

Wicked Times

The Summer Of '39

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



Wicked Times

THE SUMMER OF '39

Those were the best days of my life

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

This is the second adventure in this 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.

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ADVENTURE BACKGROUND

The characters are back in Oxford and at the Millbrough House, a building secretly owned by one of O:FRs financiers, Sir Godfrey Millbrough. They are in Oxford to watch the big game, the end of season rugby game between Oxford and Cambridge. Even though Cambridge invented the new rules that became football (or soccer according to the Americans), they still have one of the countries best rugby teams as well.

THE PLOT - FOR GM

A Hussarian have made his way to the British Isles to wreck some havoc and try to lower the British morale in time for the big day, to prevent Britain to declare war on Germany when the time comes. He had some severe problems crossing the water, but in a concrete container on a freight ship, he finally made it.

The Hussarian have settled down in Cambridge, have taken over the body of a band leader of a small brass band, and have the other band members in total control. When the opportunity came, to play at the big game after game party, the Hussarian decided to play his cards, and he used his music as the key to gain mental control over the party guests at the Cambridge party. Playing a well known catchy tune, and getting everyone to sing along was all it took to open the unsuspecting victims minds. Like football hooligans, several of the players and many other of the younger participants at the party started to wreak havoc. They ran down Walton Street, smashing windows and doors and at the same time trying to hurt as many Oxford supporters or innocent bystanders as possible. The Hussarian marched away with his band to the bands van, a Morris Commercial Van model 1930, and quickly left the raging crowd at is own. The rage slowly went away when the Hussarian left the area.

The Hussarian put his band to sleep using his powers, then he carefully broke everyones neck. He drove to a desolated wood road near Bagley Ho and waited for the darkness to fall. He swapped his clothes with Collin Phillips, and put on a three piece suit. He drove the van onto the railroad at the crossing west of the Horspath tunnel, and put Philips at the driver's seat. Then he turned of the lights and hid himself and waited for the 02:30 train to London.

The collision was terrible when the night train to London came, the van was totally wrecked. When the train has stopped, and before the ambulances and police had arrived, he jumped into the train and took a first class seat in an empty coach, pick pocketing a first class ticket just in case. The train started again after 15 minutes, when the first police and ambulances came to the scene. At the train, he decided to change body, so he left Adam Bryant dead on the lavatory, taking control of a female body, Miss Suzanna Hopper. At the next stop, Didcot station, the Hussarian left the train as bandleader Suzanna Hopper, who will lead ABBA even though they will only have a few days of practice, but when you your mind to it, literally, and control the other members, things will work out well.

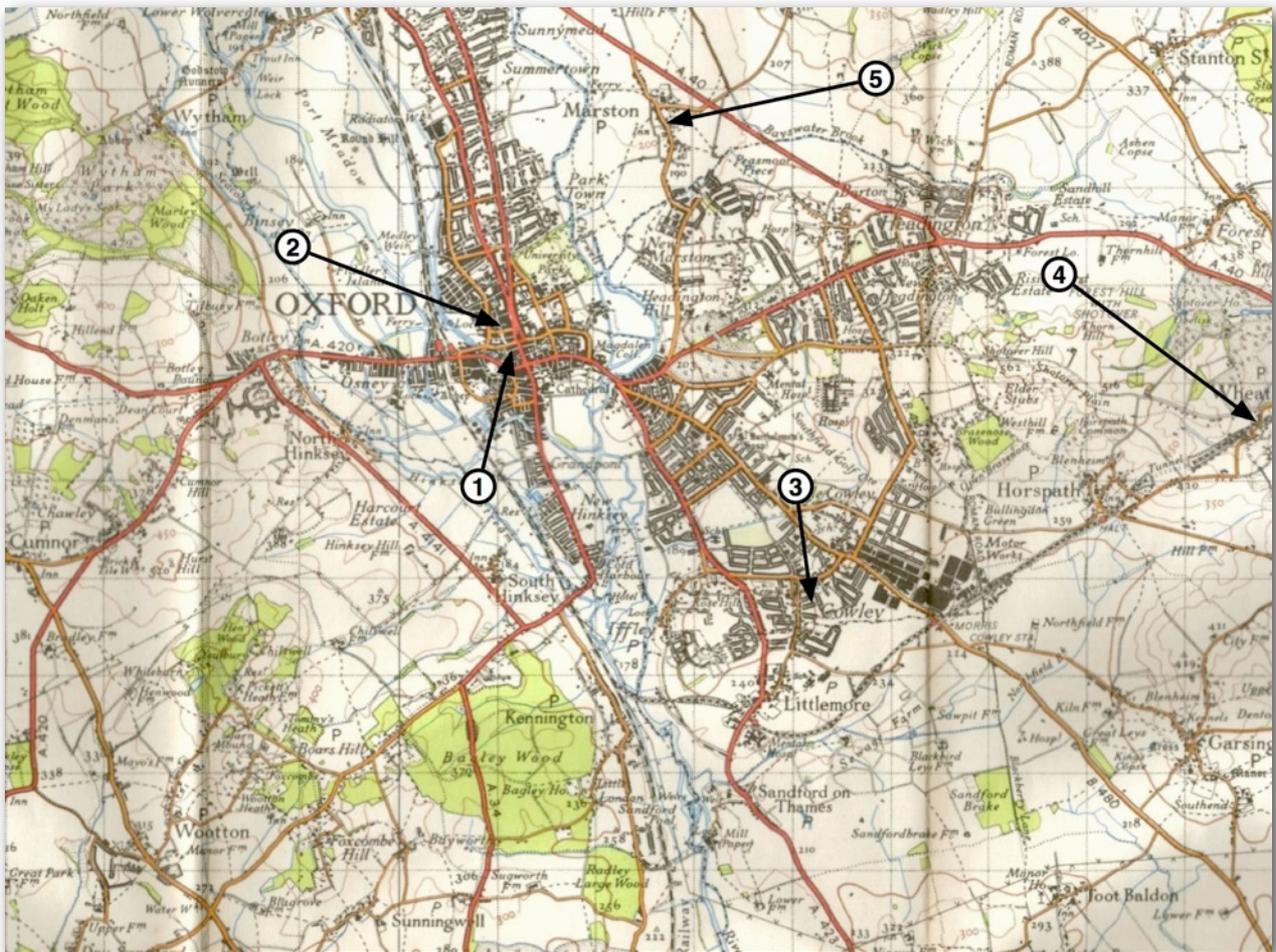
The plan is simple. ABBA will play among the last bands on Saturday evening, when the crowd is less sober, and the Hussarian will command them all to storm and burn down the ROF (Royal Ordnance Factory) Explosives Factory just south of Cardiff, a facility specialising in advanced explosive devices.

