

# Wicked Times

## Going West

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



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An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.

This is the sixths adventure in the series.

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
Map:	London Geographical Institute
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Maps and graphics:	Totte Alm
Editing:	Totte Alm
Play testers:	Jesper Alm Håkan Lindqvist Simon Westerberg
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***Writers note:** I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and the tools to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names.*

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## ADVENTURE PLOT

The Germans are very keen on keeping the good business deals they have with American companies like the big three from Detroit, Standard Oil and US Steel. They all bring valuable supplies to the Wehrmacht, and the three motor vehicle companies from Detroit all have built modern fast assembly factories using the latest in modern mass production technology.

The plan came up by a coincidence, when the American organisation The Black Legion contacted the German cultural attaché with a request to bring over some high quality European circus artists to spice up a carnival fair that was to be organised in the Detroit area by The Black Legion as part of a recruitment campaign. Not only one, but four Carnivals with European performers soon travelled around the rural United States. The performers were not only just great, among them hid a few hand picked Fallens with special mind controlling powers. The fear that daunting acts impose on the audience makes them easy targets for mind control, and the control is just adjusting the mind to think and follow the ways of The Black Legion.

This way, the number of supporters for The Black Legion has dramatically increased from around 25 thousand to dazzling almost five millions in just a little over twelve months. The Carnivals move to a town or small city, then stay on a field for about three weeks. The fairs are cheap and the acts daunting and changing which makes people go two or three times before the carnival moves to the next town. This way the minds of people are rather firmly changed.

The change is not permanent, but as it is a suggestive control, it works very well on large crowds, where the energy for the thoughts are fed from the people around you. Once a town reaches a critical mass of influenced people they will keep feeding each other and no more influences are needed.

This is the technique used to put the Nazis in power in Germany first, so it is a well tested and working mechanism. The real problem here for the Germans is that there are only four existing Fallens with this capability. Three of them are now in the United States and the fourth and last is still in Berlin. This is the weak spot, but they do try very hard to protect them, and they have been forced to kill at least half a dozen agents from Britain and a few from the Soviet Union as well. According to some intelligence sources, there is at least one more walking the earth, and it is working for a man called Mao, in China.

The Carnivals all left Detroit or Chicago, and then travelled their own ways to spread the ideas of The Black Legion. The concept is to cast the blame for everything bad on the Jews, the Black, the British and the Communists, and showing that the Germans are the true friends. Also, they work very hard to keep and reinforce the views that the war in Europe should stay in Europe, America should not once again help the British that they once broke free from. By having messages from German spokesmen telling the people that Germany will buy their cars and the food, and pay more than both Britain and France would ever pay, they also try to convince the poor people of the country with what they value most, their hard earned cash.

## IMPORTANT EVENTS FROM THE PAST MONTH

GM can use these when having conversations with NPCs or if someone asks about it. There are much more information available everywhere but I picked a few events that I though could be good to know.

### September

- 1st - WW II starts, Germany invades Poland, takes Danzig
- 5th - US declare itself neutral
- 10th - Canada declares war on Germany
- 17th - German U-29 sinks British aircraft carrier Courageous, 519 die
- 17th - Poland's president Moscicki & PM Slawoj-Skladkowski flee to Romania
- 17th - Russia invades Eastern Poland, takes 217,000 Poles prisoner
- 25th - Versailles Peace Treaty forgot to include Andorra, so Andorra & Germany finally sign an official treaty ending WW I
- 26th - German seaplane shoots KLM-aircraft (1 killed)
- 28th - Soviet-German treaty agree on 4th partition of Poland (WW II) & gives Lithuania to USSR, last Polish troops surrender
- 30th - Germany & Russia agree to partition Poland

### October

- 1st - After a one-month Siege of Warsaw, hostile forces entered the city.
- 4th - Last Polish troops surrender
- 6th - Adolf Hitler denies he intends to go to war against France & Britain
- 6th - Hitler announces plans to regulate Jewish problem
- 6th - Last Polish army is defeated in World War II
- 8th - Germany annexes Western Poland

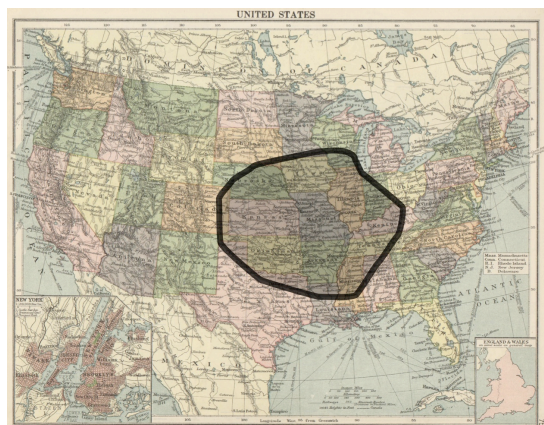
## ADVENTURE START

This adventure starts on Monday, October 9, 1939. The characters are all getting a telegram, where they ar urgently summoned to an anonymous London West End business address, .

At the office of Barristers *Pole & Young*, they are met by a known O:FR personality, Colonel Cumberland. He shows the characters into a small meting room where he starts his briefing without any hesitation.

– "In the US, the former fascists, the Ku Klux Klan has been slowly demising for the past decades from their top member count estimated to about 4.5 million members in 1920. Another more aggressive and potentially even larger group is rising fast, and they call them self the Black Legion. Estimates done by our agents in the US shows that they have over 2 million members all over the country. US governmental officials estimate the members to between 20 and 30 thousand, where half are located in the Detroit area. These new members seems to be recruited in the inland of the US, states like Illinois, Indiana, Kansas, Oklahoma, Missouri, Nebraska and Iowa."

October							November						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
						1		1	2	3	4	5	
2	3	4	5	6	7	8	6	7	8	9	10	11	12
9	10	11	12	13	14	15	13	14	15	16	17	18	19
16	17	18	19	20	21	22	20	21	22	23	24	25	26
23	24	25	26	27	28	29	27	28	29	30			
30	31												
6:☉	12:☉	20:☉	28:☉				4:☉	11:☉	19:☉	26:☉			



Colonel Cumberland points at the map on the table.

– *"The recruitment seems to spread not as rings on water with the epicentre in Detroit, more like a trails of spider web, moving steadily from town to town. This new movement seems to very keen on not breaking any deals with Germany. We know that General Motors, Ford and Chrysler all have motor vehicle production plants in Germany, producing all kinds of vehicles for Wehrmacht, including the truck Opel Blitz. We suspect this movement is deeper connected with the American industrial engagements in Germany than the President and his cabinet are willing to admit. As long as they don't handle the situation as they are not at war with Germany, we will have to deal with it the good old British way."*

The Colonel takes a small sip from the glass which looks like it holds single malt Scottish Whiskey,

- *"British agents trying to pinpoint the problem has either failed, or ended up in a fatal accidents, quite a few accidents actually. At least two have been found over run by trains at railroad crossings, one was killed falling from a Ferris Wheel at a Carnival, and one died when he drove off the road with his car. These where all men working for the SIS, bright and capable men. You have the SIS report on the subject here. We highly suspect that those deaths were not accidental at all, but they have been taken out as they found something out. The reason we, the O:FR got this on our hands is that SIS now suspects that there is more than just simple agents stirring up crowds. Something more in our line of duty is at work in the United States, and we need to put an end to that."*

The Colonel hands over a pile of envelopes to the characters.

– *"This is your new life, forget your old one for the time being. You will have 3 days to learn your new trade, you are now travelling sales representatives for Dunberry's, of Britain, a new and exotic British fashion house. You will pick up a suitcase each on your way out, holding samples of the new upcoming collection. Go easy with them as you won't get any replacements soon. It's not my idea, we took over this operation from SIS, including their covers and preparations. A warning though, don't even think of using the clothes as lady baits, I know very well that American women do anything for the latest and greatest fashion. That's all for now, you will fly on Thursday with Pan Am's Transatlantic Clipper, the Boeing B-314, to New York from Southampton. From New York you will take the train to Detroit and then you will need to find your way yourself, and do be useful over there. The clipper tickets cost \$375 each, for a one way fair. You will have to make your own arrangements for your journey back to Britain. By the way, the seats were the only available on the flight. Dismissed."*

Just before the characters reach the door, he shouts after them.

- *"One more thing, you may not under any circumstances reveal the true identities of these dead men or their whereabouts in the United States. The last thing we want is a scandal about the Brits are spying on the United States. I can see the headlines, Are the redcoats back in the US?"*

## GOING TO AMERICA

The flight is three days ahead, so the characters now have plenty of time to fix anything they need. Remember that any weapon not fitting in a suitcase will be difficult to bring onboard the plane. They do need to go to Southampton again, taking the 4.50 from Victoria station, but this time without murderous old ladies on the train.

### The Goods

The suitcases contain assorted clothes which seems to be copies of French collections (*Etiquette 15 to notice*) that has been labeled with the Dunberry's of Britain. The clothes are mostly women underwear, silk stockings, a few blouses and skirts and a some accessories like belts and hats.

### The Identities

The characters now have new but worn passports, id cards, old library cards, everything, including monogrammed hankies with their new cover. This is possibly the first operation they embark on where there have some work put in to give them working covers, which probably mean this is a very important operation.

