

“All Aboard!” - A *Suspension of Disbelief* Scenario for 3-4 players

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If you are not the Director, read no further! If you are the Director, then this is your guide to how to run the adventure.

- 1) Do not tell the characters anything except the genre and the Character Creation Rules.
- 2) Facilitate character creation. Gently guide the players using your knowledge of what is to come.
- 3) Read the introduction to the players.
- 4) Play the game!

Remember to let the players guide the game. Never force a particular story. This adventure is designed to end in many different ways. If they get stuck and don’t know what to do, then use a Dead-End breaker to spur them on.

Setting: American West, during the year 1888. A time of cowboys, open ranges, and six-shooters.

Tagline: The characters must destroy a secret shipment before the train reaches its destination. But one of them is secretly working for the enemy!

Character Creation Rules: The players must create characters who are hired to rob a train. They can be from any walk of life, but they must be desperate for the money and willing to turn to a life of crime to get it. They cannot be career criminals. Have them come up with a reason they need the money. They must not know each other.

Betrayal!: Arrange secretly with one player to be the betrayer. They can play the game as normal, but they have a secret introduction and goal that only they know about.

Introduction: Your character, desperately in need of money, is out of options. The banks won’t help, you have no family or friends that can help. Time is getting short and with no options left, you decide to make one last desperate attempt to get the money illegally. You reach out to an acquaintance of a friend of a friend who is known to have ties to the seedier side of society and ask if you can be set up with a job.

Soon you receive a mysterious letter from someone you never met. It’s only signed “L.C.” and it is proposing an offer that you just can’t refuse. Be part of a team that will rob a train. Not just any train robbery. The train is leaving from Salt Lake City, Utah and going to Albuquerque, New Mexico. There is an item on the train that must not reach Albuquerque. Once it reaches its destination it will be too late. The recipient will be ready and waiting. The train will make a stop before Albuquerque in Santa Fe. You must make sure the item leaves the train at that station. You will exchange the item for your reward at that time.

You are not given any more details. You are told to arrive at the train station. There will be a ticket waiting for you and you will be placed in a cabin with the other members of the team.

You have only a very brief time to get ready for the trip, so you grab some essentials, go to the station, pick up your ticket, which is waiting under your name, and board the train. You are ushered into your cabin where you see the other players. [Have the players describe how their character looks at this point, and show them the player’s map.]

After some awkward greetings, the train slowly starts moving. Almost immediately there is a knock on the door. The usher enters. “Delivery for Cabin 4!” he says, and hands you a letter. [Give the players the letter for L.C. Let them read it, and then the game begins!]

Betrayer Intro: The same situation happens to the betrayer, except after you are approached by L.C. you are then approached by a third party. He is working for another group, one who wants this item destroyed. They managed to find you but they do not know the identity of the other members of your group, or the identity of the couriers. They will double your reward. All you have to do is make sure the item does not reach Santa Fe or Albuquerque. The train will be making an unanticipated stop somewhere between Antonito and Santa Fe. You must get off the train with the item when that happens. They will be waiting for you.

Schedule: The train will make the following stops. Use them as the pace of the game decrees.

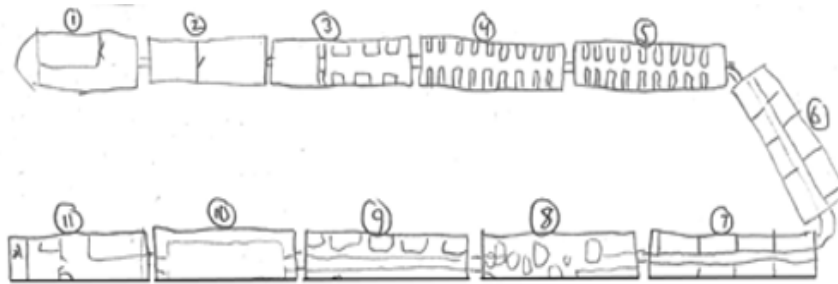
8/13 8:00am - Salt Lake City	8/13 11:05pm - Durango
8/13 11:15am - Dead Horse Point	8/14 1:15pm - Chama
8/13 2:35pm – Moab	8/14 3:25am - Antonito
8/13 5:20pm - Mesa Verde	8/14 5:55am - Santa Fe
8/13 8:40pm – Silverton	8/14 7:05am - Albuquerque

At 8/14 6:15am the train will be stopped by a bonfire on the track in the middle of the desert. There will be a lone horse and rider waiting in the shadows for the betrayer. If the crew clears the fire, the lone rider will leave without incident.

At Santa Fe, the characters will be approached by a group of men with bags of money. If they have the item, they will be given the money in exchange. If not, they will be attacked.

At Albuquerque, Mr. Black will jump off the back of the train and deliver his package and jump back on before the train fully comes to a stop. The characters have failed. The game ends.

Location: The Train, populated with assorted generic passengers and the essential NPCs. Between each car is a small open-air balcony, with a chained walkway to the next car. The scenery is wide-open ranges with the occasional stop at a small train depot outside the cities.



