

A DARK CONSPIRACY 1ST EDITION SCENARIO

# INCIDENT AT REDVIEW



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*“Somethings wrong in Redview, I can feel it in my bones... you know what I mean?”*

*For the residents of Madison, however, stuck way out in the middle of the Outlaw, with no prospects and no opportunities, the chemical plant at Redview is their last, best shot at making something of themselves. They work there, as scientists, security guards, just about anything really, to make ends meet...*

*But did anyone ever stop and ask just what Chema is up to in out of the way, lost to everyone, sort of place? No? Well our Minion hunters are about to find out. Armed only with their courage and what few resources they can scrounge up, can they survive ‘The Incident at Redview’?*

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## A NOTE FROM THE AUTHOR

*Incident of Redview* has a long history, one that started way back in the early 90s. As a young gamer, I found the art and design of Dark Conspiracy rulebook an inspiration, both for adventure ideas and in imagining what a true dark future might look like.

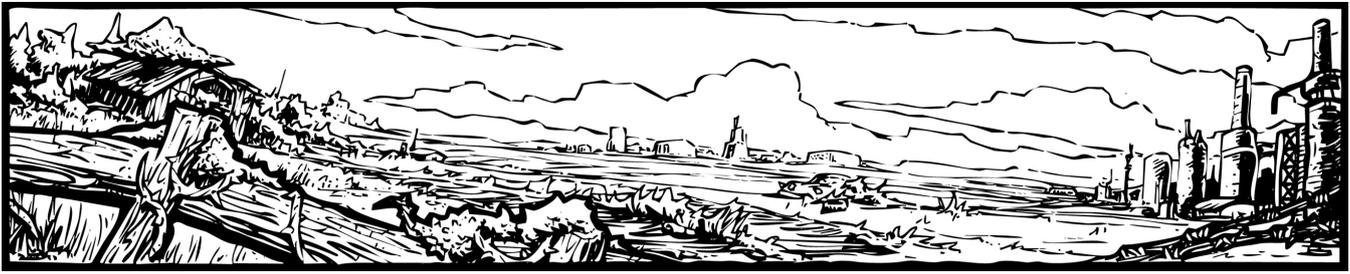
In particular Earl Geier’s piece depicting a desperate fight between a young couple and a gaggle of zombies (as seen both as the cover of this scenario and on page 81 of the 1<sup>st</sup> edition Dark Conspiracy rulebook) stood out. Lingered on it, I started to think how such a scene might have eventuated? What was the fate of these two innocent looking souls? They didn’t look like your typical Minion Hunters, so had they survived? And more over who was the stupid fool that left those roller doors open!

These thoughts percolated into what I now call the first draft of *Incident at Redview*. Laboriously typed up on my father’s old ‘portable’ typewriter, it included many elements that you will see in this latest version; the infected zombies, the Billups, and even young Stephanie.

And that leads us to today, when at last a definitive version of *Incident at Redview* has finally been released. Sure it’s not a full **Dark Conspiracy** adventure, but hopefully it is enough that you, the reader, are keen to get it to the game table.

I do have to say a big THANKS! to both Earl Geier – who allowed me to use that very image as a cover to this scenario – and James Shields – his banner art is nothing short of 90s graphic design reborn for modern sensibilities. Finally, I do hope you enjoy reading *Incident at Redwall* as much as I enjoyed creating it... and here’s to my 16 year-old self, may you long continue to see your crazy ideas become something substantial!

INCIDENT AT REDVIEW – VERSION 1.0 – OCTOBER 2017  
 A DARK CONSPIRACY 1<sup>ST</sup> EDITION SCENARIO – RELEASED VIA DARKCONSPIRACYTHERPG.INFO



## INTRODUCTION

This Dark Conspiracy adventure is designed to be played over one or two sessions and can accommodate any number of players. Set in the fictional town of Madison, and the nearby chemical plant at Redview, it puts the characters in a closed world environment, where they must not only fight for their own lives, but also succeed in saving the very 'monsters' that are trying to kill them.

As written, this scenario is more an outline than it is a 'scene by scene' adventure. That is, it presents a structure and a framework of a plot (one that includes key events and locations) within which the Referee is encouraged to create their own story - one that best suits the players and their Minion Hunters.

Mechanically *Incident at Redview* utilises the 1st edition Dark Conspiracy ruleset, although it with very little effort (if any at all) it can be adapted to either 2nd Edition or Dark Conspiracy Lives.

## The Effects of Playing God

When Chema (a subsidiary of the mega conglomerate Tashicorp) developed a new insect controlling microbe - classified as ADASH3 - little did they know that it would have a vicious side effect - the power to take over the human mind!

Up until today, this very special micro-organism had been kept safe and sound in the Redview Chemical Plant; secure from prying eyes and any government oversight. However, a few hours ago, just prior to the start of the adventure, one of the site's chemists, accidentally released ADASH3 into the wild.

This invisible madness, borne by the prevailing winds, has spread towards the quiet town of Madison, where, in only a few hours, it has infected, to a greater or lesser extent the majority of the unsuspecting townsfolk. Those affected by ADASH3 will over the course of this upcoming adventure become violent and uncontrollable, just when, as luck would have it, the Minion Hunters arrive in the story.

## ABOUT ADASH3

This micro-organism is, in small quantities quite benign, but when grown in sufficient numbers it becomes a self-replicating virus that has the ability to take over a human being (and almost any other mammal). The victim, while conscious has no control of their body and will act in accordance to ADASH3's overriding program - destroy life.

Unfortunately at this scale ADASH3 is unable to differentiate between its assigned target - bugs that infect crops - and other living organisms. As a result, in large enough quantities ADASH3 renders the victim in a state that could be equated to being Zombie-like.

For more information on ADASH3 and its effects see page 4.

## DOCUMENT STRUCTURE

As noted above, this scenario is not presented as your typical roleplaying adventure. Rather than walking the Referee through the plot like an unfolding story, it is instead divided up into sections each of which covers specific information important for the running of the scenario. These are:

- Introduction - The section you are reading at the moment provides an overview of the plot, information for introducing the Minion Hunters to the story, and some information on the mechanics of using ADASH3
- Adventure Locations - This details the major sites and locales that the group might visit as they explore the scenario.
- Non-Player Characters - The key characters, both friendly and unfriendly the Minion Hunters will encounter. This includes their statistics as well as their motivations and goals (which will likely change as the events of this scenario develop).
- The Plot - This is broken into three sections, and is detailed further in the Plot Overview below.
- Aftermath - Some suggestions on the outcomes of this adventure, in addition to the all-important rewards and experience.



## PLOT OVERVIEW

The plot of *Incident at Redview* is divided into three sections, arriving in Madison, exploring the town once the disaster occurs and finally the mission to Redview itself. The following provides information about what should potentially occur in each part of the story.

### Arrival

The party finds itself stuck in Madison, and at the tender mercies of the Billup brothers, the town's local mechanics. Offered food, drink and a place to stay, the group is rudely awakened that night by the infected townsfolk. A fight ensues and the extent of the threat becomes obvious.

In this part the characters should:

- Witness the early effects of the ADASH3 infection amongst the people of Madison.
- Encounter Stephanie Barrett, a potential empath, and witness her abilities.
- Meet the Billup boys and be invited to stay the night in their home above their workshop.
- Learn that Madison is isolated from the outside world.

### Exploration

With little other choice, the characters and surviving NPCs, must make the best of a bad situation; whether this is to locate survivors, gather information or simply hunker down and wait out the disaster. During their explorations they will encounter what remains of Madison's residents, and discover vital clues to lead them onto the final part of this adventure.