### Facts

The characters receive a list of incidents and locations which might give them some kind of information of where to start when they have arrived in Detroit. The list is assembled by SIS for their operation before O:FR was called in to take over the operation.

### Luggage limits

They can only bring two additional suitcases to the one with the samples of merchandise they all have, and they may not have a combined weight exceeding 90 pounds (approximately 45 kg). This is important as someone might feel like packing 1000 rounds of Nitro Express .600 ammo.

### The Flight to New York

The flight leaves 11 a.m. from the port of Southampton. The flight to New York goes via Foynes on Ireland, Botwood in Newfoundland and and takes about 27 hours, and with the time difference, they will land in New York on Friday 13, at 7 a.m. The plane is *NC-18605 Dixie Clipper*.

The flight is almost fully booked, 48 passengers including the characters, who have been booked the suite in the front of the plane, named the honeymoon suite. The flight attendants asks and jokes about "who got married?". If there are more than four characters, the rest will have their seats anywhere the GM say fits. The main lounge is not a seating area. There crew are 13 people including two trainees. Each passenger has his or her own bed that can be folded out from the chair, making the flight very comfortable.

The other passengers are mostly Americans leaving Europe for a much safer stay in the States, and some British citizens travelling to the Unites States in business, for a company or for the government.

GM can make this flight either a fun social event of the adventure or as in Indiana Jones, a red line on the map with theme music in the background, your call. There are some persons and events that might play well with some characters less successful personalities, and some vital information can be picked up as well.

When the plane is about to take off, they hear in the speaker:

– *Welcome aboard this PAN-AM Transatlantic Clipper bound for New York. Captain Greg Taylor and his crew wishes you all a pleasant flight. The flight time is estimated to 27 hours and 30 minutes, including refuelling stops at Foynes and Botwood. The longest time in the air will be between those two stops when we cross the Atlantic ocean, about 17 hours. Food and drinks will be served during the flight.*

At the stops, all passengers can leave the plane and stretch the legs for about an hour while the plane is refuelled and checked by the mechanic, Dan Roy.

## List of some of the more interesting personalities onboard.

### John Paul Alexander - American businessman

John Paul Alexander is a man in his mid 50s. Dressing sharp and with almost British upperclass manner. He works for a Dewey & Almy Chemical Company in Boston, Massachusetts that export large quantities of different chemicals to Britain, and now with a waging war, he sees a very lucrative market. Speaking about the war as something good in phrases like *"This war will make me a good profit"* or *"It's time we get us a real war in Europe, it's great for business"*. Not everyone agrees, which can cause interesting conflicts.

### Dan Roy - First flight mechanic

Mr. Roy is in his mid 40s and the only member of the crew that doesn't wear a perfectly clean suit, but somewhat dirty jeans and a workman shirt. He usually likes to talk to the passengers about how new this Boing B-314 Transatlantic Clipper is and that there are always things that can be improved. As he is normally only really needed for fixing things and to check things, he has a lot of time to stroll around in the cabin, telling stories about all the times he fixed things that broke down.

### Sir William Baxter - M.P.

Sir Baxter is an elder gentleman in his mid 60s and a member of the British Parliament. He is on his way to the United States to discuss some very important trade agreements. He does not like to be disturbed, doesn't particularly like Americans and hate flying, as he suffers from both fear of flying and air sickness. He would much rather have taken the Queen Elisabeth II, but this was a matter of urgency.

### Donna Wesley - Stewardess trainee

Donna Wesley is a 24 years young American beauty that works as stewardess trainee on the flight. She is cute but a little absent minded and gets very easily distracted, specially by handsome men. She is very helpful, sometimes a little too helpful and very flirty.

### Allister McGordon - American reporter for New York Times.

Mr. MacGordon, a middle aged man with Scottish Ancestors, working as a reporter for New York Times, and have been in London to write a series of articles about London at War. He is very nosy as reporters usually are, and will ask the characters about their business to the States. If they use their cover, as they should do, he hook to the idea of writing a story about this new brand and is eager to follow them, telling them they should go the D.C. or to Boston, or even to Hollywood, they are crazy about European things in Hollywood.

### Herbert Greenfield Sr. - European account manager for Standard Oil

Mr Greenfield is a larger large gentleman in his late 60s, speaking with a very broad Texas accent. He is the European account manager for Standard Oil, and he is returning to the States after a successful deal with first the Germans and now the British governments. He brags load about how much money he will get from those deals and that Europeans really doesn't get what doing business is all about.

### **Kitty Greenfield - Trophy wife of Herbert Greenfield Sr.**

Kitty Greenfield is the 32 years old, third wife of Mr Greenfield, and she was forced to follow him on this trip as he thought her presence would impress both the Germans and the British trade delegations. She hates these business trips, the long boring cocktail parties, she only does it for the shopping, but they didn't even bother to stop in Paris or Milan. This was the most boring week of her life. She will most happily move into the suite with the characters just to get away from her husband.

### **Rupert Baldaccini**

Mr Baldaccini is a man in the early 50s and he works for General Motors in Detroit. He has been in Germany overseeing the new production lines for the Opel Blitz trucks at the factory in Rüsselsheim. He came to Britain from Germany to try to settle a deal with Vickers on using General Motors parts in the new Vickers machine gun carrier. He did how ever convince that British government that no business was conducted between Germany and General Motors and that Opel is not supplying the Wehrmacht with any military vehicles.

## **List of some events that might occur during this long flight.**

### **The Greenfield family quarrel - Important event**

*Play this scene somewhere over water during one of the meals.*

During one of the meals in the lounge, Mr Greenfield once again talks about how Europeans really should learn from the Americans how to do business. His wife suddenly rise from her seat, empty her glass of champagne over Mr. Greenfield's head and then dramatically takes off her wedding rings and throws them in the bowl of lobster soup on the table, the she leaves the table with the following words:

*–"My lawyer will call your lawyer when I get back to the States. Remember that half of that money you just made are mine. Kiss them goodbye 'cause you will never see them again, ever!"*

### **The Engine breakdown over the Atlantic - Important event**

While flying over the Atlantic and the mechanic Dan Roy is strolling among the passengers when everyone can hear the distinct sound of a coughing engine, and a grey puff of smoke comes out from the second engine on the right wing. Almost at once some of the female passengers onboard starts to scream *"We are all going to die!"*

Dan Roy hastily leaves the passenger section by climbing the ladder leading to the flight deck. The plane is now flying with three engines and is slowly loosing speed and altitude (*Navigation 20 or Orientation 20* to notice). Anyone suffering from fear of flying or any other suitable mental disorder among the characters will now panic.

### **GM Note:**

Remember that this is not a crash-and-die situation, it is just to build of some fear and stress for the players and their characters.

After about 10 minutes, the engine starts again and the plane gains both speed and altitude. Soon there after, Dan Roy comes down the ladder looking really dirty, asking the head steward, Robert Spencer if he can borrow the bathroom as he really need to get cleaned up.

### **Turbulence over Newfoundland**

When the plane is in the inflight for Botwood harbour in Newfoundland for refuelling, they fly through some severe turbulence and captain Taylor asks everyone to sit down and hold on to the seat, (seat belts were not really invented yet). Again some of the women start to scream "We are all going to die!" As the late night snack was being served, cocktails and canapés are now everywhere except where they were supposed to be. Just a few minutes later everything goes back to normal again, and the steward sends everyone on the serving staff out to clean up the worst mess, telling everyone that it will all be fixed when we have landed and are standing on the ground.

### **Too drunk to fly**

*This will occur on the part between Botwood and New York, where everyone is supposed to take a good nap to be fresh in the morning in New York.*

One of the more anonymous passengers, George Walker of the US Steel corporation, managed to get at least three whiskies too much after the turbulent landing and now when the plane is up again and everyone really tries to sleep, he is singing loud for himself, walking around saying sarcastic comments about people snoring, suddenly sobbing that no one wants to be friends with him anymore because he is old and ugly, all typical reactions of too much alcohol. He will of course bother the characters, but not be harmful, just a painful experience leaving the other passengers very tired.

### **The cigar smoking gentleman**

One of the gentlemen onboard, Samuel P. Smith, account manager for Bank of America is an avid smoker, and he only smokes really large and smelly Cuban cigars. Smoking is permitted onboard, but without any way to vent out the smoke, the air is becoming really hard to breathe for the rest. This can be especially annoying if any character has some kind of asthmatic disorder. The crew members are in a hard dilemma as Mr. Smith is a very frequent flyer and they do not want to upset such a distinguished passenger.

### **Love is in the air**

What is a cinematic trip in an aeroplane over the Atlantic Ocean without some romantic involvement? There are a few young handsome girls onboard, mostly secretaries or as above, bored trophy wives or young flirtatious stewardess trainees.

### **Finding a missing document - Important event**

When one of the characters makes a visit to the rest room section, the character sees a small piece of paper that seems to have been torn off from a sheet of paper, lying on the floor. The piece of paper seems to belong to someone of the businessmen onboard, someone in the automobile business. The right person is Mr. Baldaccini from General Motors.

## NEW YORK

The clipper lands in the New York harbour bay at 7 a.m. on Friday 13, local time. The passengers are picked up with a small boat and all luggage and mail sacks are loaded onto the same boat as well. The boat takes the passengers to the immigration office pier in the harbour, where all foreigners has to stand in a long line to get their passports checked and stamped.