THE GM MAP

- (1) Oxford
- (2) Bristol
- (3) Cardiff

The player version of the map is in the adventure *Wicked Times - All Guns Blazing*. It is not included in this adventure to save bandwidth and trees.

MAP OF OXFORD AND SURROUNDINGS



MAP LOCATIONS

- (1) Daisy's
- (2) Joe's Pub
- (3) Cowley
- (4) The crossing where the accident will happen
- (5) Millborough House

ADVENTURE START SATURDAY, JUNE 24

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

It is the big day, the big game, the Rugby match between Oxford and Cambridge, the clash of the titans, the big game. This is the lad game of the season with the old teams, and a grand rehearsal before the Varsity Match, held the second Tuesday in December each year.

This year, Oxford is hosting the match at the Oxford University Sports Field, expecting a full crowd of cheering supporters, and one of the characters have got tickets to the game. What could be a better way of spending a Saturday than watching a jolly good game of gentlemen's rugby before the afternoon tea?

The match is really good and finally Oxford wins with just 25 to 23. After the game, it is the traditional after game afternoon tea and biscuits, where each teams supporters are in a separate location down town. After the tea, a band will play some cheerful music, and the now clean and properly dressed players can dance and relax. Well dressed waiters are asking - "A spot of bubbly sir?"

The party is interrupted

Suddenly the familiar sound of police sirens can be heard in the distance, and after a few minutes one of them arrives at the party. Two uniformed police officers enters the party and looks around. Officers Andrew Clarke and Vincent Bell will answer questions about what is going on with the following information. Officer Clarke is a member of the O:FR and will after the information below have been retrieved, secretly let the characters know that he will keep them updated, as this is a very strange indeed.

- There is a rampage going on out there. Those Cambridge hooligans are running down Walton Street smashing everything.

- The police have arrested a few of them, and several seems to suffer from severe self inflicted injuries caused by smashing windows and doors.

If the characters decide to investigate this problem (or they might even get an order from a high ranking member of O:FR that happens to be at the same party as the characters if they hesitate), they will, wearing their Oxford scarfs and hats, almost instantly be attacked by a group of Cambridge hooligans under the Hussarian's spell. The group will jump the characters from a corner or a back alley, attacking them. There are twice as many hooligans as characters. Any hooligan that is stunned will just sit down and cry, spell broken. If the characters are beaten down, the group will just move on, leaving the characters and any stunned and crying hooligan behind. If the hooligans are taking more that 50% losses, roll a Courage 15 for each of the remaining to see which will flee. Remember, using firearms will put the characters in a very bad position, possibly about 30 years in jail, if they can avoid the hangman.

Hooligans			
Raging, Controlled			
Reaction: 2	Defence: 14	Toughness: 5 (8)*	All other melee: 1
Pain limit: 14	Aura: 1	Courage: 2 (5)*	All Perceptive skills: -5
Pistol: -5	Rifle: -5	Clubs: 2	All Other physical skills: 2
Armed with anything that can be used as a club. Damage 1d20. Spell empowered stats in brackets.			

Available leads

{The food and drink} *Drugs 15* or *Herbs 15*: Neither the food nor the drink seems to be toxic or in some other way manipulated with drugs.

{The Party} *Interrogation 10* or *Charm 10* or *Aura 10*: It was very fun and relaxed and the band played some familiar tunes and we all sang along. The suddenly some started to brawl and ran out on the streets, it was horrible.

{The Brawl} *Interrogation 15* or *Charm 10* or *Aura 10*: The bandleader Adam was very silent, but I can swear he said something in German when he almost tripped on that step to the stage when they were marching out after the rampage. I know he have been studying German, but it was strange.