In this part the characters should:

- Find out the extent of the infection.
- Encounter various survivors and holdouts.
- Rescue Stephanie Barrett, a local empath who seems to have the ability to repel the infected.
- Get in contact with Doctor Ryan Price, a retired Chema scientist who seems to know more than a little about what is really going on.

## WHAT HAPPENED IN REDVIEW?

Despite what the players might think, the release of ADASH3 was not some sort of ecoterrorist attack, or Chema's deluded attempt to experiment on its workforce. Rather this entire sorry incident comes about as the result of a simple oversight.

The risks of ADASH3 have long been known by Chema researchers (although little did they realize how virulent it would become once in the wild) and so it remained under lock and key in their most secure lab at Redview. As with any such asset, however, research into its properties continued, both in the hope of improving its potential as well as to eliminate its unwelcome 'side effects'. Under most circumstances this sort of research is completed under exacting protocols, with myriads of checks and balances to ensure no breach in security.

In this case, however, these processes were overlooked, not due to incompetence or a lack of understanding, but simply because of the pressures placed on the researchers by Chema's executives. Department heads had long promised an improvement on ADASH3's performance, but to date had been unable to provide one. Given an ultimatum and threats to their funding, the team began to look for ways in which they could speed up their research cycles; a fatal decision that saw them skip various security protocols. This oversight allowed one of the scientists to transport ADASH3 unsecured outside the lab, exposing the entire Redview complex to its effects. Once in the wild, borne on the prevailing winds, ADASH3 spread towards Madison.

The breach wasn't completely undetected, however, and almost immediately Chema swooped in and closed down Redview. However, where a responsible corporation would look to resolve the situation in a timely and compassionate manner; some faceless executives at Tashicorp have decided that this incident would serve as the perfect live test for their micro-organism. As such, as people die, the corporation seems intent on expending more effort on observing the effects of ADASH3 on its poor victims, than it ever would to cure them.

## Mission to Redview

Once the reality of the situation is conveyed and a solution identified, the characters must make their way to Redview. Here the group will discover the full extent of the ADASH3's release, and will find themselves in a fight for



their lives to stop it.

In this section the characters should:

- Locate Price and learn the cure for the infection.
- Discover Chema's response to the incident.
- Arrive at Redview and release the counter reagent.

## INTRODUCING THE CHARACTERS

*Incident at Redview* is an excellent opportunity to bring together a new group of Minion Hunters, and there are numerous ways of in which they might be trapped in Madison.

- *The Greyhound* - All the characters are travelling together on an old Greyhound bus. Perhaps they are friends, maybe they are strangers? It could be that this is the only type of long haul travel they could afford, or maybe it's because it was the only one that would get them anywhere near their destination (given the lack of ready access to regional flights since the Greater Depression).  
*Note: For simplicity, this introduction is the default set-up for Incident at Redview, and it with the events detail here that the rest of the scenario is described.*
- *All Roads Lead To* - Although it may feel contrived it is possible that all the characters are simply in town or passing through when the outbreak erupts. This will alter the flow of the initial section of the adventures, but once Madison descends into chaos, there is plenty of opportunity to introduce other plot elements.
- *The Empath* - If this scenario is being run for an experienced group of Minion Hunters, then select one of them to have a dream of Madison. In this vision the character will see vague and foreboding shapes in the town's dark shadows and upon waking will be drawn, almost preternaturally, to solve the mystery there.

## ABOUT ADASH3

ADASH3 is capable of living in the air for up to 4 weeks, and can infect humans via

absorption (i.e. breathed into the lungs) or directly into the blood via open wounds. Not every human is susceptible to this microbe (although almost all animals are), but long term exposure increases the chance of being infected as does direct contact with the blood stream (i.e. receiving a wound from a person or animal infected with ADASH3). Fortunately, disabling the organism is simple enough, with Chema having developed a process of ultrasonic sounds that renders ADASH3 inert and freeing the victim of its control. This 'cure', however is kept under tight lock and key at Redview.

Inside of humans and other mammals, ADASH3 finds itself not as powerful as it would inside its original target, and this is especially when its host is exposed to direct sunlight. As such, whenever possible, those infected with ADASH3 will attempt to remain indoors during the day. This rule can be broken, especially for victims who are desperate to share the organism with others, but will result in the already quiet streets of Madison to quickly become a ghost town.

## Being Infected

ADASH3 is a fast acting microbe that directly attacks the control center of the human brain. The initial effects of infection manifest as disorientation and unnatural aggression towards irritations (such as loud noises, confrontation, being restrained, etc.). The virus itself is transmitted through the air and while a slow buildup of ADASH3 means that some exposed individuals will build up a resistance to the microbe, most are quickly infected. (Note that unless the Referee is feeling very vindictive, they should use the mechanics listed below for infection only sparingly on the Minion Hunters.)

Within an hour or so of initial contact, ADASH3 will have replicated itself enough to have the victim fully in its influence. This results in the victim's personality being subdued, humans in this state act in a slow and deliberate manner (much like one imagines a zombie would act, but with less groaning), and will attempt to find other humans to infect.

In reality, ADASH3 would simply like to replicate and share itself with other organisms, and this could simply be done by



sharing some bodily fluid or cells with the target. Unfortunately, the human body doesn't respond as easily to its controls as other creatures might, and so, for the most part, the action of 'sharing' resembles more of a manic assault than anything else.

## Effects of ADASH3 on Minion Hunters

If the Referee thinks that the characters are exposed to a considerable dose of ADASH3, they can treat the effects as **Op6** poison damage (per page 101 of the 1<sup>st</sup> Edition Dark Conspiracy rulebook).

If a Minion Hunter takes critical poison damage to their Head location they are completely taken over by the organism, and should be relegated to one of the Infected (see page 11).

## ADVENTURE LOCATIONS

The Incident at Redview focuses on two main locations, Madison, a small mid-west town in the throes of a natural decline, and Redview, Chema's chemical production facility. Between these two locales is the Wilderness, the rough and dangerous landscape one encounters once they stray from the main road.

### A TOWN CALLED MADISON

Although Madison has seen better days, it is still home to nearly 50 families, most of whom have one or more family members working at the nearby Redview Plant, 10 miles to the east.

Once a bustling service town, years of unsustainable farming methods and the ongoing effects of climate change on the land, has seen virtually all the farms around Madison vanish. Some businesses continue to survive in the town, but with Redview's future as a local employer looking sketchy at best, prospects look slim for the town's future.

### Madison Oil and Gas

Situated on the edge of town, Madison Oil and Gas, like most of the other buildings nearby, has seen better days. Currently home to the proprietors, Kane and Jesse Billup, and

Jesse's girlfriend Kath, the building is split into a ground floor workshop and the upstairs living quarters. The workshop is a mess, and is full of spare engine parts, panels, doors and body-parts in various states of repair, and a handful of half-finished vehicles (these are either one of the boys' projects that they've never seem to get any closer to completion, or a hunk of junk abandoned by one passer-by or another). Upstairs is much more pleasant, mainly due to the Kath's efforts. Beyond the large lounge, kitchen and amenities, there are half a dozen bedrooms ranging in size from a cramped single through to the spacious master. Jesse and Kath occupy the Master, while Kane has one of the larger others. Other than that they are more than willing to put up anyone stuck in the town (especially if they have their vehicles down stairs for repair or service).

Outside, the petrol pumps have a good enough supply of gasoline, while diesel and other oils can be found in smaller supplies in various drums and containers.

After the infection breaks loose, this building is one of the safest in town. Constructed of concrete blocks and with few windows on the ground floor, it can be easily secured from attackers. It is also well separated from the other nearby buildings, and while it has no other means to egress other than the internal staircase, its old weathered façade can be climbed if required.