There are no problems here at all, and all American citizens pass using an own line so they are gone long before the characters can put a shadow on someone, if that was their though. From the immigrations pier to down town and Grand Central station there is one choice, a taxi, as the train to Detroit will leave in just two hours, at 10.15 a.m. The travelling time to Detroit by train is 26 hours so the train is a grand sleeping coach train.

This is a really boring *red line on the map while the theme music is playing* kind of scene, so nothing of interest will happen on the train expect if the characters force something to happen.

## DETROIT

The train rolls in at the Michigan Central Station at 12.23 p.m., eight minutes late. Now, the characters are on their own. They need to decide where to go and how to get there. Travelling between major towns can usually be done by train, or grey hound busses, but getting to smaller towns without having to spend days waiting for a bus might require an automobile.

### Buying and driving an automobile

As they are in the city of cars, they might wanna buy a car if they have the money, remember though that the Americans drive on the wrong, I mean right side of the road, while the British drive on the right, the left side. Did that sound complicated, then try to drive on the *other* side. Driving will be 5 steps more difficult for the first days of diving when something happens that require a reflex action, unless the character has been in right side traffic before.

### Using the public means of transportation

During the 30s the public transportation systems in these parts of the United States were still run by many different operators. The railroad barons are still competing for each others tracks and some had cross track deals. Ordinary people still not always had cars, so busses were also both common and a basic mean of transportation. Ticket costs are just something that can be ignored, as no governmental agents are so poor they cannot afford a train ticket, and if the party is a group of minus wealth persons, they have been issued pocket money that of course has to be accounted for with viable receipts back in London, when time comes.

## THRILLING LOCATIONS

Here is a list of the interesting locations where events have happened, and the distances between those places. There will be a lot of traveling in this adventure, so fill her up. The travel distances are rounded and based on distances point to point, not taking in account actual roads. To calculate travelling times, use the table below. The calculation formulas for trains and busses includes waiting time, connection changes, and with car it includes stops for food and sleep. This has all been simplified to make the adventure playable. Here is a table with estimated travelling times between the main locations that the characters might want to visit. Other locations will be placed in distance to one of the known locations here, so just add that time to any travelling time, ignoring things like *"but this town is north and we're coming from the North"*. If GM or players wants a more precise travel calculation, google maps is your friend.

## TRAVEL DISTANCE GUIDE

	Detroit	Ellettsville	Mason City	Evansville	Boonville	Hutchinson	Caldwell	Frederick	Carroll
Detroit									
Ellettsville	9h								
Mason City	3h	7h							
Evansville	8h	4h	8h						
Boonville	4h	13h	7h	12h					
Hutchinson	16h	25h	19h	23h	12h				
Caldwell	17h	25h	19h	22h	12h	3h			
Frederick	23h	31h	26h	28h	19h	11h	8h		
Carroll	11h	19h	12h	19h	10h	13h	15h	23h	

### THE LOCATIONS

Below are all the eight main locations where incidents have been reported by the SIS. The characters might of course decided to travel to a nearby town or city, but that is out of the scope of this adventure unless one of those locations are given later.

Also, you will find the schedule for the roving carnivals, which will make it easier to answer the questions of what carnival went where, as this is what the characters will try to establish during their investigations.

### THE CONTROLLERS

When the characters remove one of the Controller Fallens from this world, permanently or no, all victims controlled or affected by this fallen will slowly con to their senses again, but it will take time. For example will they still say that Germany is a good country for a week or two, but with increasing hesitation, they will get second thought that will slowly drive the planted opinions away.

## COMMON ANSWERS

These answers are the same in every town, GM just has to add some spice and flavour. Four out of five will give these answers, the rest is unaffected (they have a higher Aura to resist the mind affecting powers) and will give the unaffected answers. Let the players hear what most say, and then what this one person says, probably a preacher or a scholar.

### Common answers in small farming towns - Affected people

Talking with people on the streets or in a bars about Germany or Germans {Charm 10}:

- *People do speak positively about Germany and Germans, calling them good folks, and at the same time they spit on Jews and coloured people. They pay us good money, much better than the people in New York, Boston and even in Britain.*

*If asked if they do have more money now when the Germans spend so much, the answer is a fast yes, but with hesitation in the eyes. (Psychology 20 or Judge of Character 20 to see it)*

Analysing people on the streets or in a bars {Judge of Character 20 or Psychology 20}

- *Most of what they say, they do believe, but you can feel that something is encouraging this belief.*

Checking up trading and prices with Germany {Info searching 15 or Economics 15}

- *The Germans buy supplies from the United States, but not particularly from this town, and they buy from the lowest bidder.*

Talking about the Black Legion or the Ku Klux Klan {Charm 15}:

- *Most people seems to avoid the topic but a few say they support the Klan or the Legion but denied any involvement them self.*

### Common answers in larger towns or cities - Affected people

Talking with people on the streets or in a bars about Germany or Germans {Charm 10}:

- *The Germans are good people. They buy our products and makes the wheels spin faster, it's good for everyone.*

- *If asked if they do have more money now when the Germans spend so much, the answer is a fast yes, but with hesitation in the eyes. (Psychology 20 or Judge of Character 20 to see it)*

Checking up trading and prices with Germany {Info searching 15 or Economics 15}

- *The Germans buy parts and machinery from the United States, but not particularly from this town, and they buy from the lowest bidder. Many US companies have assembly plants in Germany using tools and machinery from the US, including spare parts, but they mostly manufacture the most in Germany.*

Talking about the Black Legion or the Ku Klux Klan {Charm 15}:

- *Most people seems to avoid the topic but a few say they support the Klan or the Legion but denied any involvement them self.*

### Common answers - Unaffected people

Talking with people on the streets or in a bars about Germany or Germans {Charm 10}:

- *The person you speak to seems to be very upset about the fact that so many people in the city so suddenly changed from tolerant and understanding to narrow sighted and very pro Germany and showing almost hatred towards Jews and other minorities. There are flyers and posters for the KKK and Black Legion everywhere.*

Talking about the Black Legion or the Ku Klux Klan {Charm 15}:

- *We are not evil folks in America, but what are we turning into when these powers can freely roar?*

## ELLETTSVILLE - INDIANA

This town was founded in 1837 and the basic income from this town is farming and stone from the large limestone quarry. The stone holds very high quality and has been shipped all over the United States and can be found in countless buildings in the cities, like universities, cathedrals and large governmental buildings. The population is modest, only around 700 people live in the town, but several hundreds more live on the farm surrounding the area.

The town is the classic American town with the main road and the town spreading on both sides of the road. Most of the trains on the railroad are heavy steel wagons filled with limestone.

### **GM Note:**

In the autumn, in the beginning of September, they have the Monroe County Fall Festival, which just ended. This was the second year they had this festival as it was last year the leaders of Ellettsville Parent-Teacher organisation that decided that the town needed a fresh start now when the great depression seemed to be over. During the depression the town was hit very hard as no buildings were built. Exporting limestone to Germany helped the town to recover and in 1935 business was back as usual. The festival was a great success and for this year they decided they would try to bring in a real carnival to attract even more people from neighbour towns and areas within the county. In April, a group of people came to look at a suitable location for the carnival, and a SIS agent was following them. The agent was caught by the German agents doubling as carnival workers and was tossed onto the tracks where the heavy trains from the quarry pass.

### **Leads and information in Ellettsville**

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *There was a carnival here the first week of September for the Monroe County Festival. The festival is arranged by Miss Elliot of the Parent-Teacher organisation in the town. The carnival's name was CARNIVAL.*

Talking with Mrs Elliot of the Parent-Teacher organisation {Charm 10, Politics 10 or Attractiveness 10}:

- *We looked in the local newspapers for advertisements and we called a few carnivals before we found someone willing to come to such a small town. They came here sometime during spring to look for a good piece of land to raise it on. They decided on to use old Jennings's land south of town, you can check it if you want to, The land was not in use for any crops this year as old Jennings is just that, old. His sons moved to Indianapolis to join the army so he had no one to do the work. He might sell it if you are interested.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *I can't remember who told us that there was a dead guy on the tracks. He was dead all right, had to pick him up with a shovel, poor fellow. As he wasn't local, we sent the report to the state police and that was the last we heard of it.*

## MASON CITY - ILLINOIS

Mason City is a typical prairie town, and the town is built around corn. Wast acres of land stretches as far as the eye can see, and all you see is cornfields. The town is built on both sides of the main road. The population is as in most small towns, around 700 people, but many live in farms or villages between the fields.

### *GM Note:*

In the spring, in mid may before the first harvest, there is an annual corn festival in Mason City and traditionally a carnival is the main attraction. People come from far and near to visit as this is a very popular tradition. This past spring, there was a carnival here as every year. There are different carnivals every year.

### Leads and information in Mason City

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *There was a carnival here the two week in mid May for the annual corn festival. We have carnivals every year here. This year we have one named REVELRIE.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *I remember that accident, those wrong side driving Brits looking in the wrong direction while crossing main street. He didn't even break, the poor trucker didn't stand a chance, hit him dead on and pushed the wreck at least a hundred yards. They guy was dead before he even knew what hit him.*

## EVANSVILLE - INDIANA

This is a larger city with about 100 000 people. It's built on the Northern side of the Ohio River. Evansville is an industrial city with many heavy industries in automobile, aircrafts and naval constructions. The city also has a long brewing tradition with beer that doesn't instantly trigger the reflux reflex of more cultivated beer drinkers like the British.