{The Band} *Interrogation 15* or *Charm 15* or *Aura 10*: Bryant's Marching Brass Band Orchestra, B.M.B.B.O., played were good music, very tight and to the beat.

{The Band} *Musical Instruments* or *Psychology 15*: The Band leader, Mr. Bryant really seems to have the rhythm in the blood as he was always marching in place while leading the band.

{Arrested Brawler} *Interrogation 15* or *Charm 15* or *Aura 15* or *Psychology 15*: We were all singing and dancing and then, I don't know * *sobbing* *, I woke up here. It's like a really bad dream, I just want to go home. I can never afford to pay for all this damage. My parent will hate me, and I wanted to enlist as an Officer, my life is ruined.

{Arrested Brawler} *Interrogation 15* or *Charm 15* or *Aura 15* or *Psychology 15*: All I remember was that we were singing and dancing. Flashes of smashing, my head hurts, I cant believe this, what is happening to me?

{Party breakup} *Interrogation 15* or *Charm 10* or *Aura 15*: When the unrest began, the Band marched away to their bus, and it was a little strange as they all kept the marching pace, even when entering the bus.

{About the band member} *Info Searching* or *Administration 15*: The band members are all from Cowley, Southwest of Oxford. The members are:

Adam Bryant, 37 - Bandleader. Living alone in an apartment in Cowley.

John Fox, 24 - Trumpet. Living with Larry Rush and two other students in a student room.

James Howard, 27 - Trumpet. Living with his girlfriend and his three years old some just outside Cowley.

Larry Rush, 25 - Trombone. Living with John Fox and two other students in a student room.

Collin Philips, 21 - Percussion. Living with Nick Tucker and one other student in a student room.

Nick Tucker, 22 - Percussion. Living with Collin Philips and one other student in a student room.

GM Note on the band members

If the characters tries to contact any of the band members by going to Cowley in the evening, they will just be told that the person they look for hasn't come home yet. Remember that only a few households had a phones installed, most people made calls from a phone booth when they needed to get in touch with authorities. Calling isn't always an option. The only person where no answer the door is Adam Bryant, no one is home.

Adam Bryant

Checking out Adam Bryant's latest whereabouts won't be easy, but he is known to be a person that is dedicated to his music, but he has been acting strange lately. It must be those German courses he's been taking, but he has been taking on a distinct German accent the past weeks, very annoying indeed. If the characters decide to break in to his apartment, look at the section below.

Breaking in to Adam Bryant's apartment

To get access without making much noise, a *Lock picking 20* is required. One attempt per 15 minutes can be done, and the attempt will take 10 minutes as a base time, faster for a better roll. Making noise will attract the interest from neighbours and in the end, the police.

If the characters successfully enter Adam Bryant's apartment, they can do the following findings:

Observation: The apartment is very tidy, almost too tidy for a music loving bachelor.

Observation 15: Several unpaid bills in a perfect pile on the hallway desk.

Sixth-Sense 20: There are some disturbances in the air, something is not right in here.

Searching: There are several books on the kitchen table in a perfect pile, all in German, all from the library.

Searching 15: Under the bed is a leather bound book in German: "Werden Sie ein Band-Führer in einundzwanzig Tagen". *German 15* on book title: "Become a bandleader in twenty-one days".

{Asking about Adam Bryant} *Charm* or *Aura*: He used to be a real slacker, a sloppy dressed man, but recently he seems to have got a grip on his life. He dresses properly and walk with a straight back.

{Checking at the library} *Charm* or *Administration*: Adam Bryant started to borrow books in German about five weeks ago.

DISTURBING NEWS - SUNDAY, JUNE 25

In the early morning the next day, about 05.00, the characters will get an early telephone call from their friend down at the police station, Officer Andrew Clarke sounds very stressed and tells the characters to Go to the rail crossing west of the Horspath tunnel, something terrible have happened and I am sure this is something for you to look at.

GM Note:

If the characters are up all night, let them hear the sirens and find the accident them self, just after the train has left.

A GRUESOME AWAKENING

When the characters arrive to the accident, the scene is just too gruesome for the weak of stomach. All characters have to roll a *Toughness 15*, or become stunned, just throwing up in the nearest ditch. Officers Clarke and Bell are here and greet the characters.

The Morris Van is just a pile of twisted metal and broken plywood, and the bodies of five men are laying on the ground, all dead and some are terribly mutilated.

Leads

{The tracks} *Observation*: The van must have been standing right across the tracks as you can clearly see where it was hit.

{The bodies} *Autopsy 15*: Strange, very little blood have left the bodies even though some have limbs torn off, can they have been dead before the collision?

{The bodies} *Autopsy 20*: It seems that they all have broken necks, even the two who have suffered the severe injuries to the lower back or legs.

{The Van} *Searching 15*: In the van, or what is left of it, in what must have been a glove compartment is a piece of a paper, a note from a billboard, where a Brass Band in Bristol is looking for a new bandleader. (Handout)

{The Accident} *Sixth-Sense 15*: Five bodies can be found, but the band consisted of six members.

{The Accident} *Autopsy* or *Searching*: The driver wearing the bandleader clothes, looks a little too young to be 37, closer to 20 than 30 I would say.