### Gynnarson's Outdoors

Gynnarson's Outdoors is one of the few specialist stores left in Madison. Run by Stigand Gynnarson, it provides an astounding array of camping equipment, guns and army surplus gear.

Stigand, a quasi-survivalist by nature, lives in the store's concrete storeroom, and uses it as his base of operations once the outbreak occurs.

### Madison's Library

Madison doesn't really have an official library anymore. Instead a few of the more dedicated locals have set up a lending library in the building for both entertainment (i.e. books, DVDs, CDs, etc.) as well as for day-to-day home maintenance (i.e. a community



lawn mower, welder, and various other tools).

The old library building is also home to the local law enforcement office. With the number of permanent resident's dwindling, Madison no longer has a full time Sheriff and instead relies on shared law enforcement officials who roam around the various local towns. When in the town, this office (and small secure room used as a cell), is where the deputy is based.

## Petherick's General Store

Although the Petherick's no longer live in Madison, they still own the town's only general store, which is staffed by an ever rotating selection of teenagers.

While the company store at Redview provides many of the essentials needed by the town's residents, Petherick's supplies all the speciality items. As such, the general store acts as an agency of the post, a dispensary for an out-of-town chemist and performs many other vital functions that people in a larger town would take for granted.

## A Typical Madison Home

The houses of Madison are divided into two general types, the low end prefab buildings that many of the Redview plant's workers own, and the few older homes that date back to Madison's original role as a supply town to local agriculture.

All the prefab houses were built about twenty years ago, during a boom period at Redview, and are now long past their best. Many of Chem's current employees own these homes, many because the corporation sells them under a bargain basement 'rent to buy' scheme. Constructed to the same blue prints these homes dominate the streets outside the main thoroughfare of the town. While adequate for the weather, and for the somewhat transient staff of Redview, their thin walls and flimsy doors are no barrier to the infected.

Few of Madison's house date back to early times. These are all unique and reflect obviously the wealth and needs of their first owners. Most are made of solid construction materials, and will allow good protection against the infected.

## IN THE WILDERNESS

The land between Madison and Redview is rough and quite dangerous, and with many of the farms and homes now abandoned it has a lonely and isolated feel. That said, the main road between the town and the plant is well maintained. On reflection, one could imagine that getting lost in the Wilderness, whether intentionally or not, would be a simple matter.

## Abandoned Farms

There is not much left of the farms and agriculture that once made the region famous. Today the landscape is dotted with weed infested farmlands and the ruined shells of once functional buildings, which offer the barest of shelter to passers-by.

## Doctor Price's Home

A restored farm bungalow, Doctor Price's home is one of the few occupied buildings in the wilderness. Well-constructed, and having being recently reinforced with security fencing, the property looks more like a survivalist's home than the retirement spot for an ageing Doctor.

Price is well supplied for living in such an out of the way place, and has water and food laid in to last a good few months (longer is rationed) without the need to venture off the homestead.

## The Rapid Response Camp

Once the alarms are raised at Redview, Chema dispatches its Rapid Response team to deal with the situation. Their initial actions include setting up a temporary camp to house all the items deemed necessary for the operation. This includes a wide array of tools and equipment from NBC (Nuclear-Biological-Chemical) protective gear, through enough explosives to level the plant site many times over (if required), and everything in between.

While at first sight, the camp of military tents and biological cleansing equipment looks in chaos and disarray, it is actually well organised and maintained, with regular scheduled patrols and supply checks being undertaken.



## Other Towns

Hamilton and Sernville are the next closest towns to Redview and Madison. Both are larger than Madison, and offer more in the way of amenities. That said, once the outbreak occurs, both of these towns are also sealed off from the rest of the world, at least until the full extent of the outbreak is known.

## CHEMA'S REDVIEW PLANT

Redview was once a leading site for chemical research, especially in the spheres of agriculture and farming. The sale of the plant to Chema a decade ago, however, saw most of this research and development work move elsewhere, and has resulted in the gradual decline of worker numbers on the site. Currently less than 200 staff work at Redview, with most living in one or other of the small towns located nearby.

## The Outskirts

It is an odd experience to see Redview for the first time, as it seems to spring unexpectedly from the surrounding country side. From a distance, despite seemingly out of place, the site resembles any major industrial compound, with a single large, multi-storey central building and numerous smaller structures scattered about within its shadow.

Although now faded highway signs still identify the plant as 'REDVIEW', there is nothing else to highlight what is done on the site. Warning signs, especially those prominently displaying the various chemical warning icons are prominent closer to the complex, but again nothing explains why these things are on site.

## The Site

The Redview planet is surrounded by 3 metre high wire fences, topped with razor wire. There are only two entrances and exits and these are guarded by almost military style guardhouses. All gates on site are electronically controlled by swipe cards, although at the main gates an attendee usually controls access.

Once inside, Redview is a sea of asphalt, metal and glass, and while the plant has seen

better days, it is still a sight to behold. The outbuildings are, for the most part, simply secure storage for various chemicals and research supplies, although a few are used for other purposes, such as an onsite bunk room, a security station and vehicle workshop.

## The Vault

The main building at Redview is official called Building One, but to the majority of the plant's workforce it is known as 'The Vault'. Located in the middle of the entire complex, access to Building One is limited, with only registered staff able to access it without undergoing a rigorous check.

About a year ago, Building One underwent a major upgrade in design and security, with the majority of the labs being raised to 'world-class' standards. As such, gaining access to these laboratories is almost impossible for without the appropriate authorisation. Despite the renovation, the Vault remains a maze like complex for those unfamiliar with it, with the myriad of white halls and colour coded labs being enough to confuse even the most experienced staff.

The most important parts of Building One are actually hidden from sight in the complex's basement. Here is secure storage for the most exciting (and dangerous) research, and this is where ADASH3 and the deactivating controls are kept.

## NON-PLAYER CHARACTERS

As this scenario unfolds there are numerous Non-Player Characters that may help or hinder the Minion Hunters as they struggle to survive the events in Madison and beyond. These NPCs are complete individuals in their own right, and as such have their own motivations and goals, that may intersect with those of our heroes.

## THE RESIDENTS OF MADISON

Early in the adventure there are plenty of opportunities for the Minion Hunters to meet and interact with the residents of Madison. For the most part, these Non-Player Characters will provide information and support to the group, but will not drive the



investigation (this is the players' responsibility!). Of course they should also die as brutal examples of the danger the group now finds itself in.

## The Billup Boys

Kane and Jesse Billup are Madison's only mechanics, running Madison Oil and Gas. The two inherited the workshop from their parents (who died almost a decade ago in an automobile accident), and despite the downturn in the town continue to find enough work to make ends meet.

Kane is the older of the two, being in his late twenties. He is athletic and quick witted man, who, despite having only a High School education, has a wide range of worldly knowledge. Their Dad liked to say 'that Kane got all the good bits of he and Ma', while Jesse 'got the leftovers'. That is a little harsh, as while not as tall, handsome or naturally gifted as his brother, Jesse (in his mid-twenties) is a more than competent mechanic, and an all-round good guy.

After the outbreak, Kane will hole up in the workshop, while Jesse will assist anyone willing to explore the town or rescue other survivors.

### KANE BILLUP

**Level:** Novice.

**Skills:** As per a Novice NPC, plus Electronics 4, Mechanic 8, and Business 4.

**Armament:** Kane has his father's old S&W 36 in his closet, plus access to numerous tools another blunt objects.

**Motivations:** *King Hearts*; Kane is an honourable man who looks to provide a service to the townsfolk of Madison even though it doesn't really pay the way; *7 Spades*; Kane really wants to see Madison Oil and Gas succeed, but his good nature always gets in the way.