In late January, 1937 the Ohio River flooded and most of Evansville was declared under Martial law in January 24, when the water reach 54 feet (16 meter) above the normal level. The city was severely damaged but as a result of the floods, Evansville built earth levees, concrete walls, and pumping stations designed to protect the city. This gave jobs to many of the previously unemployed.

### Leads and information in Evansville

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *There was a carnival here, they setup close to the river on the large flood safe areas. No risque of flooding when the spring is over. I think it was named REVELRIE.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *Wait while I look through the archives. Ah, here it is. Yes, a man fell from the Ferris Wheel onto the concrete, must have been a shock for the other visitors. Just imagine to see that as a kid, would make you have nightmares that's for sure. Nothing wrong with the seat lock, he must have been standing up when the wheel went into motion, you can easily loose your balance if you stand up in one of those.*

## BOONVILLE - MISSOURI

Boonville is a town with about two thousand inhabitants, located on the South side of the Missouri River. One of the towns most important institutions is the Kemper Military School, which advertise itself as "The West Point of the West". About 300 military students graduate from Kemper every year to serve in the Army. Another larger industry is the paper industry. Boonville is mostly known for being one of the places where they had public hangings until about ten years ago.

### Leads and information in Boonville

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *There was a carnival here on the 4th of July, they set up south-west of town, on reservation lands, only place available. It was a great carnival, lot's of fun midway games, but you never won anything. It was named CIRCUS DELMOTE show or something.*

Asking the man on the street about Indians or the nearby reservation {Charm 10 or Attractiveness 10}

- *The Indians are just trouble I tell you. They don't do honest work, just try to steal you money on them card games they run in them tents. I don't like 'em, they are like niggers or jews, should just get rid of them if you ask me.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *Yes, I remember that, nasty business. When we tried to investigate the matters the indians were less than helpful, all they told us was that the knife had been stolen three days before and that they had reported it to the police, but we have no records of that, but we could not find anyone guilty either, case is filed under unsolved.*

Talking with the Indians, Chief Feathered Cloud {History 15, Politics 10 or Charm 10}:

- *We told the police that none from this camp did it. The knife was stolen, we reported it. W don't wanna cause any trouble. We cannot get any jobs, no one hire an Indian, not since those Black Legion people been coming here with the carnivals spreading lies and things, talking about the master race and that everyone else are inferior. We are all equal, we are all humans.*

Talking with the Indians about the Black Legion and other things {Myths 10 or Religion 10}:

- *Our medicine man says there is evil afoot. He could sense the dark could from the carnival that was here, and the people of Boonville are all affected by it. He tried hard to do undo the evil but it was way to strong for him.*

Talking with the medicine man of the camp: {Charm 10 or Aura 10}:

- *I can sense good in you, and some of you have powers that most men lack to acknowledge. You bring hope to humanity in these dark hours. I have something that you might find valuable if you need to fight the evil. I've learned from my grandfather and from the spirits of our ancestors something about those evils. They are not human, and if you slay their human body, their souls just return to the plane of evil, from where they will return again. If you kill them with this blade, they will be eternally dead, killed not just vanished. Be careful though, this is a weapon that might attract their attention once it has been used, as they will all feel the pain from the slain kin.*

## HUTCHINSON - KANSAS

This city is rather large with about thirty-thousand inhabitants. It's built north of the Arkansas River, where the salt mine is located. The base industry here is the salt mine discovered in 1887, which changed this small town into a city. There is railroad bridge spanning the Arkansas River, and a bridge for cars and pedestrians too. South of the river are mostly farms and large fields. There are also many small mechanical industries who are sub contractors to the automobile industry.

### Leads and information in Hutchinson

Asking the man on the street about carnivals [Charm 10 or Attractiveness 10]

- *There was a carnival here right after the 4th of July and they stayed until the derby race was all over, They set up south of the river, across the bridge. hey had many fun attractions. It was named the REVELRIE carnival or something.*

Asking the man on the street about the derby race [Charm 10 or Attractiveness 10]

- *You don't know what the derby race is? You really do miss out. This was the best thing that happened here this year, even beat the carnival. The Tin Lizzie Derby, 30 model T fords racing on the fair grounds, was a spectacular race. Our own hometown boy Robert Ghormley in his car #24 came in on fourth. The race was won by Chet Aschman from McPherson, what a splendid race it was. I can still feel the fumes of rushing engines. Just imagine - 200 laps at that speed. The race was held Sunday July 30.*

Talking with the Police [Politics 15, Law 10 or Charm 20]:

- *He was found in the morning by some farmers, floating downstream, but so we checked the green paint on his coat and in the wound in the back of his head, and it matched the paint on the railroad bridge. He must have fallen off a train, maybe went out on the platform between the coaches to get a better view of the river. He had no train tickets on him, but maybe he was in a hurry and decided to buy one onboard.*

## CALDWELL - KANSAS

This small rural town with only about 850 inhabitants in the middle of the farming lands. People here mostly works with farm related business, like small repair shops, or different grain or meat packing or handling shops. Several hundred people live in the surrounding villages and for a carnival, people will come from both Kansas and Oklahoma which is just to the South. The main farms here are either wheat or cattle farms.

### Leads and information in Caldwell

Asking the man on the street about carnivals [Charm 10 or Attractiveness 10]

- *There was a carnival here in the beginning of August for the harvest festival. Haven't seen so much folks in town since Old Percy's will was to be read and people came from all over the state to claim being his child. The man couldn't keep it in his pants and the women, they just couldn't resist as charmer like old Percy. Sorry, I got a little sidetracked, it was a great carnival, they had some very interesting performers from Europe. I think the name was CIRCUS DELMONTE or something.*

Talking with the Police [Politics 15, Law 10 or Charm 20]:

- *I remember that accident, poor fellow. He must have had enough Brandy to knock out an elephant, fell asleep on the rail crossing in the middle of the night and no one passed to help you. Not much to do but to call the morgue to pick him up, dead as a roadkill.*

## FREDERICK - OKLAHOMA

This town has about 1,800 inhabitants and is the local centre for the farms around. Partly from wheat and cotton farms, but cattle farms are very common in this area. One of the town's most famous moments in history President Theodore Roosevelt came here in 1905 for a wolf hunting trip. Each fall in early September is the wolf hunting festival held to celebrate that historical event. Although the wolves are since long extinct from the area, the people make doll wolves and dress up like wolves. This year was no different, and the traditional roving carnival came as usual in the of August.

### Leads and information in Frederick

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *We always have a carnival here for the wolf festival. This year it was the DELMONTE CIRCUS. They were good, but not as good as the one a few years back, can't remember the name though.*

Asking the man on the street about the wolf festival {Charm 10 or Attractiveness 10}

- *Don't you know that President Theodore Roosevelt came here in September 1895 to hunt wolf? Since that we always have the wolf festival in the beginning of September. We all dress like wolves and the children make paper wolves in school.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *It was during the wolf festival. Some poor guy fell asleep at the wheel early in the morning. He had been at the carnival all weekend so no doubt he was dead tired, excuse the pun. We have witnesses stating that he kept driving and he did try to break when he came to the edge, but too late. There is a cliff and below is the stream.*

## CARROLL - IOWA

This town has about 5,100 inhabitants and is mainly an agricultural town, but a few factories exist as well. The town has a large town hall as it is the county capitol of Carrollton. The town is as most towns, busy at daytime and quiet at nights. In Carroll

### Leads and information in Carroll

Asking the man on the street about carnivals {Charm 10 or Attractiveness 10}

- *We don't have much carnivals here at all. I can't remember last time we had one, but this year we had one, they were called REVELRIE and they were really good.*

Talking with the Police {Politics 15, Law 10 or Charm 20}:

- *He was found by a couple walking their dog, Mr & Mrs Bark. I remember that Mrs Bark was very upset about it. He was laying with his head in a small stream, and he had a small injury to his head. I think he tripped, fell and was knocked unconscious, and drowned.*

## THE FINAL TOWNS

These are the locations where the characters can catch up and go into action against the operation. One carnival is in each town.

### SHELL ROCKS - IOWA - REVELRIE

Travel time: 5 hours from Carroll, Iowa.

This small town is built on both sides of the Shell Rock River. It has about 900 inhabitants and the town is as most towns in Iowa, a farmer trading posts. Cattle is the trade here. The people are happy that a carnival has come to town, and everyone is eager have fun.

### ALBANY - KENTUCKY - CARNIVAL

Travel time: 7 hours from Evansville, Indiana.

This is also one of those small towns in a farming landscape. Goats and corn are the two main product from this area. The town has about 850 inhabitants, but several hundred more live in the surrounding villages. Everyone is happy that the carnival has finally arrived, but the fall and falling temperatures is not making it as enjoyable as when it came during the summer some years back.

### COFFEYVILLE - KANSAS - DELMONTE CIRCUS

Travel time: 6 hours from Hutchinson, Kansas.

This is city with almost 17,000 inhabitants. This is industrial city with only parts of the income coming from agriculture. One of the main industries is the National Refining Company built Northeast of the city. One of the countries largest refineries. Its also famous for the Dalton raid when the Dalton Gang tried to rob two banks simultaneously.