{Collin Phillips, the driver} *Searching* or *Observation*: A note in one of the pockets about the Cardiff Brass Band Festival (Handout) and a paper with some strange letters and numbers on it (handout)

{The coroner or the police} *Charm 15* or *Administration 15*: The body of Adam Bryant is missing, and Collin Phillips wears his clothes.

{Edward Sommerfield, Bristol} : No phone number can be found for that address.

BRISTOL

This adventure will not, hopefully spend much time in Bristol, unless the characters (i.e. players) get totally lost on the way. If they end up here for too long searching for clues they missed, let them find the Cardiff Brass Band Festival handout, it will probably push them in the right direction.

GM Note

Edward Sommerfield has been controlled by the Hussarian, and introduced Suzanna Hopper as the new bandleader for A.B.B.A. to the rest of the band. Shortly afterwards, the assassin Helga Wolmayer seduced and killed Edward, dumping the body in the sea, tied to a 40 pounds block of concrete, sure to leave to traces at all.

{Try to find Edward Sommerfield} *Charm* or *Scare 15* or *Interrogation 15*: Edward haven't been seen for a few days. He is a 35 years old musician and bandleader of A.B.B.A., Acoustic Bristol Brass Alliance, but has decided to step down.

{ A.B.B.A. } *Charm* or *Info Searching* or *Interrogation 15*: A.B.B.A. was formed by the merge of two different bands, the Bristol Acoustic Band and the Bristol Big Brass. The band has seven members and was until recently led by a man named Edward Sommerfield.

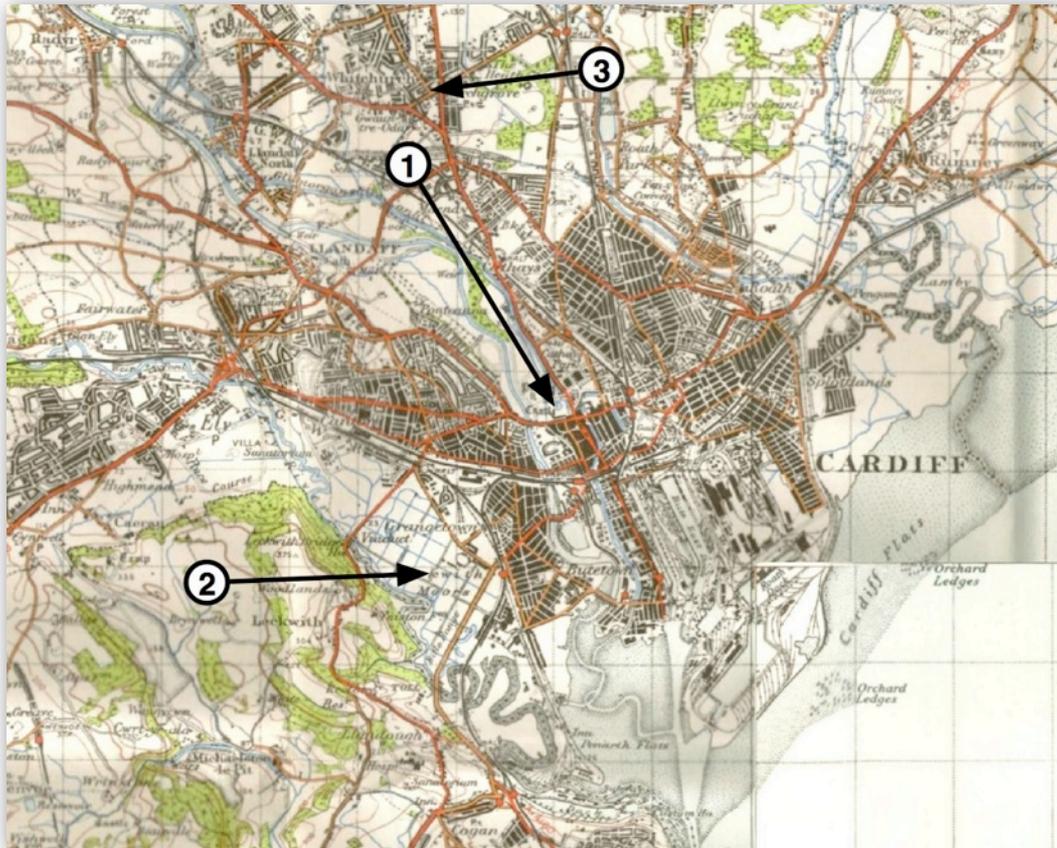
{The whereabouts of Edward Sommerfield}: *Charm 15* or *Scare 20* or *Interrogation 15*: He was last seen leaving his house in the company of a lovely girl with long dark hair.

A DEAD BANDLEADER

When the London train was cleaned in the morning, the train cleaning staff made a horrifying experience, when they found a dead man in the first class lavatory. He was wearing a three piece suit, but had no identification papers, only a first class train ticket from Oxford to London with the night train, and the police suspects a robbery, as the so far unidentified person seemed to have died of natural causes. The body was later identified as Mr. Adam Bryant.

It will take until Tuesday, June 27 until the Metropolitan Police of London will make the connection with the missing person inquiry from the Oxford police. Officer Clarke will try to contact the characters to inform them.

MAP OF CARDIFF AND SURROUNDINGS



MAP LOCATIONS

- (1) The Cardiff Castle
- (2) ROF Cardiff
- (3) The Queens Hotel, the only available hotel.