### JESSE BILLUP

**Level:** Novice.

**Skills:** As per a Novice NPC, plus Electronics 3, Mechanic 6, and Luck 6.

**Armament:** Jesse is more than handy with a baseball bat.

**Motivations:** *King Hearts*; Just like his brother, Jesse find his good nature get in the way of his ambitions; *9 Hearts*; Jesse seems to get on with everyone, and often overlooks

their faults when perhaps he shouldn't.

## Kath Hellenstein

Jesse's girl, Kath has only recently returned to Madison after attending her first year at Nursing School. Although only 19, she is a bright teen who is both capable and self-reliant. Kath is quite attached to Jesse despite his slightly comical ways (she says it part of his charm) and remains close by at his side, especially once the outbreak occurs.

### KATH HELLENSTEIN

**Level:** Novice.

**Skills:** As per a Novice NPC, plus Medical 4

**Armament:** None

**Motivations:** *Queen Hearts*; Kath is devoted to Jesse and makes up for his often foolish behaviour; *4 Spades*; While Kath wants to get out of Madison to 'see the world' she is unwilling to leave Jesse behind.

## Stephanie Barrett

Stephanie may look like a typical nine year old, but this little girl harbours a secret that sets her apart from most other children; a secret that manifests as strong, if unfocused empathic powers (it is likely that she will develop in to a full blown Neuropath in the future). Stephanie has an inkling that she has possesses something special but isn't quite sure what they are apart from the uncanny ability she has to influence her parents and other adults.

As the adventure unfolds these powers begin to coalesce into a form of Project Emotion/Thought skill (see this Influence Others power described on page 17). Most importantly for the Minion Hunters this power allow her to become 'invisible' to the Infected, an ability that she will learn can be extended to those physically close to her. Unfortunately, as with all untrained Empaths, the use of these powers will quickly mentally and physically drain the young girl, and so must be used with restraint.

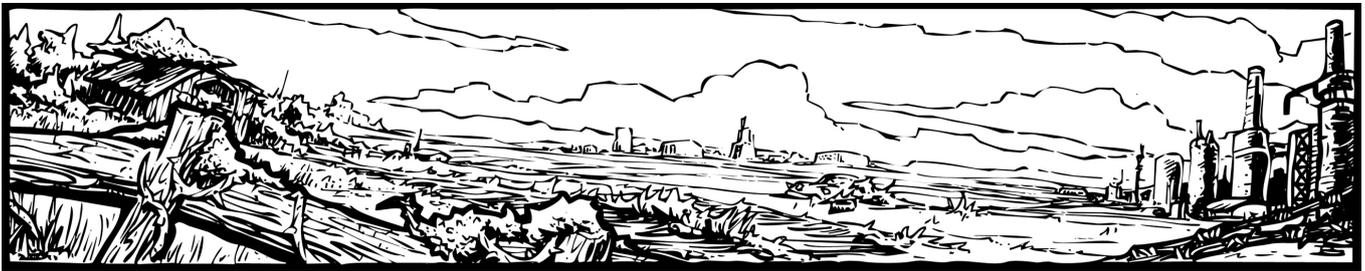
### STEPH BARRETT

**Level:** Novice, with Empathy 6.

**Skills:** As per a Novice NPC, plus Influence Others 6 and Willpower 8.

**Armament:** None

**Motivations:** *10 Hearts*; As a 9 year old,



Steph is driven by kindness and caring; 6 *Diamonds*; Equally she is starting to understand her own desires and ability to charm others even without her powers.

## Stigand Gynnarson

Son of Norwegian immigrants, Stigand is typical self-assured and self-reliant type. While not a 'survivalist' he has definite opinions on the role of government and the future of the country (most of which involved the dismantling of the first and destruction of the second). Insular and independent, he doesn't really get on with the townsfolk in Madison, or the local Sheriff.

As events unfold in Madison, Stigand is yet another factor to add to the 'mix'. Owing his own store and well stocked with weapons and ammunition, he could easily be either a help or hindrance to the characters.

### STIG GYNNARSON

**Level:** Veteran.

**Skills:** As per a Veteran NPC, plus Small Arms (Rifle 6), Heavy Weapons 4, Observation 6, and Demolitions 5.

**Armament:** A wide and various collection of small arms and other weapons. One would not be surprised to find a light machinegun or RPG amongst his hoard.

**Motivations:** *Queen Spades*; Stig really just wants to be left alone and live his own life, woe betide anyone who gets in his way; *Queen Clubs*; Once he has his mind set, nothing will get in Stig's way.

## Deputy Rob Cershaw

One of the Sheriff's more reliable deputies, Robert (Rob to pretty much everyone) Cershaw is in Madison when the events of this adventure unfold. Although based in rooms adjoined to the local Library, Cershaw is rarely found there, and spends much of his time on the streets or visiting the citizens of the town.

It is likely that the Deputy will become one of the first infected in the town, once Brian O'Hern (a Redview Security officer who has brought another ADASH3 vector to Madison, see below) is apprehended, although his access to weapons and a secure location could be used to good effect by the characters, if required.

## COMMUNICATING WITH THE OUTSIDE WORLD

Once Chema puts its emergency operation into action, Madison and the other nearby towns are essentially isolated from the rest of the country; phone lines are cut, and cell phone coverage is blocked.

Character's who come up with ingenious plans to communicate with the outside world should be commended, although their pleas for help against 'zombie hordes' will be ignored as Chema's own Public Relations team have already alerted the media of a chemical spill in Redview.

This information and Chema's obvious control on the situation will mean that no help will come from any other private or government organization for at least 48 hours (by which time will likely be too late).

### DEPUTY CERSHAW

**Level:** Veteran.

**Skills:** As per a Veteran NPC, plus Leadership 6, Interrogation 4, Observation 6, and Streetwise 6.

**Armament:** Flak jacket and Glock-17, with a Mossberg 500 in his patrol car. He also has access to an AR-15 which is locked in the Library Office (with the bolt in his patrol car).

**Motivations:** *10 Hearts*; Cershaw signed up as sheriff's deputy to do good for the community; *8 Clubs*; Cershaw has no problems dealing out a little justice if required.

## Brian O'Hern

Brian O'Hern thought himself lucky to remain at Chema after the takeover a few years ago. While the position of security guard is an unglamorous and dull one, it is still steady work. Unfortunately for O'Hern, his luck ran out when he was infected with a large dose of ADASH3 just after he left the Redview complex. While most of the citizens of Madison have already received a large dose of the organism, O'Hern is another vector that will ensure the spread of the organism.

### BRIAN O'HERN

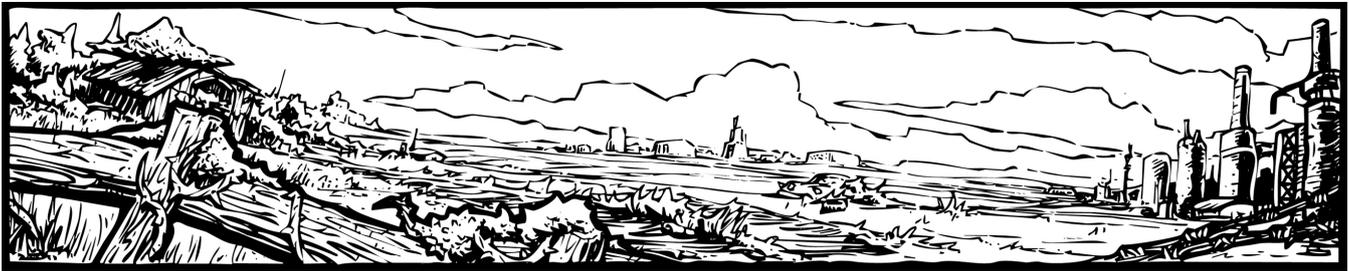
**Level:** Experienced.

