like the chapel is in the way, but will not try to fire through the truck or the ammo boxes. Ammo will be fed from the crate to the gun, as it will float on the green moss created by the Gerätgheist. If the planned target moves more than 12 yards sideways, the Gerätgheist will not be able to follow and will need another round aiming. It will not pursue a running target more than two rounds in a row.</p> <p>Attacking melee: Ammo slam, toss an empty of full shell at the target for 1d20+1 damage.</p> <p>History: This Gerätgheist has been using the body of a dead prisoner, dressed as a German sailor as his host for this trip to Britain. It has one mission, shot down the plane, and it will try to do that whatever comes in between.</p>				

THIS CONCLUDES WICKED TIMES - ALL GUNS BLAZING

The note in the package



The envelope at the library - map





Murder-hunt police told about woman

Daily Express Staff Reporter

FROM Poole, in Dorset, where Walter Alfred Dinnivan was murdered, I motored 115 miles yesterday to Pontypool, in Monmouthshire, where William Alfred Lewis was murdered.

When I left Poole the police had been given information about a fair young woman, and they wish to interview her.

She arrived at Bournemouth from London some months ago. She left Bournemouth within the past fortnight, is believed to have gone to the Fulham district of London.

An appeal to the public of Poole, Christchurch, Bournemouth and district to search their gardens has been made in the hope that the murder weapon will be found.

The Pontypool murder, two days after the Poole one, is thought to have been a crime of imitation.

Walter Alfred Dinnivan was sixty-four years old, a widower. He had friends who respected him; also, secretly, he had women visitors at his Welsh-named house, Ben-y-Coed. He owned property, was murdered, it is believed, by a would-be black-mailer, who hit him with a hammer and stole jewellery and banknotes.

William Alfred Lewis was fifty-nine years old, a bachelor. He had few friends; three women had declined to marry him and live in his dreary seventeen-room mansion.

He owned property, was murdered, it is believed, by a would-be burglar, who hit him, probably with a tyre-lever, but was too scared to steal.

THE ODD SPOT



TODAY three thousand crystal sets are still in use in the Bournemouth area. BUT on June 14 the B.B.C. will open a new West Regional station at Start Point, Devon, and the local transmitter at Bournemouth will close down. So— THAT DAY there will be three thousand crystal sets put out of use in the Bournemouth area.

Bombs found near pumping station

Two Mills bombs—one a live one—were found within twelve feet of the Metropolitan Water Board's pumping station at Hammersmith, W., yesterday, on the Thames foreshore.

Then the and helped passengers doctors there.

Officers from King They saw its side. coach: the

The co practically broken b The second sides com

The guard of one of molish the flung on the tered wood

was a bad The dead travelling also bad corridor shattered

'I pic on

Reuben year-old D been driv picked on foot of the mate, m

He was minor head to go home described v

'I jum opened t Reuben of metals, a him. S

top of u It sw into the of the b both day

Eighty-th General R ton, W. w with his said: "O changing the "The on

PHONE CALL, THEN MURDER

Daily Express Staff Reporter POOLE (Dorset),

Wednesday. THE killing of Walter Dinnivan, sixty-four-year-old victim of the Branksome, Dorset, flat crime, is now thought to have been a "murder by appointment."

The dead man, on the day of the attack, answered a telephone call to his house. He told no one what it was about. He did not say who called up.

Chief Inspector L. Burt of Scotland-yard heard of the phone call only today when checking up the dead man's movements during the days before his death.

Efforts have been made by the Post Office to trace the call. It was apparently put through from a street kiosk.

The detectives believe that Mr. Dinnivan, alone in the flat, opened the front door to his murderer, and they sat over a drink and a smoke before he was struck down and robbed.

They believe that his visitor went to demand money, that blackmail was the primary motive, and that the theft of jewels and banknotes was incidental to the murder.