CARDIFF

The town of Cardiff is all about the Brass Band Festival. You can get festival meals, festival beer and festival discounts on everything except lodging, which is hard to find and more expensive than usual. In every corner someone is selling souvenirs and programmes (*handout*). The handwritten number on the programme is a lottery ticket for the closing raffle, were a poster signed by the winning band is the prize.

A.B.B.A., Acoustic Bristol Brass Alliance is like every other band practising and rehearsing their performance in some secret location, and it will be impossible to find them. They have hired a barn at a small farm, 9 miles Northwest of Cardiff, in the village of Rydyfelin, and will arrive at Cardiff Castle just 30 minutes before their call, at 8.30pm.

All bands arrive through the small gate in the northern wall, right behind the stage. The streets around the castle is marked as no traffic area. No cars, busses or trucks the whole weekend, unless with a special permit.

A STRIKE OF LUCK

In Cardiff, characters will experience the strike of luck. At the Breakfast/Lunch/Dinner/Evening (which suites the adventure and GM best, they will stumble on a gentleman who happens to be an old elementary school class mate of one of the characters, Mr. Sid Broadhurst, who was the brightest kid in school back then.

This is the information Sid Broadhurst will reveal, role-play this

After elementary school, he went directly to Cambridge on a premium scholarship in physics and mathematics. He have mastered a PhD both in mathematics and physics. Now, he have been working with encryption and decryption for the government, and he will move to a secret location, only known as Station X in August 15, he is so excited about it, but he cannot say anymore about it, and frankly he doesn't know so much more.

GM NOTE

If the characters have the encoded letter with them, Mr. Broadhurst will gladly try to break it, if asked reasonable politely. Keeping those grey cells in good shape is his answer. It will take him 6 hours to break it and decoded it, as it is a rather simple crypto, just encoded and decoded with a manual code book or a code sequence. After six hours, give the characters the corresponding handout.

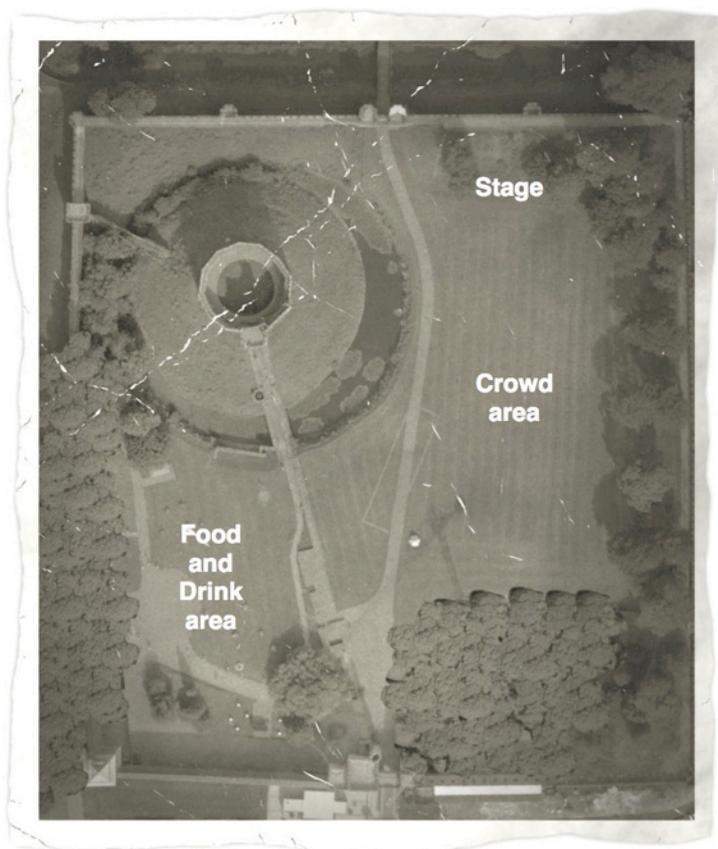
THE BRASS BAND FESTIVAL - SATURDAY, JULY 1

When Saturday comes, the city of Cardiff is like a kettle of afternoon tea left on the stove, boiling and steaming in the heat.

Thousands of people are gathered at the old castle grounds, waiting for the first band to kick-off this years brass band festival. Any objections from the characters of a certain bands performing will be ignored, and O:FR HQ or any branch will not have any authority in the matter. If a character tries to push the matter, he will be detained at local police station for disturbing the peace.

The day will slowly move on, as band after band plays on the large stage. When it is time for A.B.B.A to enter the stage, the crowd is cheering as they are known to be a really good band.

A.B.B.A. plays with a very steady beat, and the band is this year led by a good looking woman in her mid 30s, with short blond hair. They play many well known tunes, getting the crowd to sing along.



GM Note

If the characters tried to interrupt the performance in anyway, a pair Doppelgangers in the crowd will attack them discreetly, using knives and clubs. They have had the characters under surveillance for a long time now.

The Hussarian will use his magical parade staff to try to take control of the most important character, making him do something stupid to attract the local police officers. Anything offending will do.

If the characters do not stop the performance within 10 minutes, the ritual is complete, and about 200 members of the crowd suddenly starts to move away from the scene, still dancing and singing, and move in the direction of the ROF Explosives Factory.