**Skills:** As per an Experienced NPC.

**Armament:** None

## Typical Resident of Madison

The residents of Madison are divided into



## THE INFECTED

The majority of the infected encountered in this scenario will come from the townsfolk of Madison. It is important to remember that these victims of ADASH3 are not themselves, but rather are being controlled by the organism that has infected them. Once the reagent is released into the air and the ADASH3 microbe is killed, these people will recover their senses. While a shocking and horrific incident, the good majority will suffer no long term effects from the infection, although they may feel remorse and shame at their actions while under its influence.

While the characters will likely be unaware of this – they may decide to treat the infected as your ‘typical movie style zombie outbreak’ – the effects of their actions against these victims could have ongoing consequence. For more information on ADASH3 and its effects see page 5.

### VICTIMS OF ADASH3

<b>Strength:</b> 8	<b>Education:</b> N/A	<b>Move:</b> 2/8/15/30
<b>Constitution:</b> 6	<b>Charisma:</b> 6	<b>Skill/Dam:</b> 7/1D10+2
<b>Agility:</b> 5	<b>Empathy:</b> N/A	<b>Hits:</b> 15/30
<b>Intelligence:</b> N/A	<b>Initiative:</b> 6	<b># Appearing:</b> Varies

two general categories, Chema workers (or their families) and the Old Timers.

The Old Timers aren’t necessarily elderly (although they do make up much of the town’s older population), but rather are those who have family roots in the community. Many of these townsfolk talk idyllically of what Madison was once like and how it has gone downhill since Redview was opened (and even more so since the Chema takeover).

The Chema workers on the other hand have nothing much good to say about Madison. To many it is just a run-down shanty of a town, with the only reason they have settled there being the result of the work; even then most spend more time at Redview than they do in their houses. Still plenty of partners and children make the town their home, and they do the best they can to make their community a better place.

### MADISON RESIDENT

**Level:** Novice.

**Skills:** As per a Novice NPC.

**Armament:** None

## OTHERS

Outside of the township, the characters have the opportunity to encounter others affected by the outbreak of the ADASH3 organism.

### Jim North

Jim has been driving the old Greyhound bus routes for as long as he can remember. Now nearing retirement, he knows that that the days of long haul bus travel have as much of a future as he does; next to none! Until he is forced to give it all up, however, he’ll continue to enjoy the challenge of the open road and opportunity to meet new faces (even if they seem to be getting odder and odder with each trip).

During this adventure Jim’s role is act as a guide and companion to the party (and maybe as a spare player character?). He could equally could be killed off early in the action, acting as an example of just what the infected are capable of.

### GREYHOUND DRIVER

**Level:** Novice.

**Skills:** As per a Novice NPC, plus Vehicle Use (Heavy Vehicle) 9.

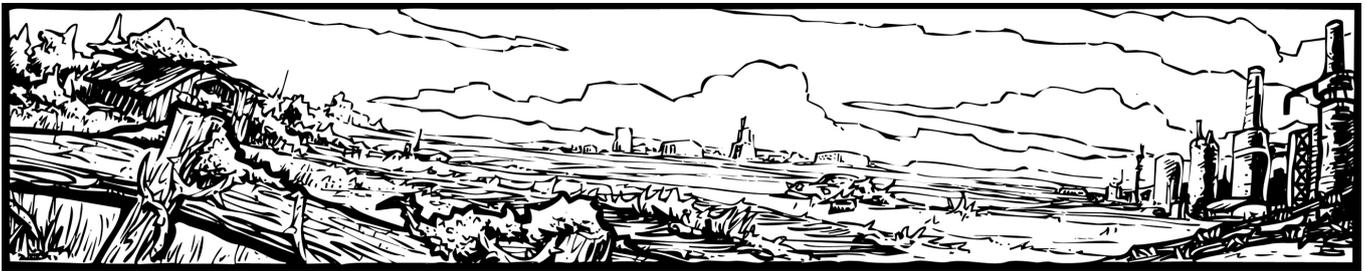
**Armament:** Ithaca AutoBurglar shotgun stashed under his seat of the Greyhound.

### Doctor Ryan Price

Only one uninfected man has any idea of what is occurring in Madison, Doctor Ryan Price. An ex-Chema researcher, Price was one of the minds that guided ADASH3 from a simple idea through to its current brutal reality.

Price, being of the school of thought that the creation of such chemicals should only be undertaken for the benefit of the greater good, retired shortly after the creation of ADASH3. This was partly in protest of the increasingly virulent chemicals and reckless approach of the corporation, but also as he saw that the future held very little for an aging researcher. From his lonely homestead in what has become a wilderness between Madison and Redview, Price has become a virtual recluse, happy to wait out his final days on what he calls his ‘farm’.

In some ways Ryan Price is the key to the characters solving the mystery of this



adventure, as he will be both guide and advisor to them as they look to stop the ADASH3 infection. While at first nothing more than a voice on a radio, the fact that the Doctor knows what is going on should draw the character to him, and his knowledge of the reagent that can be used to stop organism should spur them on to stop the events unfolding at Redview.

### DOCTOR PRICE

**Level:** Experienced.

**Skills:** As per an Experienced NPC, plus Biology (Botany) 7, Chemistry 9, Medical 5.

**Armament:** Has a M1911 in his bedroom, and Remington M700 Hunting Rifle in his Study's gun case.

**Motivations:** *Jack, Hearts;* years of experience have taught the good Doctor a lot about the world, and most of it is bad. He sees the events at Redview as his chance for some sort of redemption; *8 Spades;* Price was once driven by his ambitions, but now he is older and wiser this drive has diminished.

### Chema's Rapid Response Team

Trained for situations exactly like that occurring in Madison and Redview, the Rapid Response Teams' (RRT) role is to isolate and contain the outbreak, and as they have been instructed by the corporate management 'observe the effects of ADASH3 on the infected population'. Faceless men and women dressed in full combat Nuclear, Biological and Chemical (NBC) suits; they are well trained and willing to undertake their orders to their most deadly.

In this adventure the RRT are the force used to control and motivate the player's actions. They should spur the characters on to investigating and stopping the outbreak but should also limit their freedom and drive them on to the conclusion.

### TYPICAL CHEMA RAPID RESPONDER

**Level:** Veteran.

**Skills:** As per a Veteran NPC, plus Small Arms (Rifle) 6.

**Armament:** Flak jacket, Sig Sauer P320, and M4 Carbine. The team's vehicle has an array of other specialist equipment that can be retrieved at moment's notice

## PART 1: ARRIVAL

This section details a variety of scenes that could be played out in the early in the adventure. As always these should be adapted to meet the actions of the Minion Hunters and the outcomes of their decisions.

### Running this Section

To most outsiders Madison is a ghost town, devoid of life, even in the eyes of its residents. This feeling of out of place strangeness should be played up in this initial section of the story. While a number of set encounters are noted below, the same oddities should be reflected in everyone the players meet.

Even the Billup brothers should seem slightly 'strange' when first encountered, although this could simply be the result of the juxtaposition of their friendliness against the town's backdrop of indifference.

### THE BREAK DOWN

*It is late in the afternoon as the old bus rolls into the quiet streets of Madison, a nowhere town in the middle of nowhere important. For the last few miles, the antique Greyhound has juddered and wheezed its way along the broken blacktop highway, as her driver, Jim North, urged her on with curses and whispered promises. Now across the town line, she lets out one final shake before rolling to a complete halt.*

*'At least we got into town', comments Jim to no one in particular, before swinging the bus' door open.*

*'I'll see what I can do, but until you hear otherwise it looks as if we are stuck in Madison.'*

Jim can't say more than that, at least until he's spoken to the company. As such, the characters are free to explore the town as they see fit, and while there are few shops left open on the main street, there is the opportunity to get a meal or grab a slightly out of date magazine or newspaper from Petherick's General Store.