Location	Description
Engine (1)	The ENGINEER sits here and operates the train.
Coal Car (2)	Half of this is open and full of coal to shovel into the engine. The rest is a crew lounge area.
Dining Car (3)	1/3 of this is a small kitchen stocked with simple food and items. The rest is full of seats with small tables.
Lounge Car (4) (5)	A car full of seats facing one another, some at the front have small tables to hold food or drinks.
Sleeping Car (6) (7)	A narrow hallway that has cabins on either side. The cabins can lock from the inside. Each contains 4 fold out beds above some benches, and a small window looking outside.
Baggage Car (8)	Shelves and piles of bags, crates, cases, etc. They are all strapped down and there is not much room to maneuver, just a small aisle.
Special Baggage Car (9)	This is a narrow alley between two locked wire-grate walls. Behind the grates are large expensive looking cases, fancy-looking luggage. In one corner is a 2-foot tall safe. In front of the safe, behind the grate, are MAC and Lug, sitting on crates and playing cards.
Observation Car (10)	An open car with benches and large openings where you can sit and look out at the landscape.
Private Car (11)	A locked car. HERMAN stands guard, not letting anyone in. It is the private traveling car of MR. STONE. It contains plush furnishings, a bar, and bathroom, and a BUTLER.

NPCs:

NPC	Description	Motivation	Stats
Engineer	A middle-aged man. Thin, friendly, but all business.	To keep the train safe and running on time.	M: Difficult P: Tough
Conductor	A tough looking middle-aged man. He's friendly, but stern. He is in charge of everything but driving the train.	To keep the train organized and efficient.	M: Challenging P: Formidable
Coal Man	A soot covered jovial young guy who always stays near the engine with his shovel.	To keep the train fueled.	M: Hard P: Formidable
Cook	An angry Chinese man who is always yelling at the servants.	To do his job and nothing else.	M: Formidable P: Troublesome
Servants (3)	Young men, very helpful, would be even more helpful for tips.	To keep their jobs and make some extra money.	M: Troublesome P: Hard
Mean Larson	A thin but wiry man. Long beard, dressed all in black. Carries a visible Gun (d10) and a hidden knife (d6)	To keep Mr. Stone safe.	M: Troublesome P: Improbable
Butler	An old man, very formal, dressed in a traditional butler's garb.	To keep Mr. Stone happy.	M: Challenging P: Hard
Mr. Stone	A middle-aged man. Very wise and tough. Rich and well connected, street-smart. Speaks elegantly and clearly. He's usually hired to do special jobs. Assassination mostly. He has the item. It is in a small iron trunk under his bed. The key is around his neck.	To deliver the package without incident.	M: Improbable P: Improbable
Mac & Lug	Two rough and strong guys hired to guard of safe of gold (enough to solve 1 players money problems). They know the combination. Big and ugly and not interested in anyone who doesn't play poker.	To gamble and get the gold safely to its destination.	M: Tough P: Challenging
Bully Campbell	A weathered tough cowboy. He is quite and gruff and carries a suitcase handcuffed to his wrist. These are deeds to property in Texas. Worth lots of money, enough to help 1 player.	To get the documents safely to their destination.	M: Challenging P: Challenging
Passengers (30)	All manors of people. Here are some to use in a pinch: Preacher, Vaudeville Performer, Guitar-playing drifter, Sassy Irish girl, Native American, Snake-oil salesman, Saloon gal, school-marm, Drunk, Business man, Rich old lady, Kindly old man, Unlucky prospector, Amish family Female Names: Myrtle Howard, Tanya Bryant, Gloria Ward, Jane Reynolds, Eleanor Lyons, Caroline Walters, Lori Scott Male Names: Casey Webb, Lester Cooper, Randall Williams, Shane Hicks, Kurt Burke, Alfred Ray, Isaac Hart, Loco Wheeler	To get safely to their destination.	M: Hard P: Hard

Dead-end Breakers: These can happen in any area of the map at any time. Use them if needed to adjust the pacing of the game.

Humor

- A well-to-do elderly traveler will have an uncontrollable attraction to one of the players. One of the servants will come and invite them over to their cabin for a private get-together.
- A drunken passenger starts hanging around the group, wanting to make friends.

Plot

- There is a commotion! Someone was thrown off of the observation car and crushed under the train. No one knows how it happened. (It was Herman. The person was getting too close to Mr. Stone)
- The character's overhear a description of Mr. Stone from some passengers that saw him board. He was very careful of a certain trunk.
- When walking by Mac and Lug, the characters will be asked to bring the guys some whiskey, because the servants are too slow.

Action

- A little kid steals the character's belongings from their room, or their person. (Including the letter?)

Friends,

I hope you find your cabin comfortable and your company even more so. I loathe to break the tranquility you are likely feeling now, but I need you to know the news that I have learned about the task at hand. Both the good and the bad.

The good news is we have intelligence that tells us the item is in a small iron case, no bigger than your fist, marked with three diagonal lines and nothing else. It is being transported and watched by an experienced courier or couriers. We have not been able to ascertain any info about that party. You must figure that out on your own.

Now, the bad news. It has come to our attention that one of you is not who you seem to be. There is a third party interested in this cargo, and we have been alerted that one of you is a double agent working against the others. We were unable to determine whom. Now that you know, you must do what you can to get the job done. If you are successful in delivering the item to Santa Fe, you will be paid as promised. If not, well, we don't want to think about what might happen then. So make haste! The item must not reach Albuquerque!

Sincerely,

L.C.

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