The Hussarian need to keep the spell going, and will continue performing with the band, and the two Doppelgangers will work to keep the characters out of reach from the stage and the Hussarian.

If the characters keep pushing towards the stage, someone will fire at them from a high building to the south of the castle yard. Helga Wolmayer will fire one shot with the rifle, she needs to roll 4 to hit after aiming carefully. The damage is 1d20+12. She will fire just one shot, then escape and not be caught this time either.

An *Observation* 20 to see the black haired woman on the roof, with a scoped rifle, quickly leaving the windows after the shot. She will pick another building than the characters if they come up with the same idea.

The crowd will reach the factory in 10 minutes, ruining it in five. They will light fires, and ignite explosives causing deadly damage to them self and anyone close, and just wreak havoc. Anyone in the crowd suffering from a stun will fall down crying.

ENEMIES

Raging Crowd			
Raging, Controlled			
Reaction: 2	Defence: 14	Toughness: 5 (8)*	All other melee: 1
Pain limit: 14	Aura: 1	Courage: 2 (5)*	All Perceptive skills: -5
Pistol: -5	Rifle: -5	Clubs: 2	All Other physical skills: 2
Armed with anything that can be used as a club. Damage 1d20. Spell empowered stats in brackets.			

Doppelgangers				
Doing my duty				
Reaction: 15	Defence: 5	Toughness: 20	All melee skills: 7	Stability: 9
Pain limit: 20	Aura: 8	Courage: 7	All Perceptive skills: 13	
Acting: 21	All Physical skills: 9			
The Doppelgangers will attack using blades or clubs.				
Description: The Doppelgangers look, talk and act like local security members of the festival, trying to get others to "help them with these troublemakers".				

Hussarian (as Suzanna Hopper)				
For the glory of the Reich				
Reaction: 9	Defence: 18	Toughness: 20	All melee skills: 7	Stability: 21
Pain limit: 27	Aura: 16	Courage: unlimited	All Perceptive skills: 14	
Music: 17				
Will use his band staff of controlling against the characters or anyone in the crowd.				
Description: Now looking as a striking and athletic woman in her mid thirties, and rather rare sight indeed.				
Bound for control: 3D6 targets: 1d20+6* versus targets Aura. +1 difficulty / 5 yards of range. * +6 is bonus from the Bandleader staff of controlling.				

THE BANDLEADER STAFF OF CONTROLLING

This very powerful artefact, carved from the same piece of wood as the famous rat catchers pipe, gives its wielder the power to control. +6 on controlling attempts and rituals.

The Rugby Match Programme

PROGRAMME OXFORD V CAMBRIDGE

SATURDAY, JUNE 24

PRICE ONE PENNY

Kick-off 1-0 p.m.

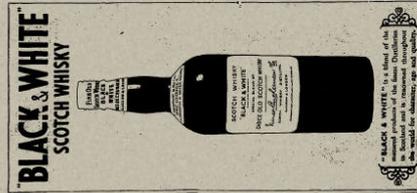
After match afternoon tea, biscuits and music.