Minister quits Athens

ATHENS, Wednesday.—Sir Sydney Waterlow, retiring British Minister, left Athens tonight for London.—Reuter.

Seven-day + News of the week forecast

153rd DAY OF THE YEAR, 21

lows who appear to take very little interest in anything."

Women questioned about murdered man

Daily Express Staff Reporter

TALES that Mr. Walter Dinnivan, sixty-four-year-old wealthy property-owner, victim of the Branksome flat crime, mixed in the night life of Bournemouth in recent months, were investigated by Chief Inspector L. Burt, of Scotland-yard, tonight.

The detective was told of generous gifts of money and fur coat presents to some of his women friends.

Late tonight Mr. Burt and local detectives spent hours among the holiday-makers taking an evening stroll by the pier-head. They were looking for a woman with whom the dead man was seen a few days before the attack.

Mr. Burt stopped chatting for several minutes with a number of women. He asked whether they had seen Mr. Dinnivan, or had heard their friends talk of the presents he distributed.

Many people have said that Mr. Dinnivan stated freely, even in the company of strangers, that he was

worth a lot of money. He was proud that he had made a small fortune after beginning his working life as a caddy. His father was a heddler in the streets of Poole.

A close friend said: "Walter must have been worth over £100,000. Forty-three years ago he was a conductor of a four-in-hand coach.

"He made a mistake by boasting about his wealth. It seems some one tried to get money from him and he refused. There was a quarrel and he was killed.

"I have heard suggestions that he had women friends. I always knew him as a most devoted husband."

The hammer, with three-quarters of an inch striking surface, with which Mr. Dinnivan was struck twenty-two blows on the head, has not been found.

The policeman's decision is

Nazis bo BUENOS A cause Czech the German Union Cong have refuse regulat next five year

committing suicide. Others told of how he had on other occasions contemplated suicide, but changed his mind at the last moment.

Woman sought in murder hunt

Detectives hunting the murderer of wealthy sixty-four-year-old property owner Walter Dinnivan, beaten to death by hammer blows in his Branksome (Dorset) flat, were yesterday seeking the woman who dropped the hair-slide found in the dead man's flat. They have established that the slide must have been dropped on Sunday, May 21, shortly before Mr. Dinnivan was killed.

Finger-prints, it is hoped, will provide a clue for the other murder hunt—in Monmouthshire, where Wilfred Alfred Lewis, possessor of a fortune now estimated at £200,000, was killed in his seventeen-roomed home at Pontypool last week.

Most of the finger-prints found in the house have been identified, but a few sets are still being examined.

Two brigades fight blaze at station

Crowds watched two fire brigades

Heath lead to is one Rovers, Whit out.

and son David ple-
the-Nazi last night.
ed party are in the
ress picture.

most excited in the darkness below, with
thudding and crashing, but they made us coffee
at 2 a.m., and were preparing breakfast when
the lifeboat arrived."

Hammer found among bushes in murder hunt

NEW DEVELOPMENTS took place last night in two murder hunts. The hammer which, it is believed, killed sixty-four-year-old Walter Dinnivan, was found at Branksome, Dorset. And Newport and Cardiff police were asked to look for a man who frequents sports meetings in those towns, as it is thought he can help the detectives investigating the death of William Alfred Lewis, aged fifty-nine, of Pontypool.

The hammer believed to have killed Walter Dinnivan, wealthy property owner, was picked up among dense rhododendron bushes which line Branksome-avenue — a main thoroughfare leading from the house where Dinnivan was murdered to the sea. At night the road is deserted.

Police believe the hammer may have been thrown into the bushes from the window of a car.

HUNT FOR TAXI

The hammer has a three-quarter-inch striking end. This tallies with the weapon described by Sir Bernard Spilsbury, Home Office pathologist, after examining the dead man's fractured skull.

Garages in the Poole and Bournemouth area are being searched for a dark blue taxicab of a certain make, which is said to have been seen near Dinnivan's house about the time of the murder.