## CARNIVALS ON THE ROAD

The is also a chance that the characters can catch a roving carnival on the road to or from a town. They either go by train or use the roads, depending on what towns they are going to or leaving. There are two different scenarios here, one on the road and one on the rail. Pick the one that suits the situation the characters are chasing the Carnivals in.

### ON THE ROAD

- The characters successfully tracks down a Carnival on the move as it has stopped for the night in a small town at a motel.
- The character tracked down a Carnival on the move when it stopped in the middle of nowhere for a break.

### ON THE TRAIN

- The characters have tracked down a Carnival to a railroad station where they are holding and waiting to switch the wagon into another train set.
- The characters have successfully climbed onboard a train with a moving Carnival, have fun.

### *GM Note:*

The encounters below can of course be changed to fit whatever means of transportation the characters use, GM just need to tweak them a little.

## ENEMIES ON THE ROAD

While the characters are roaming the inlands of the United States tracking down Carnivals, there are other forces around keeping track of them. German agents will most likely to be on the tail of the characters, specially if they are too mouthy or too nosy. The following events will only happen if the characters have taken some kind of action that might have blown their cover, for example clean out the first carnival.

### Automobile sabotage

When the characters stop for gasoline at a service station, German agents that have been following them also pull in at the same station. If the characters leave the automobile unattended, a small explosive device will be quickly planted under the car. The Germans will follow behind and the explosive device will be remotely triggered when the road turns, blowing brakes and steering in one small bang. There are as many German agents as there are characters.

*Driving 20* to completely handle the situation and becoming the driving hero of the day.

*Driving 15* to avoid an accident by avoiding other cars and staying on the road.

*Driving 10* to only drive off the road giving everyone in the car 1d20 of blunt damage.

*Failure* to cause 1d20 sharp damage + 1d20 blunt damage to everyone in the car. Seat-belts were not the fashion in these days.

If the automobile is not left unattended, the Germans will shoot the tires instead. The Germans are driving a new Dodge Sedan, dark grey in colour.

Any real accident will cause the characters to spend at least 2 days with filling in insurance forms and visiting hospitals, delaying their operation.

### Motel Disaster

During one overnight stay at a small motel named Bill's Motel, in one of the endless small towns passed, something unexpected happens. In the middle of the night when the characters are all sound asleep, the police gets an anonymous telephone call from a very upset woman who claims that she's a victim of an assault by an English speaking man. The assault happened at Bill's Motel and she can swear that she saw him enter a certain room, one room the character she describes sleeps in. The police will storm the motel and the room, arresting the character and anyone making any kind of resistance.

The character is taken to the nearest police station and is being questioned. It is to be hoped that at least one of the characters were smart enough to stay out of trouble. If they go to the police station they will be able to see the girl, or woman crying and be so depressed. A *Judge of character 15* or *Psychology 15* will reveal that she is acting, very good but still acting. Shadowing her (*Shadowing 10*) will lead to a small shack outside town where the woman seems to live. If they decide to talk to her (*Charm 10* or *Attractiveness 10* to talk to her and *Interrogation 10*, *Acting 10*, *Charm 15* or *Law 10* to get the truth out of her). The truth is that she was paid \$100 and didn't even have to do it, if she just acted as she had been attacked and called the police. She was given the instructions and money, and even the lift and the help to make the telephone call from a phone booth outside a nearby closed gas station by a man she describes as pointy nosed and speaking with a German accent. She accepts to go to the police and tell the truth (*Charm 15*, *Attractiveness 15* or *Law 15* to convince her, but she needs to be convinced she will not end up behind bars.). If the characters can't come up with any bright ideas, she will tell them she will say that she was threatened by this German man and that she was told that if she failed, he would have her killed. She will convince the Police and although Germans are good folks, the Police officer will file a wanted for questioning upon this man. She can also describe the automobile, a new black 1939 Ford Sedan.

## ENEMIES ON THE RAIL

While travelling across the United States on trains and busses, German agents will be somewhere watching and planning.

### The trap

While onboard a train, GM selects one of the characters that has to roll an *Observation 25*. A success and the character will notice that someone puts something in the characters inside pocket. On a *Jolly good* roll, the character even spots who did it, a short man with a short, pointy nose wearing a common grey suit. If the item is investigated, it is an envelope containing a small roll of film and a note, in Russian. *Read Russian 10* to understand it.

If the character fails to detect the pocket drop, the character will not notice the drop. If the character detected it or even saw who did it, action can be taken, but remember they only have thirty minutes before the train stops in the middle of nowhere at a rail crossing.

Thirty minutes later the train is boarded by a group of fifteen G-Men (Government agents of the F.B.I) who will quickly block or exits and the look for the characters. The character will be searched under gun point and the G-Men will find the envelope and the character will be cuffed and carried of the train and into a waiting car. Then the train will continue.

The other characters can decide to exit the train or not. There is a nearby town, visible in the horizon, but it's several hours of walk to get there, with all the luggage they have.

The character is quickly transported to an abandoned industrial building and placed in a chair in a cold concrete cellar, hands and feet cuffed to the chair. Two strong lights are blinding him and the only thing the character can hear is a voice asking: –“*Now tell me your full name you communist spy*”. It will require a *Courage 15* to stay calm, and a *Toughness 15* not to be broken by the interrogators beating. If the character tell the truth, it will be controlled but the cover will be blown, and it will require a *Politics 15* or *Law 15* to convince the F.B.I that they should stay out of this and arrest the person trying to destroy the American-Soviet relationship.

If the other characters decides to go on foot, the walk is seven hours, but after 3 hours a driver passes by and is willing to give them a ride to the small town ahead. The towns name is Greenville. They will by *Searching 15* and *Tracking 15* locate the two black station wagons that are parked outside a worn down industrial building. They will see at least five armed men, standing and smoking outside. This is not a place you can raid, but a *Charm 15* and *Politics 15* or *Law 15* will let the characters prove their point of view, and they might succeed in freeing their fellow agent without too much hassle and loss of time.

They might also stay on the train to try to find who ever did it. This do require some sheer luck, but an *Observation 25* at the next station where the German agent Hermann Schröder will leave the train and a rather large lady with a lot of luggage happens to put an elbow in his face which makes him swear in German might be enough clues. Bringing Hermann Schröder to the G-Men will free the captured character as well.

## The doppelganger

If you run this, you need to run a few before, roll for Observation and all, just to make them not suspect anything when the real trick happens.

While on train between two towns, the conductor will come into the compartment where the characters are seated. The characters are alone in the compartment, no other passengers are there. The conductor checks and punch the tickets. An *Observation* 25 to see the Doppelgangers blurry reflection in the compartment window. Five minutes later the same conductor comes in and wants to see the tickets. This is the real conductor, the first one was a Doppelganger specially assigned to this mission. When the characters says the he already been here and punched the tickets, he really loses his temper, and stops the train in the middle of nowhere at a road crossing and dismiss the characters for travelling without valid tickets and for coming with lies. He will see any attempt to pay for the tickets as a attempt to bribe him.

If the characters starts to be threatening and won't leave the train, the conductor will continue to the next town, where the police will be called in by the train signalling 5 times on the way in. The characters will be taken into custody for 48 hours and then be fined with £12 each for a list of offences.

This will be a boring delay, but the characters might get the revenge now that they now something fishy is going on.

On another journey between two towns, an American Soldier wearing the insignia of the First Infantry division, the Big Red One enters the compartment. An *Observation* 15 will after a short while when the train passes through a tunnel reveal a very blurry reflection of the soldier in the window, its twisted and weird and you can see some panic in the soldiers eyes when the train so suddenly hit a tunnel. He tried to quickly hide his face behind a local newspaper, but to slow.

When he realised that his disguise is blown, he quickly pull up his bayonet and points it towards the characters saying: -*"You sit still and don't move. I will leave now, don't dare follow me."*, with a southern accent.

This can be an interesting little fight if the characters feel they want revenge.

### GM Note

As GM you can invent other incidents, and change these to fit whatever means of transportation the characters uses.

## CARNIVALS

When the characters finally arrives to a town with one of the three carnivals, Shell Rocks - Iowa, Albany - Kentucky or Coffeyville - Kansas, they will have the opportunity to play the roles of ordinary visitors and to walk around and look and ride. All the three carnivals have one huge big top circus tent where several different performances take place. It's before those performances that the mind effecting Fallen is active. He has a very captive voice and his speech goes right into the brain and sticks.

### Midway games

Around the big top tent and in the area between the carousels and the Ferris wheel are the midway games. Here you can shot duck, throw darts on balloons, play on the wheel of fortune, get your fortune told by Madame Zelda or play any of the other rigged games. There are many people around the midway games, and some are not always just visitors, but pick pockets, targeting drunken individuals with their attention on something else than the wallet. An *Observation* 15 no notice that someone is trying to grab your wallet unless you made precautions like having it inside a locked pocket or attached with a string, which will add +5 to the dice roll.

### The big top tent

Before the actual performance will take place, the master of ceremonies, dressed in the typical fancy suit, tells the audience that he has a friend that want to speak to the people of the town, give them some really important message.

Then another man on a suit comes on stage and stands in front of the microphone. He speaks with a broken English with a distinct German accent.