## STUCK IN MADISON

The initial scenes in the story can be used to introduce the characters to the setting, and unsettle them before they are exposed to the true horror to come.

### The Girl and Her Mother

One or more of the characters notice a young girl and an older woman (obviously her mother) making their way out of Petherick's General Store. The girl, Stephanie Barrett is pleading with her mother for a 'treat', saying that she promises to be good for the rest of the day... the week, if she can have some of the lollies they saw in the store. Her mother, Rachel, looks in no mood to argue with Stephanie and tells her in quite certain terms that she will be having nothing more until dinner time, and that is final.

Stephanie seems to be about to yell at her Mother, when all of a sudden she stops. She instead apologises and looking deep into her Mother's eyes whispers something. The effect is immediate, and without saying a word Rachel turns and starts walking towards the shop. Still holding her hand, Stephanie grins like the devil as she looks around seeing if anyone witnessed the change come over her Mother. Not noticing anyone, she begins to skip beside Rachel as they return to Petherick's General Store.

### The Crazy Man

It starts with a shout as a young Tyler Fry is pushed to the ground by Brian O'Hern.

O'Hern has driven into town and is already in the clutches of ADASH3, when Fry steps out from the sidewalk not looking for traffic. Although missing the younger man by a wide margin, the influence of ADASH3 results in O'Hern screeching to a halt and leaping from his car to berate the young man. As the tension grows, the security guard quickly becomes physical and assaults Fry.

Unless the witnesses to the incident intervene, O'Hern gets angrier and angrier, and starts to rain a series of blows onto his stunned target. If the characters do step in to help, they will be attacked with an equal level of venom.

Fortunately Constable Cershaw will arrive quickly enough to prevent the situation from

escalating further. Nevertheless, the officer has to restrain the wild-eyed O'Hern who starts to scream and rant at his treatment, and demands to be let free.

Once Cershaw takes his prisoner away to the town's holding cells, Tyler Fry is able to recover from the attack. The whole incident will see quite a group of townsfolk gather, all of whom will say how shocked they are at O'Hern's outburst. He is normally 'such a nice man' and will try to explain it away by stating that 'the stresses of work must be getting to him', etc.

### Butch

Down a side alley, a mutt can be seen chasing his own tail. As the character watches, however, the dog, the name tag 'Butch' clearly visible on his collar, starts angrily barking.

Although no source of irritation can be seen, the barking continues for 30 seconds or so before immediately stopping. At the same instant Butch collapses to the ground, as if he's been struck down by some invisible assailant. As soon as anyone approaches the dog, however, it regains its feet, and sensing the strangers turns bearing its fangs. A moment later it is gone, fleeing through a hole in the fence.

### The Billup Brothers

Having had no luck getting in touch with his headquarters (Chema has already blocked the phone lines and other access), Jim North has rallied the Billup brothers to see if they can get the old Greyhound running.

The boys, with Kathy in tow, have driven their old, but well maintained truck to where the bus lies silent. Scrambling about the engine, it doesn't take them long to declare the whole thing 'shot through' with considerable parts needed to get it running again.

While anxious to continue on his way, Jim is long used to the failings of the aging Greyhound fleet and will inform his passengers that they aren't going anywhere for the night at least. Unfortunately, Madison, being the skeleton of the town it once was, has no available accommodation; there are no hotels or motels operating in town. Jim begins



to offer the bus, promising to rustle up some blankets for the cold night ahead, when Kathy interrupts. She says that the brothers have plenty of spare room in the place above the workshop, and while not the cleanest (she gives Kane and Jesse a look) it'd definitely be warmer than the bus. While not exactly hers to offer, the boys don't mind having guests for the night.

Once agreed upon, Kane slowly tows the Greyhound back to their workshop, while Kath and Jesse lead Jim and rest of the passengers back their on foot.

## AS NIGHT FALLS...

While trapped in an unfamiliar town, at least the party has safety for the night – and as events unfold, they will need it.

## Settling In

As dusk falls, Kath prepares the evening meal in the upstairs kitchen of Madison Oil and Gas. Downstairs, in the workshop, Kane, Jesse and Jim tinker with the bus in preparation for the full engine rebuild that must eventually happen. The characters are welcome and indeed encouraged, to help out with either task, while those unable or unwilling are free to lounge about as they will.

Not that there is much else to do. The few shops in Madison close early, and strangely the old television in the Billup's lounge isn't getting any reception. Neither the brothers nor Kath seemed too disturbed by this revelation, as they say that since Chema took over at Redview the access to decent television has all but dried up.

Once everyone has washed up, a simple but hearty meal is served, and small talk is made over a few beers and a watered down bottle of red wine. Jesse is especially interested to hear more about the characters and how they came to be on a bus through Madison. After dinner, the group is shown to their individual rooms, and wished a good night.

Madison is dark and quiet once night falls, with few people venturing out after dusk. In fact, apart from a couple of stray dogs, the whole town is eerily still.

## Insistent Knocking

The characters are woken in the early hours

## FLEEING THE TOWN

There are plenty of vehicles, from the Billup's tow truck through to Officer Creshaw's patrol car (not to mention the dozen other cars of other Madison residents) to escape the town with. Chema, however, is keeping a close eye on Madison and effects of ADASH3 on the population. As part of this a series of regular sweeps is being made by unmarked (fully sealed) black helicopters. For the most part, these flights are maintained purely for observation, but they will also be utilised in the case anyone tries to escape the quarantine zone.

If the characters try and flee the town however, they will be quickly be seen by these surveillance flights and tracked until they can be intercepted by a well-armed Chema Rapid Response team. The Rapid Response units will try and force the character's to return to their homes, maintaining that the whole incident is nothing more than a simple chemical spill at Redview. Although they will only shoot if pushed (or the characters are encountered in Redview), civilians refusing to comply with these 'return to home' orders will be detained at the Rapid Response Camp, where the plot can easily be resumed with the appearance of Doctor Price.

of the morning. At first they are not sure what pulled them from their dreams, but after a few moments a loud bang echoes throughout the workshop, as something slams against its iron walls.

Almost immediately, incomprehensible shouts can be heard, seemingly emanating from the short alley separating the garage from its closest neighbour, and more crashing and banging follows. Even if members of the group rise quickly to see what the source of the scuffle might be, they are beaten to the door by Kane (who was already awake and in the kitchen). Opening the sidedoor leading to the alley, he is almost immediately assaulted by two of the infected townsfolk.

Hard pressed to keep them at bay, he staggers back into the workshop, and collapses under a barrage of blows from the two crazed men. With the door wide open, and more infected closing in, Kane's fate is sealed if the characters do not intervene.

It is immediately obvious that the attackers aren't your typical assailants, and seem driven to assault anyone they can find. They will quickly move to attack the characters, as well



as the Jesse, Kath, or any other NPC in the garage.

## Barricades

After incapacitating the attackers, the characters are likely to be stunned by the sudden turn of events. Outside, there are sounds of other people, and if one of the characters doesn't, Kath or Jesse will slam the door closed.

There is plenty of sturdy material to barricade the doors of the garage, and the walls are more than capable of withstanding most physical damage. If the characters don't act to secure the building, the other NPCs will start to do so, rallying the rest of the characters to do the same.

Kath looks to any injuries, especially those sustained by Kane. While she is only a first year trainee, she knows enough to bandage any wounds, and staunch any bleeding. If Kane survived, he is likely he is in a bad way. Jesse and Kath will take up to his room and see him comfortable in his bed.