The search at Newport and Cardiff for a man the police wish to interview following the Pontypool crime is a sequel to a long conference last night between Major W. R. Lucas, chief constable of Monmouthshire, and Chief Inspector Ivor Rees.

After the conference Major Lucas said: "Some fingerprints found in the house remain unidentified.

"Our investigations today have shown it is unlikely that a woman killed Mr. Lewis. Marks show that he was held down by the throat, close to the wall, when the murder was committed.

"Today we interviewed a number of his tenants because we wanted to establish how much money was

stolen. A certain amount was left in the house.

Lewis, who proposed to two women and was rejected, was said last night to have asked an attractive girl in her early twenties to marry him.

Her identity is being kept secret. She refused him.

It is understood that he said he would give her a new house as a wedding present. Both the other women to whom he proposed said they could not live in his seventeen-roomed house in Conway-road, Pontypool.

Glider crashes into crowd, injures five

Daily Express Staff Reporter

PARIS, Sunday.—Dick Randolph, an American glider pilot, crashed with his machine into the crowd watching an international aerobatics rally at St. Germain Forest, outside Paris, today.

Five Frenchmen were hurt, two seriously. Randolph, who made frantic efforts to warn the crowd when his machine suddenly lost height, was slightly injured.

50 men to help

Fifty Eastbourne men, to make roads safer, are part of their own local traffic duty as special today.

Marlene, who has just become an American citizen, would not say anything

Paris.
ite.

AGE	CRIMES
19	108

When Joseph Slater, aged nineteen, of Hunter-street, Liverpool, was jailed for eighteen months at Liverpool yesterday on three charges of housebreaking, he asked that 105 similar cases should be taken into account.

Secrecy SOS to woman in murder hunt

An unknown woman was last night offered the strictest confidence if she would help detectives investigating the murder of Walter Dinnivan, aged sixty-five, who was found dead in his flat in Poole, Dorset, three weeks ago.

Chief Inspector Leonard Burt, of Scotland-yard, also appealed to any member of the public who may know the woman to tell the police at once.

The woman was seen at the flat with Dinnivan—about four weeks before the murder—by a girl friend of Dinnivan's granddaughter. She is about forty, tall, well-built, has heavily marked eyebrows. She was smartly dressed and wore a dark fox fur.

Unprinted h

OPERATION
FALLEN REICH

William Alfred Lewis of Pontypool, and Walter Dinnivan of Poole both worked for the company. They were both in active duty and financiers of some operations, as we do lack sufficient funds from the government as you all are quite aware of.

We have recently got a distress signal from one of our men in Ludlow, Mr. Ian Harrington, and we are desperately short on men. Please hurry you will find him in Priors Idalton, see the attached map.

the Anglo-

equivalent of National Health Insurance benefit, unless their terms of service specified otherwise.

Murdered man's safe keys found

Police investigating the murder at Pontypool of wealthy William Alfred Lewis, last night discovered the keys to Lewis's safe, previously reported missing, in a drawer in the room where his body was found just a week ago.

Tests were made for fingerprints on the keys and Scotland-yard were informed of the result.

Attacked rector 'more comfortable'

The Rev. H. B. Waltou, Rector of Hardwicke, near Aylesbury, who was attacked on Cherley Wood com-

er cent. of gone to

NCEMENT.

