

## THE BARRACKS RAID

(A further adventure for the Amazons of the 11<sup>th</sup> level of the Starship Warden, using GW 2<sup>nd</sup>. edition rules)  
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HOOK: While out riding among the fields after harvest, Queen Helena of the Amazon village of Liberation and her entourage were attacked by a group of Thought Masters and PSH (actually Androids, but nobody could tell the difference). She was kidnapped, while the other Amazons who tried to help her were severely wounded. The PCs must track the culprits down and deal with them, and save the Queen if possible.

LINE: The PCs are able to track the villains for 3 days, and on the third day they sight where they are now hiding: a ruined barracks used by the Ancients.....

### PART 1: ADVENTURES ON THE WAY :

DAY 1: At some appropriate time, the PCs stumble into the range of a decidedly dangerous plant: a **Harmony Tree**. This tree is surrounded by the bones and moldy equipment of over 11 sentient travelers, all of which are pretty useless now. Two **Serfs** are also here under the tree, chatting happily and smelling flowers, which grow in the shade of the tree. These were part of the raiding party, which attacked the Amazons. They know they were paid by some group to accomplish the raid, and that the boss (named Marc) plans to sacrifice the Queen to some god named Osborne in the next few days. They have no equipment, as Marc took it all when he and the others left. They will be friendly while under the effects of the tree, but if freed they will turn on their benefactors at a time most dangerous. (Harmony Tree: HP: 65 MS: 14, Mutant Manual; Thought Masters: HP: 22, 17 p. 36CL)

DAY 2: Moving through the woods, the PCs come upon a female **Thought Master** praying to the great Osborne using a broken electric guitar while at her feet is a new shallow grave. She has just dug this and buried a male comrade wounded fatally in the assault on Queen Helena's party. She will have the typical Serf reaction to strangers. She has used rocks to dig out the grave, and is covered with dirt. Two **Centisteeds** are tied just 50 yards away, still with saddles, tack, and saddle bags with 2 days provision, as well as a tender box, 3 boxes of matches, and a two handed sword. The female warrior has nothing of value, but buried with her partner is a Glow Cube wired to run off the area's broadcast power and a Flare Pistol with 7 shots left on its battery and 5 flares. (Centisteeds: HP: 26, 21 MS: 13, 17 p. 12CL Serf: HP: 35 p. 36CL)

### PART 2: AT THE RUINS: (Use the map and picture provided)



**AROUND THE BARRACKS:** The barracks lay in the middle of a circle of Duralloy 1km in circumference. This band of metal is 1m high, 1 ½m wide, and has a strip of circuitry running about its top covered over with red blast-proof glass. Before the devastation this rim projected a force bubble which served to protect the barracks in case of an attack. It was tied into the barracks central computer, and powered by the Atomic Pile under it. Now however, the works have gone bad, leaving only a very impressive looking ruin. At the four compass points there is a 15 meter wide duralloy ramp structure which goes up and over this rim; these were for the tanks to be able to come and go.

As the party first is able to see this ring, a female **Thought Master** riding a **Giant Flying White Cat** will swoop out of the clouds and attack. (CAT MUTANT: HD: 12 AC: 8 MOV: 12/12 MS: 14 HP: 48 MU: Ultravision, Taller, Wings, Phobia- Mice/Rats (D), Cold Generation (from mouth/hiss), Cryrokinesis, ATT: 3 DAM: 1d6 x2, 1d8; if both paws hit prey can be grappled/raked for 2d6 more damage SERF: HP: 28, p. 36CL; she also has a short bow and quiver of 25 arrows).

**THE TANKS:** (SEE PICTURE) These great treaded monsters ran off broadcast power from the barracks. None of them now run, having been at the mercy of the elements for some time, but tank 4 could be repaired with salvaged parts from the other three, if a true EXPERT put in the 4-16 days worth of work it would take with a full set of appropriate tools. Their outer shell isn't Duralloy, but another powerful steel alloy. Each launched Mutation Shells or Fission Shells from their turrets, having a 10km range. These Shells are like the Bombs of the same name, but must be fired from these guns to actually work. Each tank had life support, radar, radio communication, and force field

generators, but none of these now work (although tank 4, as stated above, could be repaired. In which case it would be AC: 3, Speed: 60/3000/90 HP: 250 Radar: 15km, Radio Communication 30km, FF: 50 hp, LS: 72h Range: 300km). Each tank held a crew of 4 men, and really only 4 could fit semi-comfortably in such cramped quarters. Each could hold an assortment of 24 shells in storage. Entry is gained by hatchways which respond to stage IV I.D. or better, but on several of the tanks the hatchways have been forced opened and are now broken.