Oxford
Daisy's
37 St Michael's Street

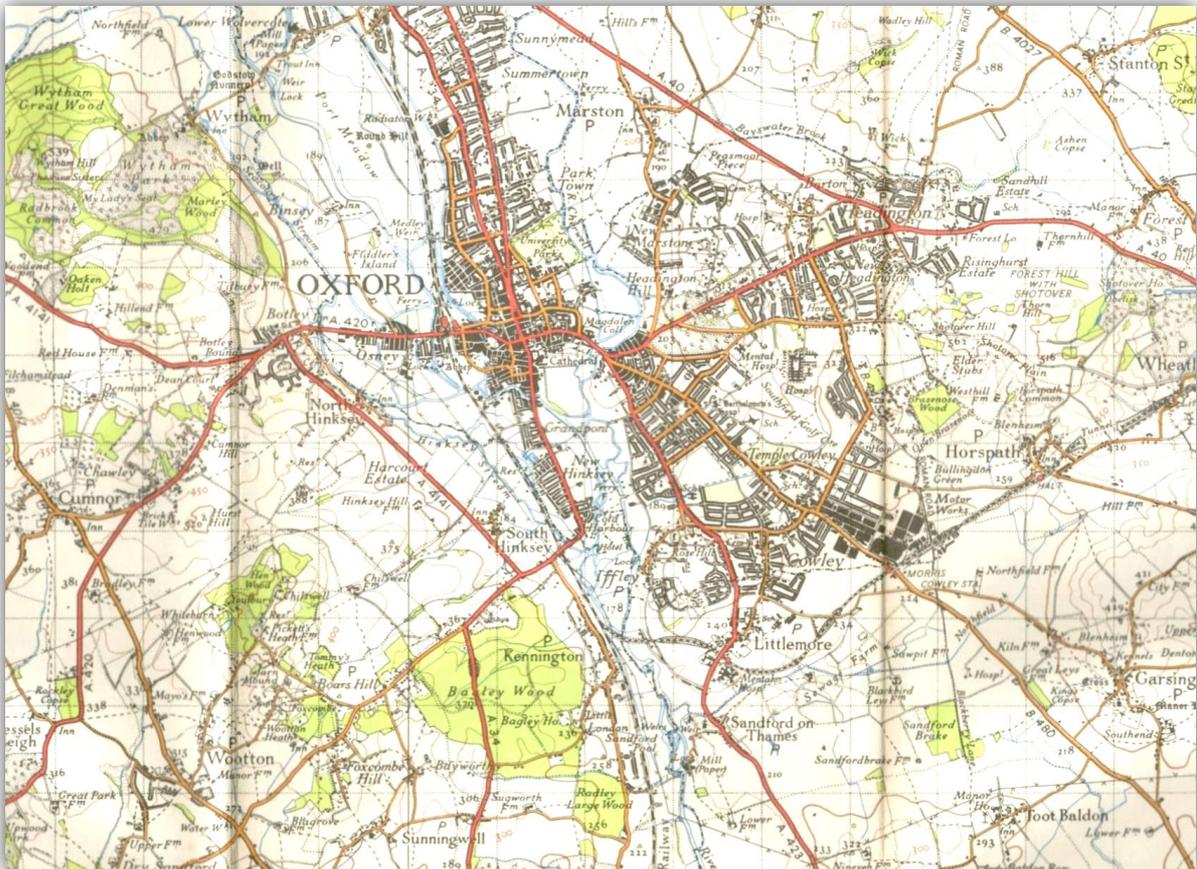
PLAYING:
Loose Tunes
Jazz Band

Cambridge
Joe's Pub
10 Walton Street

PLAYING:
Bryant's Marching
Brass Band Orchestra



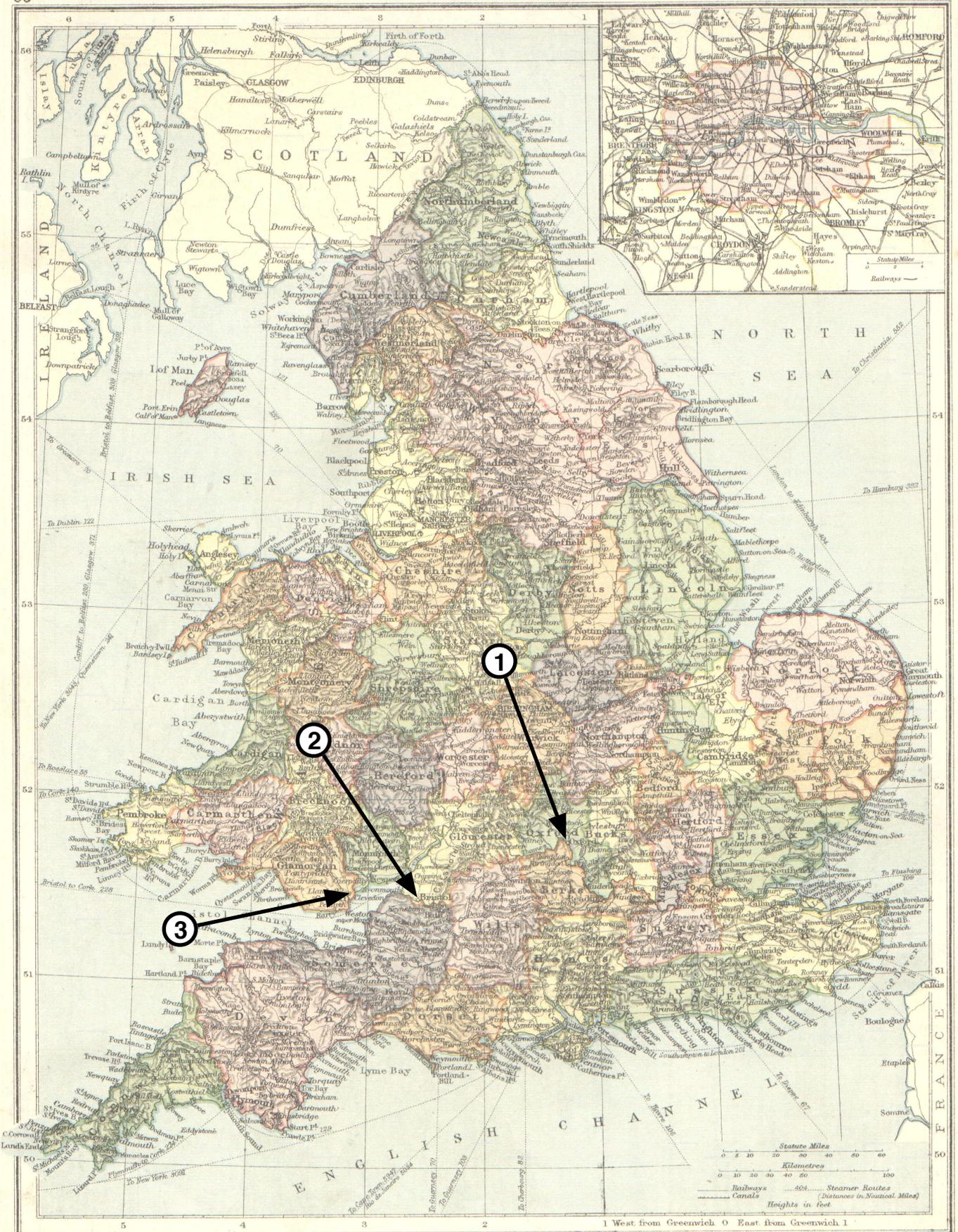
Oxford area map



Map for GM

56

ENGLAND & WALES



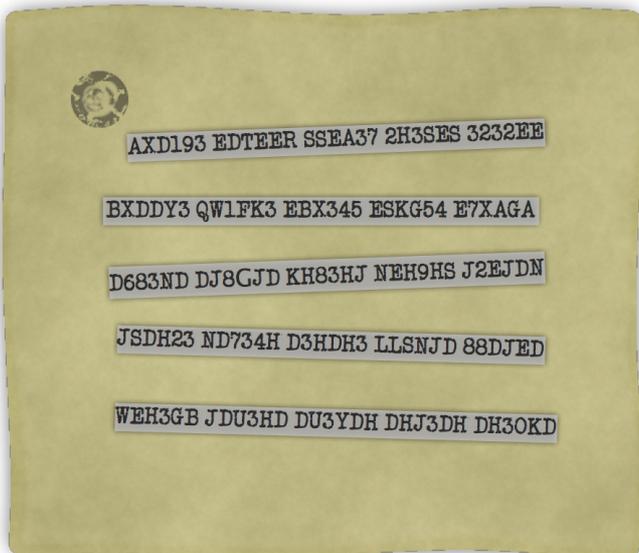
Book German



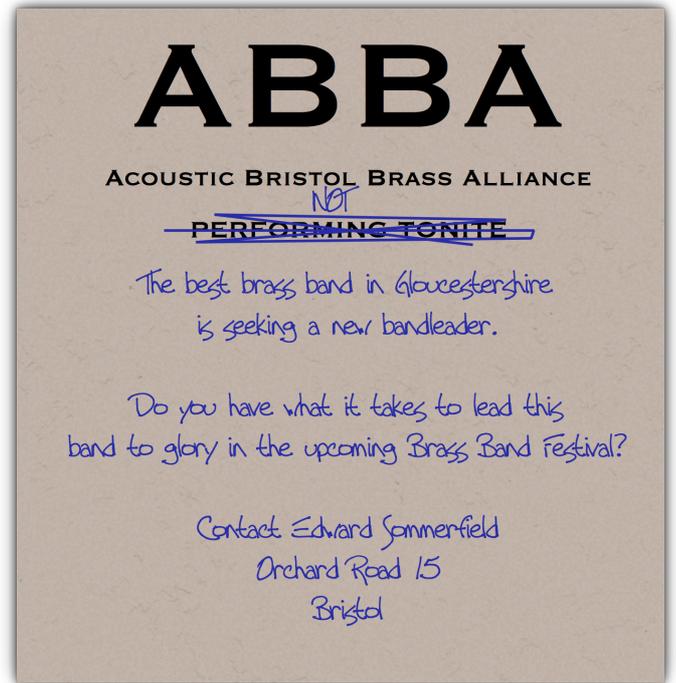
Book English



Strange letter



Note in wrecked van



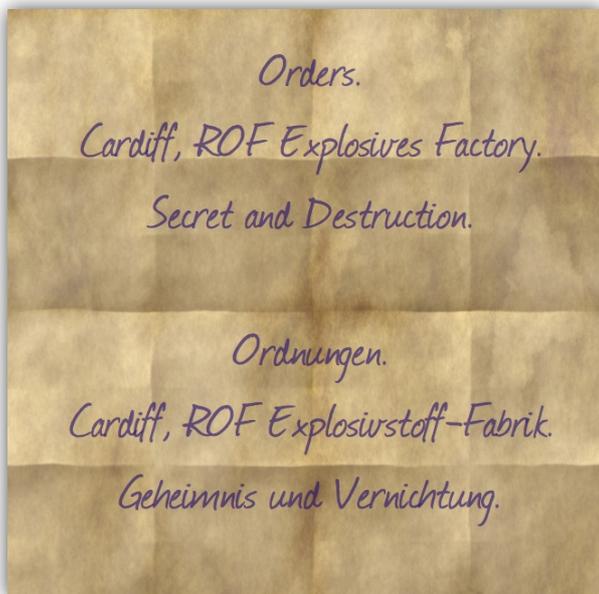
Note in pocket of driver



Cardiff map



Decrypted note



Programme folder

Programme
Cardiff
Brass Band Festival
One Pence

Saturday	Sunday
12 pm Morgan's B.O.	12 pm Pipes & Drums
1 pm Sweet Brass	1 pm Bryant's M.B.B.O.
2 pm Glasgow Pipers	2 pm Cardiff B.O.
3 pm Ipswich M.B.B.O.	3 pm break
4 pm Birmingham Jazz	4 pm Semi Final Duels
5 pm Mayor's Speech	6 pm Finals
5.30 pm Berwick B.B.	7 pm Closing
6.30 pm Susie Q's B.B.O.	
7.30 pm Brass Forever	
8.30 pm A.B.B.A.	
9.30 pm Horn's & Drums	

1847

Festival Park



**Bandleader's Staff
Player**



Good balance!
Lovely shine!

**Bandleader's Staff
GM**



+6 on Controlling
Rituals