oliday

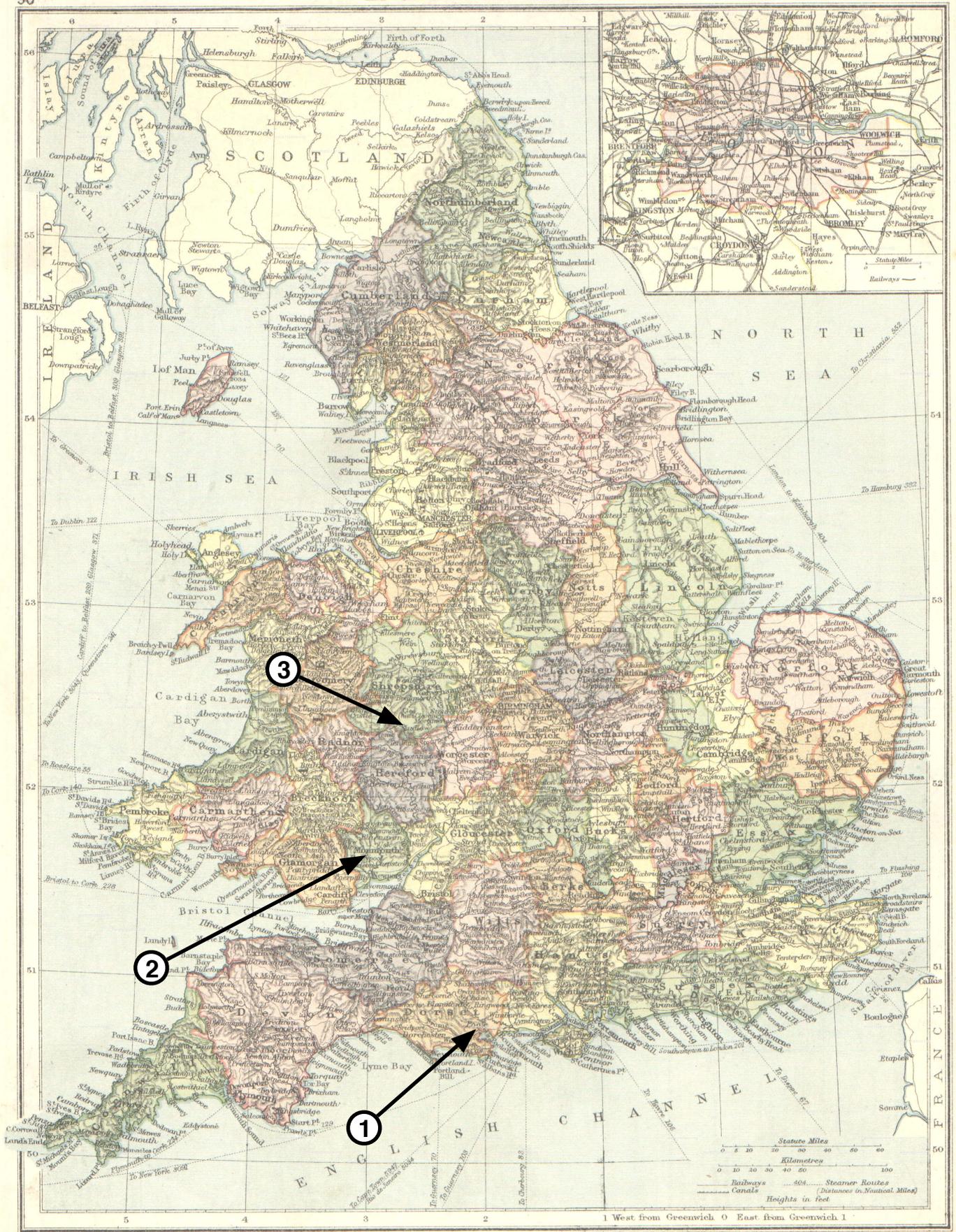
now..