– *"Dear Americans, I came here today, to tell you how much I love your country, how much the people of Germany love your country. I know you all have had hard times, struggling for work. Your government have done nothing, nothing at all to ease your pain. They pay you close to nothing for the food you grow them. This will change, this will change today, because the German people love your food. We love it so much we will pay you twice whatever you where all paid before, but that is not all my friends."*

Now, GM should secretly roll an attack against each characters Aura, 1d20+5 and for a success, 20 is required to affect a character as they are neither citizens here, nor ignorant of the true powers behind the speech. Anyone for which the mind effecting starts to work, will just feel happy and start to really like this guy and Germany. Germans can't be that bad can they? Putting fingers in the ears or stop listening will break the spell now when it is in the early works.

It takes a *Courage* 25 to even think of doing anything against that German here and now with so many people around that thinks he is Messiah.

– *"I can tell you we want to buy your automobiles, your tractors, your locomotives Anything your can manufacture, we can buy, but on one condition and one condition only. It should be manufactured and sold by a white man, an Aryan man, neither a Negro or Indian nor a Jew should touch the goods the German people will buy. Germans don't like Jews, Germans don't like Negroes or Indians either. We don't want them to touch our goods. Jews are like your government, they just take all your money and don't give anything back. Germany loves America and Germany loves you all!"*

Anyone affected stands up, cheers and applauds very loud. The master of ceremonies comes back on stage and introduce the show. If any of the characters is affected by the mind effecting spells, the effect will slowly wear off, but at the next performance, there are different ones every hour, the needed roll will by 5 lower. This way they minds of the audiences are slowly taken over and adjusted to the German way of seeing things.

## The commercial break

Before the main act, some brand new cars are driven into the main area and a voice declares that *"The following main event is sponsored by your favourite American car manufacturer from Detroit City"*

A *Cars 15* or an *Observation 15* will reveal that the cars are of the makes Ford, Buick and Chrysler.

## Snooping around

If the characters starts to stake out the Carnival and where this German speaker is hiding, they find out that he seems to be living in one of those old looking and horse pulled caravans, located on the back of the Carnival, marked as *staff only*. It looks like he is being guarded by the clowns, there is always one or two outside juggling or riding a strange unicycle. At night, the carnival area is very quiet, only few clowns around. The clowns seems to stay in different smaller tents or caravans. If the wagon itself is inspected, it seems to be made out of iron, not wood.

If the characters check out the schedule of the controller fallen, he stays in his wagon all times until his performance. Then the three clowns enter his wagon, escort him to the tent, then is in the tent until the show is over, then they escort him back to the wagon and spend about a minute there until the clowns goes out again to keep watch.

A quick guide to the Carnival Setup Guide. (1) Bigtop main tent. (2) Midway games area. (3) Attractions area. (4) Off limits crew wagons. (5) Controller fallens wagon and puller tractor.

## TAKING ACTION

The clowns have only one mission, and that is to protect the mind controller. All clowns look alike and they can all juggle and do other tricks, and they do perform in the big top, just to be close to the controller.

### **GM Note:**

*Remember a few things, the use of firearms will attract the police, and they will also most likely be victims of the pro German mind changing so telling them that these are German agents will not work until a few days have passed after the controller fallen is dead or send back to hell. Having a great escape plan is what should be rewarding, even if the plan might have some flaws. Just dashing in all guns blazing is the wrong approach. So GM should give the players a moment to describe their plan, paying extra attention to the escape part of the plan, and a plausible plan should be rewarded. Car chases or anything picked from an action film will be fun to play and the characters should get away, but feel the tension and excitement. Stupid plans or no escape plans at all should render them captured and put into American custody, which will be handled later on.*

## The letter from DMA

The letter from DMA can be found in each of the caravans belonging to a Controller fallen. To take action against the big three of DMA is not in the scope of this adventure but might work as a seed to for future adventures, or might come as a sequel to this adventure. If the character intends to take action against DMA, just inform them that they know that the US car manufacturers business in Germany is sanctioned by the US government.

## THE CARNIVAL SCHEMAS

There are three roving carnivals that are under control by the German agents and they are enough to spread the word over a large area. Here are the schedules for those carnivals. The timetables can be found on flyers or posters at each location where the carnival has been, if the characters decide to look for it.

### CARNIVAL

May 1 - May 30 : Detroit - Michigan  
June 3 - June 18 : Rochester - Indiana  
June 23 - July 9 : Brownburg - Indiana  
July 12 - July 27 : Queensville - Indiana  
August 2 - August 13 : Lexington - Indiana  
August 16 - August 28 : Cincinnati - Indiana  
September 3 - September 10 : Ellettsville - Indiana  
September 17 - October 7 : Bardstown - Kentucky  
October 12 - October 28 : Albany - Kentucky  
Back to Detroit

### REVELRIE

May 11 - May 24 : Mason City - Illinois  
May 25 - June 11 : Evansville - Indiana  
June 18 - June 27 : Marshall - Missouri  
July 6 - August 5 : Hutchinson - Kansas  
August 12 - September 2 : St Joseph - Missouri  
September 8 - September 22 : Carroll - Iowa  
September 29 - October 12 : Fort Dodge - Iowa  
October 15 - October 29 : Shell Rocks - Iowa  
Back to Detroit

### DELMONTE CIRCUS

May 3 - May 13 : Chicago - Illinois  
May 15 - May 25 : Clinton - Illinois  
May 28 - June 11 : Hannibal - Missouri  
June 15 - July 8 : Boonville - Missouri  
July 15 - July 28 : Joplin - Missouri  
August 3 - August 18 : Caldwell - Kansas  
August 27 - September 12 : Frederick - Oklahoma  
September 18 - October 4 : Ada - Oklahoma  
October 7 - October 18 : Stuart - Oklahoma  
October 22 - November 9 : Coffeyville - Kansas  
Back to Detroit

## NPC ROSTER

Standard US Policemen			
Germany is a friendly country			
Reaction: 2	Defence: 12	Toughness: 4	All melee: 3
Pain limit: 12	Aura: 1	Courage: 2	AI Physical: 3
Dodge: 3	Pistol: 3	Perception: 3	All Logical: 2
Cars: 3	Rifle: 4	JoC: 5	Strength: 5
Colt Official Police, 3 mags			

### COLT OFFICIAL POLICE

Cal      Mag      Range      Rec    Dam      Enc  
 .38 Special    6                    3                    5      5                    1  
 Positive Lock: Impossible to fire by accident.

Standard US G-Men (F.B.I.)			
We are the Feds			
Reaction: 4	Defence: 17	Toughness: 8	All melee: 4
Pain limit: 14	Aura: 3	Courage: 6	AI Physical: 4
Dodge: 7	Pistol: 7	Perception: 8	All Logical: 3
Cars: 5	Rifle: 6	JoC: 6	Strength: 5
Colt Government, 3 mags			

### COLT GOVERNMENT

Cal      Mag      Range      Rec    Dam      Enc  
 .45                    7                    2                    5      6                    2  
 Reliable: Ignore first Jam.

x

### WALTER P-38

Mag      Range      Rec    Dam  
 8                    3                    4      5  
 Reliable: An extra save v.s Oh Dear rolls.

Hermann Schröder			
For the glory of the Reich			
Reaction: 5	Defence: 21	Toughness: 7	All melee: 3
Pain limit: 13	Aura: 6	Courage: 7	Al Physical: 2
Dodge: 11	Pistol: 8	Perception: 9	All Logical: 6
Rifle: 5	Blade: 4	Cars: 6	Strength: 3
Luger P-08, 3 mags			

### LUGER P-08

Mag      Range      Rec   Dam

8              3              4      5

Pleasant to shot: -1 on all shots.

Unreliable: All saved Oh Dear rolls takes one round to unjam.

Doppelganger				
For the glory of the Reich				
Reaction: 18	Defence: 9	Toughness: 20	All melee skills: 8	Stability: 13
Pain limit: 20	Aura: 5	Courage: 11	All Perceptive skills: 12	
Acting: 19	All Physical skills: 9			
Colt M-1922, 3 mags				

### COLT M-1911

Cal      Mag      Range      Rec   Dam      Enc

.45              7              2              5      6              2

Reliable: Ignore first Jam.

