

1938

DESCRIPTION: We all know the story Of Orson Wells' broadcast of "War Of The Worlds" and it's effect on the listening audience. After 'The Invasion of 1894' took place, a crash took place in New Jersey in 1938 and the famous broadcast by Orson Wells was just a cover-up. One Martian is still alive and well and living in the basement of a hick farmer, Joe Nash.

ADVENTURE HOOKS:

The Characters are readers of "Out Of This World" magazine and become interested in May's letter. Could it be true? Could a crash really have happened? In light of this they set off for New Jersey.

PLAYER DETAILS:

"Ladies and Gentlemen. I have a grave announcement to make. Incredible as it may seem, strange beings that landed in New Jersey tonight are the vanguard of an invading army from Mars."

-Orson Wells - The Mercury Theater Company production of "War Of The Worlds" 1938

"The Broadcast in 1938 was a cover- up. The Martians really landed there, but me and my buddy Joe killed them."

-F. M. May - Out Of This World Magazine October 4, 1998

The 60th Anniversary of the infamous broadcast is being marked by May's shocking letter to "Out Of This World" as well as several disappearances in Grover's Mill.

There is no sign of any cylinder crash anywhere in the area and there are strange people in town. Local farmer Joe "Pa" Nash's cows have gone missing. The characters must learn what's happening to the town and stop it before it's too late.

GM DETAILS: May didn't know, but one of the Martians survived his and Nash's frenzied shooting of it's companions. Nash took it and hid it in his basement, with the help of an alien breathing device designed to filter out "Earth Germs" found on the ship. Over the years, the Martian - cut off from the Hive Mind - bonded mentally with Nash to a point were it could tell him what it wanted. Nash named it "Marvin."

The Government took the cylinder, as well as the other two Martians, for testing but in 1969 realized that one body was missing. There are strange people in town, mysterious Men in Black, looking for said Martian. The missing people and cows are being killed by Nash and used as food for Marvin.

TIMELINE:

1938, October 31st: The Crash and the Broadcast to cover it up.

1939: Local Police Chief Branes goes missing.

1954: May leaves Grover's Mill.

1963: School boy Simon Hiller is found dead.

1969: The government finally notice that a Martian Body is Missing

1974: Nash is arrested for killing his neighbor's dog.

1988: Five hitchhikers go missing in the Grover's Mill area.

1993: The British Prime Minster visits Grover's Mill as part of a tour of American towns.

1998: Large number of people disappear.

LOCATIONS: Grover's Mill and surrounding area.

NPCs:

JOE "PA" NASH

Type: Psycho Hick Farmer

Gender: Male

Age: 80

Physique: 1D+1

Reflex: 1D

Canny: 2D

Education: 1D

Technical: 2D

Will: 2D

Special Abilities/Disadvantages: None

Story Hooks:

Brain Washed - Nash is most of the time under the Control of the Martian in his Basement.

Life Points: 10

Survival Points: 1

Move: 10

Equipment: pitch fork (PHY+1D+1, Moderate), pick-up truck.

Pa lives just outside Grover's Mill with his two grown sons Billy and Jesse (Have the same stats as their Pa). He was one of two men who killed the two other Martians from the Grover's Mill Cylinder. Unknown to the other men, he kept the third for himself. He just loves killing things.

SHADOWS:

"MARVIN" THE MARTIAN

Type: Extraterrestrial Biological Entity

Physique: 3D

Reflex: 1D

Canny: 2D+2

Education: 4D

Technical: 3D+2

Motor Vehicle Operations: Martian War Machine: 6D, Handling Marcine 5D+1, Pilot: Martian Flying Machine: 4D

Will: 4D

Special Abilities/Disadvantages:

Marvin has lost the Hive Mind ability common to his race over time.

Story Hooks:

Control - Marvin controls the Nash family so they can bring him "Food" and keep the Breathing Device working.

Invasion - The Martians want to conquer the Earth. They very nearly did this in 1894, but died because of a lack of resistance to "Earth germs."

Life points: 15 (Due To The Breathing device)

Survival Points: Same as normal Martian

Move: 0 (Due to the fact he's hooked up to the breathing device)

Size: 2.7 meters

Marvin was the one of three Martians sent to Earth on a scouting mission to test a Mark 2 War Machine, fitted with a device that allowed Martians to survive in Earth's atmosphere as well as a device that could send psychic messages to Mars and allow the Hive Mind's central being to control the planned second invasion of Earth. By mistake, the cylinder came down in New Jersey. His copilots were killed by equipment failures shortly after landing. The cylinder and war machine ended up in the hands of local authorities.

SOLUTIONS: See "Designer's Notes" below.

DESIGNER'S NOTES:

Playing The Adventure.

The adventure is designed as a introduction to role playing in the aftermath of the War Of The Worlds. It has less alternative History than most and is meant to be comic in nature. The town itself should be inhabited by the normal small town USA stereotypes and they should be scared of what they think is a vampire stalking the town.

The ending is up to you, but the players must not capture Marvin. They can kill him, but the government must get the body. (There is a cover-up after all). Otherwise the exact content of the adventure is up to you.

Creating Mood.

One of the most important factors in running a good game is the mood. Music is great so is using the broadcast as a introduction to the adventure.

For Music - the soundtrack of War Of The Worlds is perfect for different aspects of the Game. (When I play tested the basic idea in a game I used *Horsell Common* for when the Characters discovered what was in Nash's Basement). But any spacey music will do.

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