Map for GM

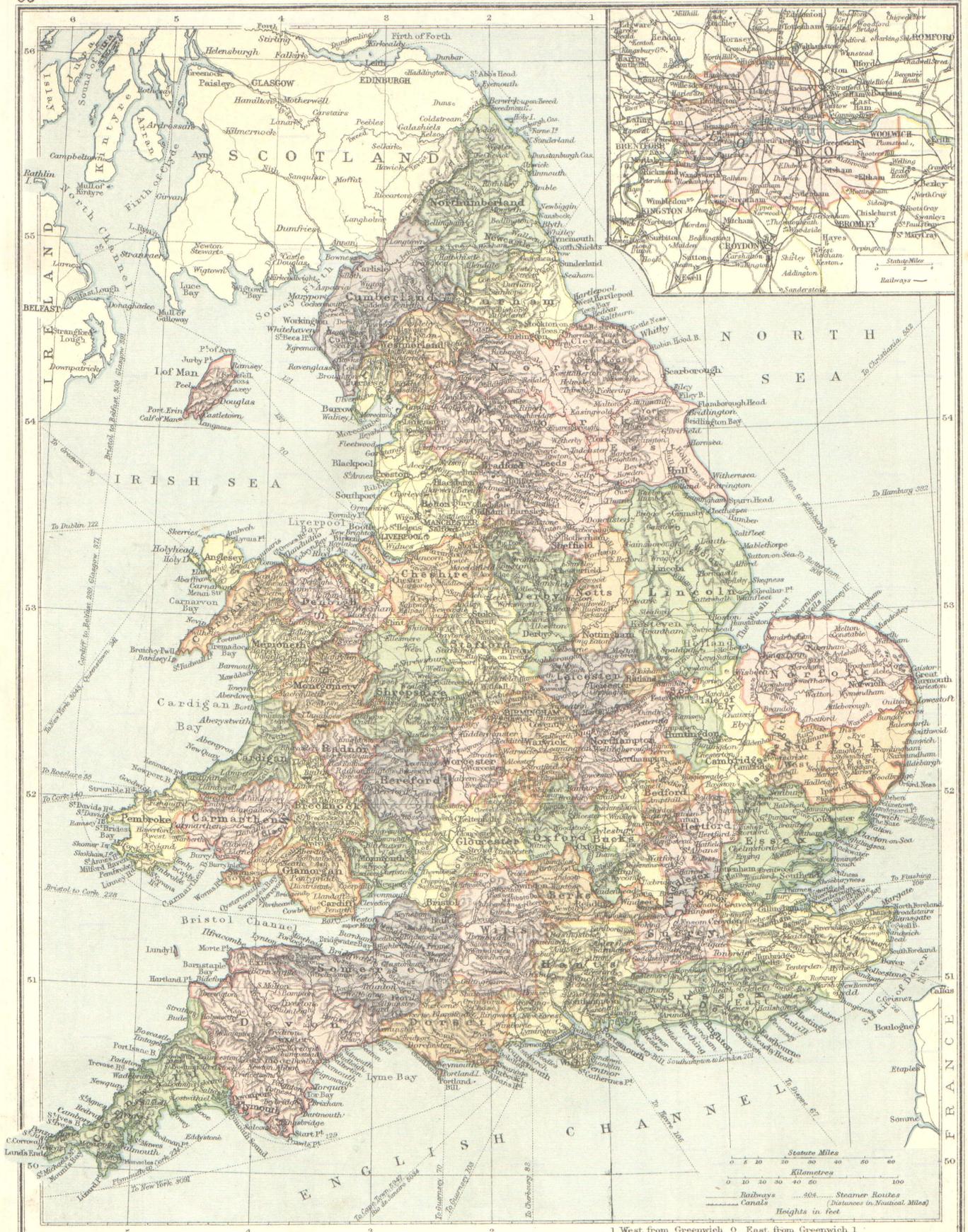
56

ENGLAND & WALES



Map for Players

ENGLAND & WALES



Ians death in the livingroom



Burnt notes from the fire place

I've noticed that the ghost
chapel seems to be alive
again a lot of
ad
I wish old aunt Betty was
alive to see it.

I must
seen that hat I've
knitting
woman on several occasions
close to Mrs batteries
defending this area.
She moves a little too fast
her age.

This is the third night in
a row. Someone is after me.
I can't
out
footstays
I need
the
company about this.

Tomorrow is the big
the question is, will I
believe marry this old
fool?

Ghost Chapel