Carnival Clowns			
Protect the master at all costs			
Reaction: 6	Defence: 22	Toughness: 10	All melee: 6
Pain limit: 15	Aura: 7	Courage: 11	Al Physical: 8
Dodge: 12	Pistol: 4	Perception: 6	All Logical: 2
Rifle: 6	Blade: 9	Wrestling: 8	Strength: 8
Walter P-38, 3 mags, Daggers - damage +3			

### WALTER P-38

Mag      Range      Rec   Dam

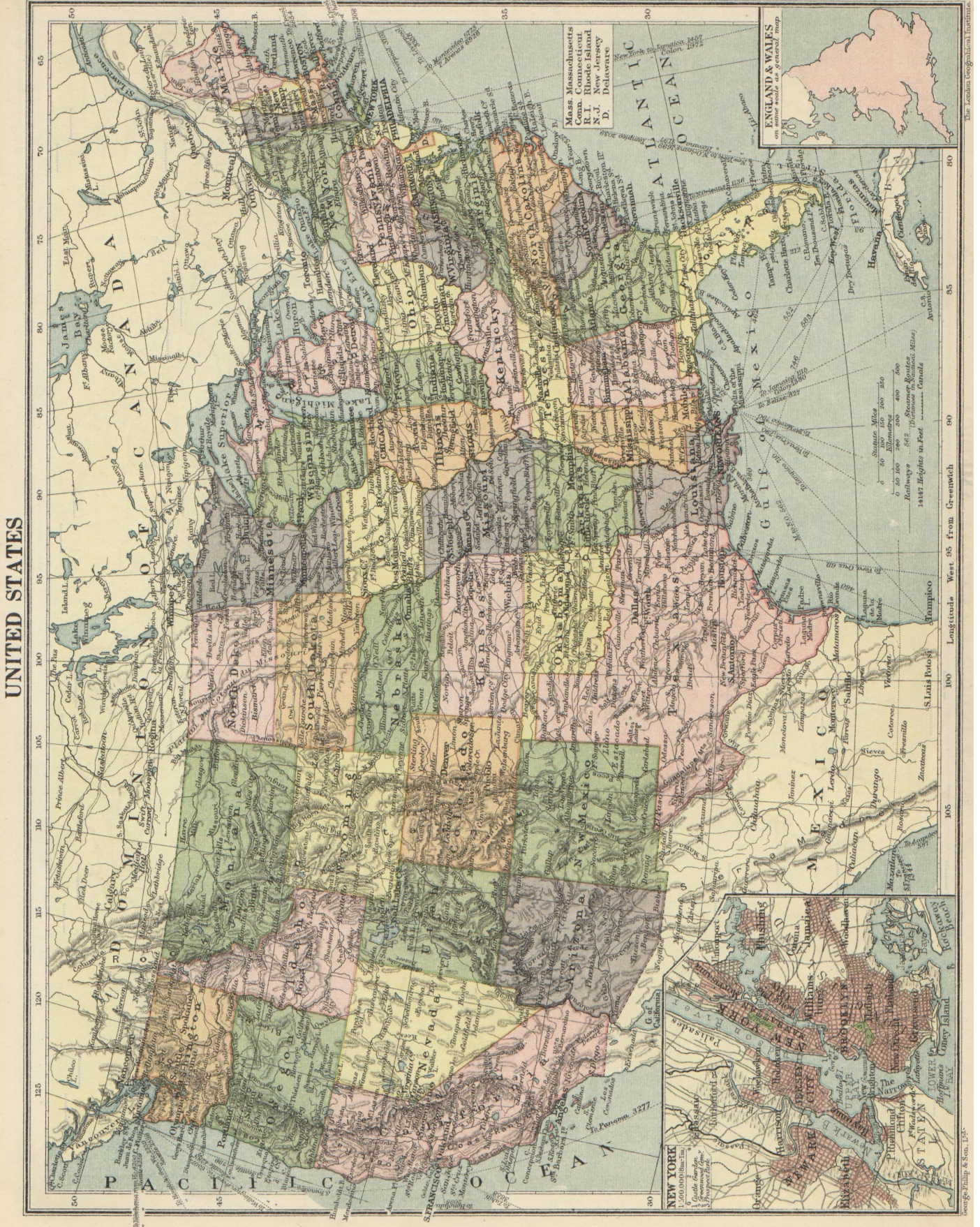
8              3              4      5

Reliable: An extra save v.s Oh Dear rolls.

Controller Fallen				
For the glory of the Reich				
Reaction: 6	Defence: 12	Toughness: 18	All melee: 2	Stability: 25
Pain limit: 19	Aura: 22	Courage: 6	All Physical: 3	
Perception: 6	Joc: 16	Sixth-Sense: 18	All Logical: 8	
Only one of the following attacks can be used per round.				
The SS skull dagger: damage +5 in the hand of a fallen, can't be used by a non fallen.				
Defensive mind blow (Once per day): 22+1d20 vs. Targets Aura. The target is stunned and cannot perform any actions for the number of Jollies turns.				
Mind command: will summon 3 random controlled individuals that will arrive within 3 rounds to help the Fallen. This costs 5 stability points to use.				
Command: 22+1d20 vs. targets Aura. The target will spend it's next round doing what the Controller Fallen commands unless the action will directly harm the character.				

**THE END**

# Briefing map of the United States



# DUNBERRY'S OF BRITAIN

## 1939 COLLECTION



# SIS Report

## SPECIAL INTELLIGENCE SERVICE CONFIDENTIAL REPORT

THIS DOCUMENT IS UNDER THE OFFICIAL SECRETS ACT.

This report summarizes suspicious incidents in the United States before and during the outbreak of the War with Germany involving operatives of the SIS.

### Incident one, Ellettsville, Indiana, Sunday, April 23

John Smith is found dead outside the town of Ellettsville, apparently overrun by a train at a railroad crossing southeast of the town.

### Incident two, Mason City, Illinois, Friday, May 19

John Smith is killed in an automobile accident in Mason City. According to witnesses he did not stop when he driving onto the main road and was hit by a lorry and was killed instantly.

### Incident three, Evansville, Indiana, Sunday, May 28

John Smith is killed in an accident where he falls from a Ferris Wheel on a roving carnival, or a fun fair as we say here in Britain.

### Incident four, Boonville, Missouri, Saturday, June 24

John Smith is stabbed and killed during a visit to a carnival. The murder weapon is identified as an Indian ceremonial knife and the police investigated the nearby Indian reservation as there was a tension when the carnival was permitted to build on grounds that was part of the reservation.

### Incident five, Hutchinson, Kansas, Thursday, July 13

John Smith is found dead in the Arkansas River, showing marks of falling damage. An investigation concluded that Mr Smith had fallen of a train passing the Arkansas River Bridge.

### Incident six, Caldwell, Kansas, Wednesday, August 10

John Smith was overrun by the Kansas Express at at railroad crossing and the incident was reported by the railroad company to the Police. According to the driver, Mr. Smith was laying on the crossing with the bike and the police found the remains of several bottles of brandy and according to the report he was drunk and fell asleep a the crossing.

### Incident seven, Frederick, Oklahoma, Monday, September 4

John Smith drove of Route 183 south of Frederick. The road makes a wide turn and the police report states that it is very likely that Mr. Smith fell asleep at the wheel as witnesses said he spent the weekend at the carnival that was on a field outside town.

### Incident eight, Carroll, Iowa, Saturday, September 16

John Smith was found dead in the morning by a couple walking their dog. He was found in the outskirts of a carnival area, drowned in a small stream. The police report states as both watch and wallet were still intact, no crime is suspected and the incident is filed as an unfortunate accident.

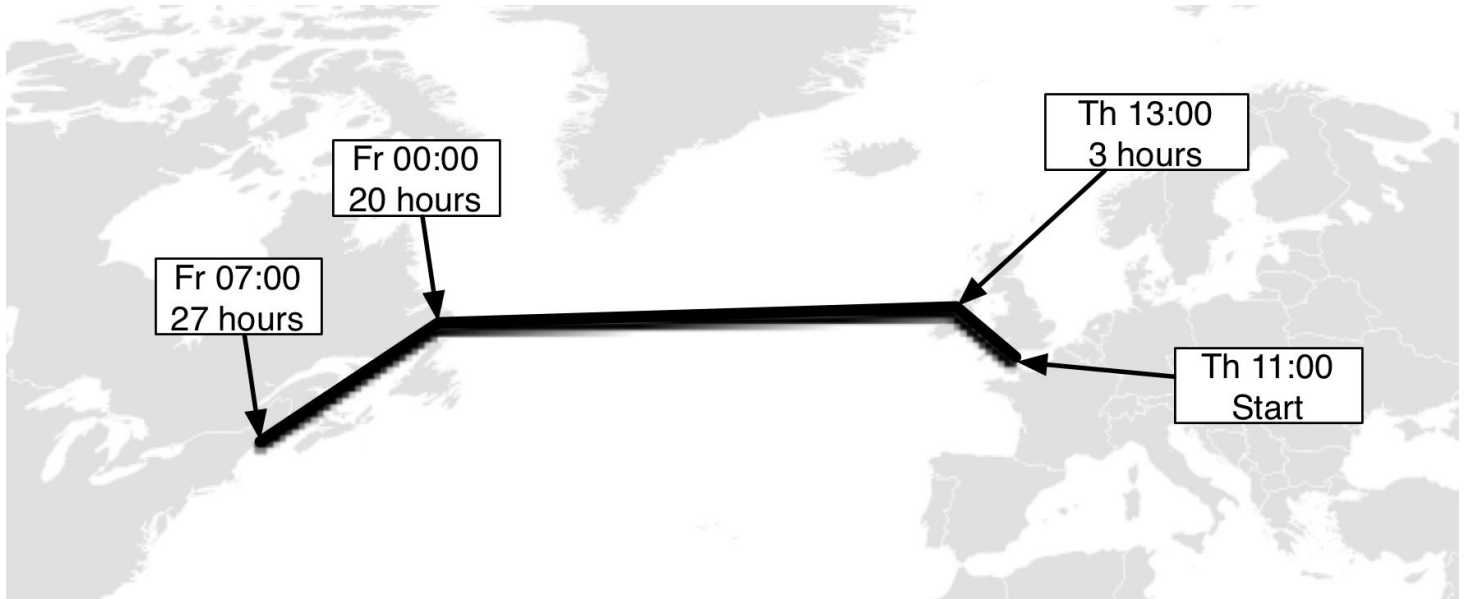
## A large, white, four-engine flying boat, identified as a Pan Am Clipper, is shown on the water. The aircraft features a black stripe along the fuselage and red-tipped wings. The text "PAN AMERICAN AIRWAYS SYSTEM" is visible on the side, and an American flag is on the tail. In the background, two large cargo ships are visible on the water under a cloudy sky.

