

Luggage, Lost

A Scenario for
.45 Adventure

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Introduction

EXTERIOR: Afternoon in a dusty Cairo train station: The Professor and his sunburned assistant disembark from their carriage and stand on the platform sweating in the heat.

Professor: "Say, is our luggage off yet Jenkins?"
Jenkins: "I think so sir, a couple of young porters offered to carry it for us too".
Professor: "They did? I hope they're trustworthy Jenkins..."

CUT: Two young turks scurrying down a shadow dappled alley carrying a large suitcase between them.

The Scenario

This is intended to be an introductory scenario for a small campaign. The players arrive in Cairo via train, only to have vital pieces of their luggage stolen! They must recover them and get to their hotel without starting a riot in the dusty alleys of this ancient city.

The Table

A square 4'x4' table with a central train station and train tracks running through a suburb of white washed buildings and twisty alleyways. The train station should be located in the centre of the table.

Set Up

Shuffle your encounter markers and place them in a circle roughly 1' away from the central train station. Scattered around the board, preferably within line of sight of one or more encounter markers should also be a handful of Cairo civilians.

All heroes and villains must start within 2" of the train station and players place their figures depending on the Initiative roll in the first turn.

Victory Conditions

The first player to get a piece of luggage to the Hotel Intercontinental wins the scenario. Although really it should be played out until all the pieces of luggage have been recovered or lost.

The reward for recovering, or penalties for failing to recover a piece of luggage are left as an exercise for the reader as this scenario is intended to be worked into a campaign. Here's some suggestions:

- For the winning player, perhaps they've actually recovered somebody else's luggage containing secret plans, suspiciously heavy falcon statues or a velvet bag of diamonds! Or perhaps by getting to the Hotel first they're the most rested party for the next morning's adventures?
- For players failing to recover any luggage, perhaps reducing the number of weapons or amount of equipment that player group has, or rewarding one player with another player's possessions (though that does seem rather mean spirited) would suffice!

Encounter Markers

Each encounter represents either thieves escaping with pieces of luggage or other Cairo-esque encounters to slow players down and potentially involve them in melee. One encounter marker represents the hotel the players are staying in as follows;

Hotel Intercontinental: By strange coincidence our heroes have all booked various rooms in the rather economically priced Hotel Intercontinental. Unfortunately the owner's directions from the train station are less than clear.

When revealed, the closest, largest building with a doorway facing the marker is identified as the hotel. The facade is badly sun damaged and an unshaven clerk can be glimpsed dozing at the front desk inside. Players can win by getting at least one piece of luggage through the front door.

Luggage, Stolen: There should be one less luggage marker than there are players. For example if you have four players, there should be three luggage markers. Naturally let the players find this out for themselves.

Each Luggage, Stolen marker revealed will result in two Thieves (see Characters below) appearing adjacent to the revealing hero. The thieves are armed with Clubs (in the form of rude wooden planks) and upon discovery will take the following action (roll a d10):

1-3: The thieves round on the hero to defend their prize. The hero is considered to have charged into Melee with both thieves (place all three figures together). Knocking one thief down is sufficient to send the other scattering with the luggage.

4-9: The thieves are set on escaping with their prize. If the hero passes a DODGE test he may engage them in melee immediately, otherwise a stand off ensues and they finish their action for this turn. Movement, melee etc. is resolved normally by Initiative roll in the next turn, which of course means the thieves can potentially get the drop on the hero and dash off with their luggage.

0: If the hero passes an immediate BRAINS test he (or she) succeeds in soundly castigating the thieves. They abandon the piece of luggage in the street and take to their heels. Cowards!

Knocking one thief down is sufficient to send the other scattering with the luggage. Fleeing thieves will always move towards the nearest board edge as quickly as possible. Two figures can carry a pieces of luggage at normal movement while a single figure carrying luggage has their movement reduced by 1" per action.

Street Life: Several of the encounters are random street life events as follows. These are all intended to slow down unfortunate heroes and provide some amusing pratfalls for the other players. Add more in a similar vein, or remove them as you see fit. Ideally you want around one third of your markers to be Street Life encounters.

Camelus Dromedarius I Believe: The hero has run pell mell into the pungent hide of a pack camel left in the street. Naturally the camel takes exception to this and turns on the hero. Their action is complete for this turn and in the subsequent turn they must take a DODGE test to extricate themselves from the camel's embrace and move off normally. Should they fail they may move normally in the turn after that as the camel loses interest in them after extracting its revenge.

Oranges and Lemons! In their haste, the hero has jostled a basket carrying street seller, spilling fresh fruit all over the street. A heated argument ensues and their action is complete for this turn and in the subsequent turn they must take a BRAINS test or waste that turn helping the street seller pick up their wares.

Wait But A Moment Effendi: A huge, overladen cart being pulled by a venerable Arab blocks the street ahead. The hero's action is complete for this turn and in the subsequent turn they must take a BRAWN test to shove the cart out of their way, or wait that turn for the old gaffer to move the blasted thing himself.

Special Rules

Broad Daylight: It's the middle of the day in the bustling city of Cairo. Only easily concealable weapons can be carried by the players. Pistols and knives only. No Rifles, SMGs, Shotguns, Swords etc. please gentlemen.

By The Prophet! Players who knock down the thieves or civilians may incur the wrath of innocent observers. If a thief or civilian is knocked down in line of sight one or more inactive civilians, roll a D10 for each. On a 1-4 this civilian takes offence and joins the fray, moving towards the offending hero and attempting to engage them as long as they're in line of sight.

Characters

Cairo Civilian (Grade ½):

All civilians are played using these same statistics, and all are armed with Fists only. Any civilians that are Incapacitated are no longer a threat and are removed from the table. However there is an endless stream of people in the bustling streets of Cairo, so place a new citizen within D10+2 inches in the same street.

All Cairo civilians also activate on the same, collective Initiative roll each turn.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	BR=3	4	BR=2	Incapacitated	
Torso (2-4)	BW=2 GT=4	4	BW=3 GT=4	Incapacitated	
Arms (5-7)	HT=2 SH=2	4	HT=2 SH=2	HT=1 SH=1	No attacks Cannot carry
Legs (8-10)	DG=3 SP=5	4	DG=3 SP=5	DG=1 SP=3	Crawl only

Luggage Thief (Grade ½):

All luggage thieves are played using these same statistics, and all are armed with a Club each.

All luggage thieves also activate on the same, collective Initiative roll each turn (but a different roll from the Cairo civilians).

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	BR=3	4	BR=2	Incapacitated	
Torso (2-4)	BW=3 GT=5	4	BW=3 GT=4	Incapacitated	
Arms (5-7)	HT=2 SH=2	4	HT=2 SH=2	HT=1 SH=1	No attacks Cannot carry
Legs (8-10)	DG=3 SP=5	4	DG=3 SP=5	DG=1 SP=3	Crawl only