## Reactions

Quite obviously everyone in the garage is upset by the events that have just taken place.

- *Examining the Attackers:* There is little outward sign of what has happened to the infected. Furthermore Madison locals will quickly identify the attackers as their neighbours and friends in the town.
- *Alerting the Authorities.* If no one else thinks to contact the police or call for assistance, then Kath does so. Unfortunately all the phone lines are down and even calls over radio illicit no replies.

## PART 2: EXPLORATION

All hell has broken out all over Madison in the night, and the characters have a number of options about how they react.

### Running this Section

This second section is the most open of an already wide open scenario. It should be run

with an overtone of paranoia and the unknown – why are the residents of town going crazy, and when will it end? While the players shouldn't need too much motivation to get out and about, they will find the town itself dramatically changed from scant hours earlier, an effect that will likely be most disconcerting to even the hardest of Minion Hunters.

As the group explores and gathers supplies, the encounters noted in this section should be run as a combination of growing tension and intense action.

## STATE OF MADISON

As could be expected, the town has quickly descended into chaos, and by morning parts of it look more like a warzone than a quaint rural community.

Just how much damage is done to Madison likely depends on the actions of the characters. Information presented in **Adventure Locations** section of this adventure can be used to flesh out the Minion Hunters exploration of the town, as well as some of the encounters they might have with the locales.

## CONSOLIDATION

While most of the citizens of Madison have become fully infected by ADASH3, many have not. Heroic characters might be inspired to help the survivors and gather them together. The Billup boys are more than happy to utilise their garage as a rallying point for survivors, and some may even make their own way there.

### Gathering Equipment

Given the state of the town, and the fact the Infected seem determined to cause those who are not, grievous bodily harm, the party will likely wish to arm themselves. The Billup boys don't have much in the way of firearms, but can supply a few baseball bats, and hefty lumps of steel or wood as required. If the group wishes to procure anything more effective, Kath or one of the boys will suggest Gynnarson's Outdoors for weapons and equipment.

Getting to this store is an adventure on its own, but once there they will likely encounter its owner, Stigand Gynnarson. How successful



the team is at acquiring any supplies from a man who has been waiting a life time for an event such as the outbreak, depends on just how they approach him.

## Saving the Girl

Stephanie Barret, the empath the group witnessed earlier in the day, has quickly discovered that her powers extend to being able to influence the infected. Her mother was quickly turned by ADASH3 and she is currently holed up behind a dumpster hiding from the 'crazy people', as she refers to them. Although initially reluctant to engage with the Minion Hunters (she suspects that they too are infected), she can be brought around to their side with the right sort of convincing.

## Exploring the Homes

The damage done to the town is as if some bizarre twister had struck. Where one house might now be in flames, its neighbour stands untouched etc. There are plenty of survivors hiding in their homes, mostly women and children (most menfolk at Redview).

Most homes, whether occupied or not, offer the opportunity to scavenge for food and weapons. Of course, plenty of the infected will also be found within.

## The Fly Over

As noted elsewhere Chema soon has the town under surveillance, and in part this is undertaken by helicopter flyovers. As various times the Minion Hunters might hear and then see black unmarked helicopters. The pilots and observers on these flights do not get too close to the town, and ignore any attempts at communication with them (see *Fleeing the Town* sidebar for more information on these flights).

## Making a Stand

Even if the Minion Hunters are unwilling to do anything in the defense of Madison (which is unlikely), Officer Crewshaw has begun to rally anyone he can to the town's Library – a good defensible site. This stand offers the Referee a number of opportunities to have the group meet other survivors and speculate on the cause of the 'madness', or to have them

arrive as saviours when one of the rescued townsfolk begins to turn behind the safety of the Library barricades.

Officer Crewshaw can potentially become a good ally of the Minion Hunters, as he knows the Wilderness outside of Madison like the back of his hand.

## THE RADIO CALL

At some point during the day, as the group is finally getting a handle on the madness around them, one of the characters (or Kath) will hear a call over the garage's radio. As there has been a forced radio silence since the first events unfolded in the previous evening, this is likely to get the group's attention. The call comes from a man claiming to know what's currently going on, and he needs help to stop it. This, of course, is Doctor Ryan Price.

If the party needs further convincing, Doctor Price will reluctantly (given the fact that anyone might be listening in) provide evidence that Chema is behind the entire outbreak, and they are treating it like some sort of experiment (he can point to the helicopters or perhaps an encounter with a Rapid Response Team, etc.).

Once he has the Minion Hunters on side, he will state that they will need to come to his home about halfway between Madison and Redview. He will say that those who come should best travel by night (given the patrols), but on the other hand it is only a matter of time before everyone is infected.

## PART 3: MISSION TO REDVIEW

The final stage of the adventure involves the Minion Hunters heading out to locate Doctor Price, in the hope that he will be able to prove some answers, and a solution to the nightmare they've found themselves trapped in.

There is nothing forcing the group to believe Price, or risk taking the journey out of town, however it will be days, if not weeks before Chema feels it has gathered enough data to risk entering Redview themselves.



## Running this Section

This part focuses on the world outside of Madison and the efforts that Chema has put in place (or in some cases failed to put in place), to observe the effects of ADASH3. As a Referee, the emphasis should be on setting the players against an organisation much more powerful than themselves, but still beatable. It offers an opportunity to show just how cold and calculating the corporations in the Dark Conspiracy setting really can be.

The Wilderness section is one of unease and fear, as both the group are hunted and yet feel as if they are in an alien setting; the Wilderness most definitely Outlaw. Once into the plant at Redview, the action ramps up again, with a cat and mouse game of surviving the threats of the laboratories and the infected staff.

## IN THE WILDERNESS

The 'wilderness' between the populated centres is a sparse desert with little left of the farms and crops that once dotted this region. It is an eerie and daunting experience travelling the country roads, especially they is a distinct lack of wildlife, birds or even insects.

During this cross country trek the Minion Hunters may encounter some or all of the following.

### The Road Blocks

Chema has set up a number of roadblocks on the outskirts of the infected region. These are manned by small four man teams, who look to either keep people out, or order them to return to their homes. As many of the inhabitants of the district are stubborn lot, these units have permission to detain and remove anyone not complying with the orders to the Research Camp (see below).

Armed with a variety of both lethal and non-lethal weaponry, each team will look to back-up for assistance from a Rapid Response Team if threatened.

### The Patrols

There are a number of different patrols being undertaken in the infected region. These include the helicopter flights (see Fleeing the Town above) as wells as detachments of two

or three SUVs and a large cattle truck (8 to 12 men). These units operate under the instructions to hunt for and detain any infected roaming the region. These are rounded up and transported via the cattle truck to the Research Camp (see below) for study.

How a patrol responds to the Minion Hunters depends on their actions, with the most likely course of action being to call in a Rapid Response Team.

## Rapid Response Camp

Easily spotted in the flat and desolate landscape near Redview, this large encampment has been set up by Chema to study the effects of ADASH3 on human beings. While there are some in the corporation who believe that this is an inhumane treatment of fellow human beings, the overwhelming majority of the Executive see it as too good an opportunity to miss out on. Besides which, all Chema employees (and by extension their families) have indemnified the corporation of any wrong doing, as per clauses in their contracts!

The camp acts as both a research point for scientists, in addition to being a detention centre for 'difficult' residents, and a barracks for the Rapid Response Teams.

If the Minion Hunters are caught by Chema's security, they will be brought to the camp, where they can witness first-hand the research the corporation is undertaking on the victims of their horticultural virus.

If required, Doctor Price can also be found at the camp, having used his credentials to get a closer look at his ex-employers activities. In the event the Minion Hunters have got itself imprisoned, the Doctor is able to free them, allowing the scenario to continue.