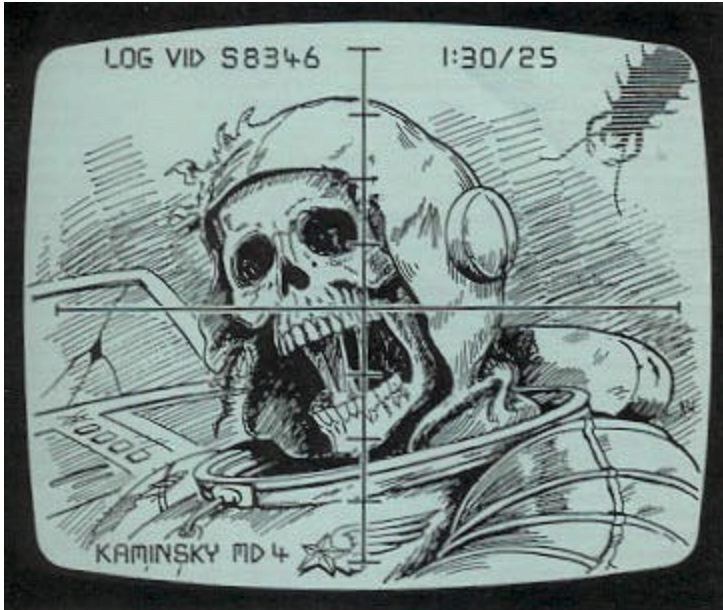
TANK 1 (Far West): This tank's hatchway has been broken open, and now could not be closed (it has been shot open with a Mark VII Blaster). The inside compartments are covered over in oil and other fluids, and a **RED SLIME** infests nearly everything. The Slime is non-intelligent and immune to mental attack, but biological matter, which touches the slime suffers a 7d4 acid burn which melts the flesh. This is how the slime feeds. It also puts out an Attraction Odor to all bird life; such gene-types come in contact with this mutation within 50m. The Slime is AC: 10 HP: 45 but can only be harmed by heat or cold. Under the Slime in the far back are 6 Mutation Shells and 2 Fission Shells, but the Slime fully hides them.

TANK 2: The hatchway to this tank is gone, and the insides are all rusted and corroded. Hiding inside is a **Warrior Android**. This sentry is equipped with a Life Detector (good for 15 min use), a .22 nine-shot snub nosed revolver (fully loaded), 2 Energy Grenades, a Tear Gas Grenade, and a Poison Gas Grenade. This guard can't be surprised, and will use the tank as  $\frac{1}{2}$ cover (-3 to be hit) to start lobbing grenades at anyone who approaches the west, south, or east barracks entrances, or the tanks. If explosions happen outside, his companions in the North Wing stands no chance of being surprised either. (Warrior Android: p. 1CL).

TANK 3: The hatchway on this tank is closed, but due to its lack of function it will not respond to I.D. It must be hacked open with 30 hp worth of damage. Inside, the tank is irradiated with Int. 9 radiation. If the hatch is open, this will be Int. 6 radiation for 30m around the tank as well. The inside compartments are brittle and dry to the touch.