The floor plan shows the layout of the ship's interior. At the front (right side of the image) is the **Suite De-Luxe** with a large bed and seating. Below it is the **6th Compartment** with several small round tables. The **5th Compartment** and **4th Compartment** each contain two rows of three seats. The **3rd Compartment** has two rows of three seats. The **Main Lounge** features a large sofa, two armchairs, and a small table. The **2nd Compartment** includes a sofa, two armchairs, and a small table. The **1st Compartment** at the rear (left side) has a sofa, two armchairs, and a small table. The plan also shows various service areas, including a bar and a kitchen.

January	February	March
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 31 5:0 12:0 20:0 28:0	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 4:0 11:0 19:0 27:0	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 31 5:0 12:0 21:0 28:0
April	May	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 4:0 11:0 19:0 26:0	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 31 3:0 11:0 19:0 26:0	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 2:0 10:0 17:0 24:0
July	August	September
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 31 1:0 9:0 16:0 23:0 31:0	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 31 8:0 15:0 21:0 29:0	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 6:0 13:0 20:0 28:0
October	November	December
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 31 6:0 12:0 20:0 28:0	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 4:0 11:0 19:0 26:0	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 31 3:0 10:0 18:0 26:0

## Flight map

Times in local time and total flight time



## The lost note

TO THE RÜSSELSHEIM FACTORY

1800 HIGH POWER CLUTCHES

1800 SPECIAL GEARBOXES

2200 BREAK SYSTEMS

**Dan Roy**



**John Paul Alexander**



**Allister McGordon**



**Sir William Baxter**



**Herbert Greenfield Sr.**



**Stewardess Donna Wesley**



**Kitty Greenfield**



**Hermann Schröder**



## Chief Feathered Cloud



# CARNIVAL

**See us at these locations and dates**

May 1 - May 30 Detroit - Michigan.  
June 3 - June 18 Rochester - Indiana  
June 23 - July 9 Brownburg - Indiana  
July 12 - July 27 Queensville - Indiana  
August 2 - August 13 Lexington - Indiana  
August 16 - August 28 Cincinnati - Indiana  
September 3 - September 10 Ellettsville - Indiana  
September 17 - October 7 Bardstown - Kentucky  
October 12 - October 28 Albany - Kentucky

**The most spectacular show ever!**



# REVELRIE

European carnival on tour

MAY 11 - MAY 21 MASON CITY - ILLINOIS  
MAY 26 - JUNE 11 EVANSVILLE - INDIANA  
JUNE 18 - JUNE 27 MARSHALL - MISSOURI  
JULY 6 - AUGUST 5 HUTCHINSON - KANSAS  
AUGUST 12 - SEPTEMBER 2 ST JOSEPH - MISSOURI  
SEPTEMBER 8 - SEPTEMBER 22 CARROLL - IOWA  
SEPTEMBER 29 - OCTOBER 12 FORT DODGE - IOWA  
OCTOBER 15 - OCTOBER 29 SHELL ROCKS - IOWA



You won't believe your eyes!



# CIRCUS DELMONTE

Come and see the fantastic show!

May 3 - May 13 Chicago - Illinois  
May 15 - May 25 Clinton - Illinois  
May 28 - June 11 Hannibal - Missouri  
June 15 - July 8 Boonville - Missouri  
July 15 - July 28 Joplin - Missouri

August 3 - August 18 Caldwell - Kansas  
August 27 - September 12 Frederick - Oklahoma  
September 18 - October 4 Ada - Oklahoma  
October 7 - October 18 Stuart - Oklahoma  
October 22 - November 9 Coffeyville - Kansas



## At the Carnival



### Indian Blade

Blade +2 when attacking  
Fallens.

Damage Str/5 +2

Player card



### Indian Blade

Blade +2 when attacking  
Fallens.

+10 damage vs. Fallens

A killed fallen is dead

GM card



## Note in Russian

Уважаемый товарищ генерал,  
вот фотографии нового топ  
самолет секретный  
истребитель американских.  
Я жду новых заказов.

Ваше правдивое агент синий  
гребешок.

## Russian note translated

Dear comrade general,  
here are the photos of the new  
top secret American fighter  
aircraft.

I await new orders.

Your truthful agent blue scallop.



## Carnival Clowns



Speaker German



Fallen Trailer and Clown Guards



## Letter from DMA

**DMA**  
DETROIT MOTOR  
ASSOCIATION  
Joint Venture Group

Detroit

January 12, 1938

Dear Sirs,

The DMA Joint Venture Group is proud to sponsor the main act performed at your roving carnival. We look forward to the joint benefits this will give us in the domestic American market and the very important and growing market in Germany.

The German market is very important to us and we will use all means available to assure that our factories in Germany will continue to manufacture what ever is needed in form of vehicles for the German market.

Best regards,

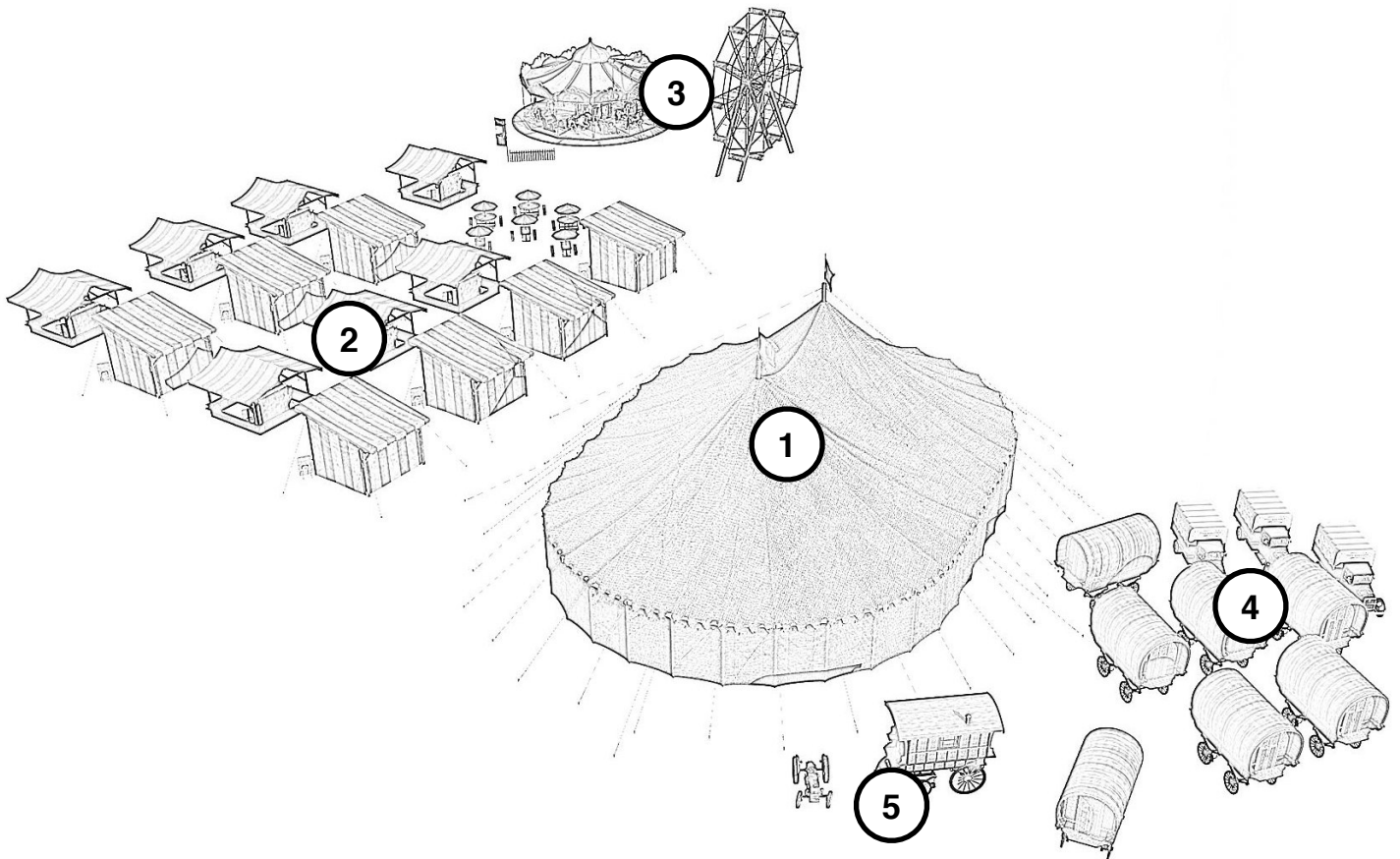
Joe Stockmann  
Chairman of DMA

*Joe Stockmann*

## Carnival main act sponsors



## Carnival Setup GM



## Carnival Setup Players