## PRICE'S HOME

Whether he is found here or at the Rapid Response Camp, Doctor Ryan Price is looking for someone to help him restore the situation at Redview before the powers at be lose control of the situation.

Having worked on ADASH3 while employed at the Chema plant, Price knows just how virulent the organism can be, and he suspects that they have only hours before it escapes



the quarantine. Once it is in the wild, he believes they'll have no chance to stop it.

## The Offer

Given the state of play, and Chema's seemingly continuing irresponsibility, Dr Price is asking the Minion Hunters to take it upon themselves to stop the spread of ADASH3. Knowing the micro-organism intimately, he is aware of the process to force it into its inert state, an action that is as simple as pressing a button once in the Redview plant.

If the characters are reluctant to risk their own lives, he will reiterate the fact that the victims of ADASH3 are, for all intents and purposes stuck in their own minds, able to override the influence of the organism. While he states that they are still humans deep down, he is honest enough to conclude that he doesn't know how long anyone might be able to last in that state, nor what they will be like once freed of it. Regardless he feels it criminal to not attempt a rescue.

Ryan demands to come along with the team, and will offer what he can to replenish their supplies – from ammunition through to food or even a vehicle.

## TRAIL TO REDVIEW

The closer the party gets to Redview, the more they see the effect it has had on the landscape. Many of the earliest victims are starting to collapse and die, running short now on energy, and these bodies are scattered around the plant.

## A Wolf Pack

ADASH3 has infected just as many animals as it has humans, and as a result a pack of stray dogs now prowl the wilderness hunting for their own prey. These can stalk the Minion Hunters, especially if they are travelling on foot.

## Observers

As can be expected Chema is keeping a close eye on the situation as it unfolds at the Redview plant. As part of this they have set up a number of observation points overlooking the site and the main routes in. While Doctor Price might know of this coverage, it is

unlikely that he will specifically know where they are located, hence they pose a risk to the Minion Hunters and their task.

These teams are under express orders to stop anyone entering Redview, but will not enter the site themselves without clearance from headquarters.

## CHEMA'S REDVIEW PLANT

Despite everything that has transgressed, the main plant site is relatively clear of any one; the uninfected fleeing as soon as possible, and the infected quickly scattering across the wilderness in search of their own victims. That said a few of the ADASH3 infected remain, especially those trapped behind security doors etc.

For the Minion Hunters and any one they have brought with them, the challenge is not only surviving the infected threat, but also bypassing the formidable Chema security to give them access to Building One and most specifically the Vault.

## Security Protocols

Prior to the incident, the Redview plant employed a number of security personnel, whose main job was to ensure the site was secured and passes were checked at the main gate. While adequate for dealing with the occasional open window and lost scientist, Chema executives knew that they would be of little assistance in a true security breach situation. For this, unbeknownst to most of the onsite staff, the company installed a handful of Bots that were deployed at the activation of the security alarms. These guards now patrol the site in an attempt to restrict movement around the plant. If confronted, these Bots will initially attempt to use their non-lethal weaponry to subdue the attacker, but will switch to it more deadly arsenal if threatened.

Beyond the robots, the entire plant has levels of security managed by key cards and pass locks. These can be bypassed with a combination of the cards collected on site, security overrides from an appropriate terminal, or if required Doctor Price's knowledge of access points etc.



## The Vault

Buried deep inside Building One, or the Vault, is the ultrasonic system designed to 'kill' the ADASH3 virus. Gaining access to this particular lab is made particularly difficult given the number of infected still in the Vault, and by the recent security enhancements that Doctor Price is not privy to.

Once inside the ADASH3 Lab, however, the ultrasonic sound 'antidote' is easily located, in the form of sound generating devices that are attuned to the organism. While rendering ADASH3 inert is easy enough enacted at the Redview site (via the speaker systems), getting it to the victims of Madison (and beyond) is a little more problematic. The scientists at Chema have created hand-held devices able to put ADASH3 to 'sleep', but how the Minion Hunters can ensure that all the infected are treated is left to the Referee and players to decide.

It should also be pointed out that the ultrasonic sound doesn't cure the ADASH3 victims; it simply renders the micro-organism inert. It will take days, if not weeks for these cells to be flushed from the victims' bodies, during which time any manner of events could unfold.

## AFTERMATH

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There are a lot of variables surrounding this

adventure, and even if the Minion Hunters are successful in stopping the spread of ADASH3, they may not have too pleasant of an ending themselves.

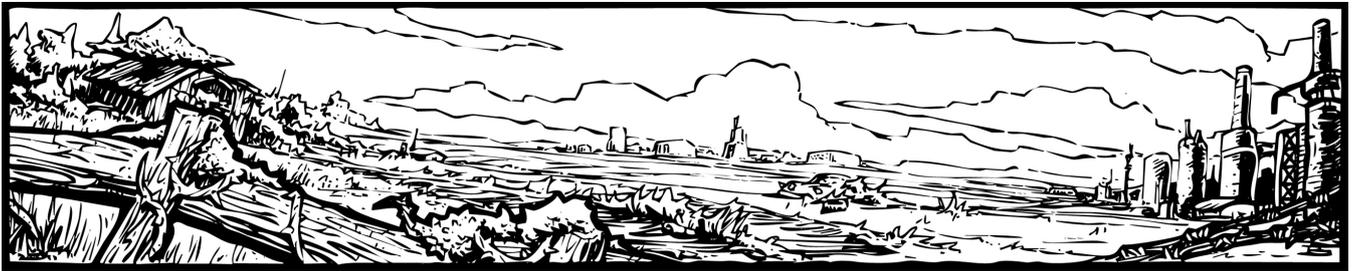
Outcomes may range from a heroic last stand by the characters through to imprisonment or even death if they are captured by Chema or others. Kindly Referees will allow the Minion Hunters to escape, and perhaps even see the corporation punished for their negligent attitude around ADASH3 and its release. However, given the lack industrial or government oversight, is unlikely that neither Chema nor its parent company Tashcorp will face any long term impacts from the outbreak.

Welcome to the world of Dark Conspiracy!

## AWARDING EXPERIENCE

Referees should reward the player characters with 3 experience points in addition to any for good roleplaying etc.

Depending on how *Incident at Redview* is used it offers up the possibility for future adventures. This could be as simple as now the group are together they have the opportunity to truly become Minion Hunters, or it might be the introduction of Tashicorp (and its myriad of subsidiary companies) as an ongoing threat to the players



## INFLUENCE OTHERS POWER

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**Influence Others** is a unique Neuropath power that, to date, only young Stephanie Barrett has exhibited.

This skill is used like any other Empathic power and as per the Neuropath rules in the *Empathic Sourcebook* it may be 'pushed'.

### Influencing Others

This ability allows the user to change an individual's current, front of mind, thought into a more positive and agreeable response; much like when a person suddenly loses their train of thought mid conversation. While a powerful skill, its potential is limited as this 'change of mind' is not permanent, and there is nothing to stop the target returning to their previous state of mind if the empath doesn't change what they are doing (i.e. if Steph gets caught stealing a cookie, a successful use of her power would only result in Mum saying 'oh alright, just one mind you'; if she then took 5 cookies then Mum would immediately be angry again!)

### Using the Ability

With a **Basic Success** the target must make an Easy test versus Intelligence to avoid acting changing their mind about the Empath in a positive way. For each addition level of success, the user can either influence another person or extend the positive thought to another individual (who also would get the Easy Task 'save'). Additionally, each success level could increase the difficulty of the target's Intelligence test by one level.

Note: As individuals infected by ADASH3 have no Intelligence, they are immediately influenced by Stephanie. Of course, she still needs enough power (successes to influence infected person who can see her. etc.)