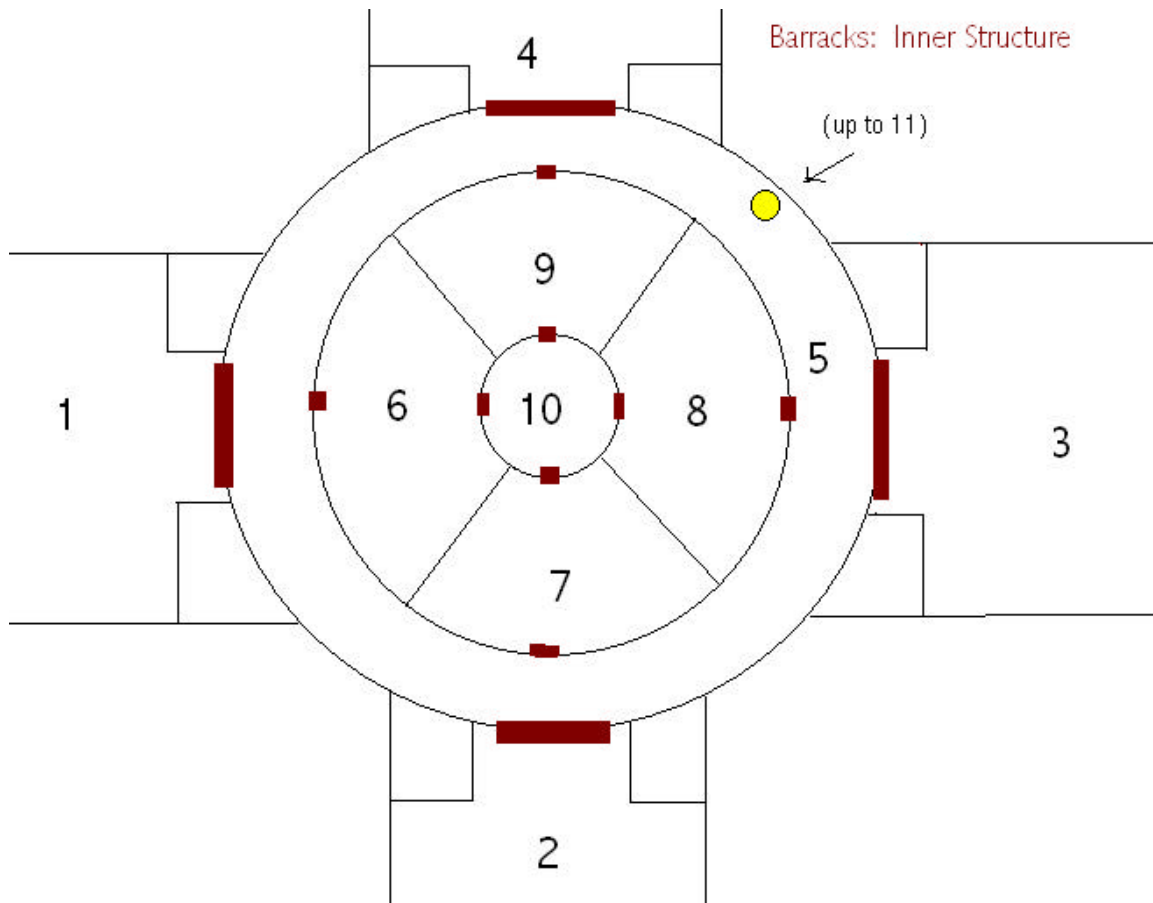
TANK 4 (Far East): This tank's hatch responds to I.D., but this is the only thing, which currently works properly. Everything else still functions, but not at all properly. The GM is encouraged to be as irritating as possible as the PCs fiddle with the controls. In the back though are still 3 Fission Shells and 1 Mutation Shell.

ENTRANCEWAYS: (SEE PICTURE) These sheltered areas consist of a set of sliding doors with a nearby panel of controls set into the wall. This includes a view screen, but there is now no one to view face to face. If PCs activate the com-link, they will see one of the skeletons from the East Wedge Room.



The panel (complexity D) will allow Stage III or Higher I.D. to open the doors. Otherwise, the doors must take 65 hp of damage and be knocked down for entrance to be gained. The resultant sound will alert all and sundry within. In the west entrance are the crumpled **skeletons of 3 former workers**. The only thing of use on them is a pair of really cool sunglasses. In the north entrance a small canvas bag is leaning against the control panel. This is a **Small Damage Pack** set to explode if moved in any way. If it goes up it will take the panel with it, and also bring the **Android** from Tank 2 to investigate.

**BARRACK WINGS:** These consist of long sleeping rooms accommodating 20 beds each. The bed's frames are pretty good, but visible bugs of all sorts infest the blankets, Etc. Under each bed is a personal foot locker, filled mostly with junk but the PCs also can find 1-2 items from the bauble tables in each one. The front wall and back wall have 10 lockers built into them (5 on each side of the doors), which are quite roomy and accommodate all the uniforms and clothing articles needed by one man. All but 1-3 of these are closed and locked per wing, although in many cases the keys to the lockers are in the foot lockers. The uniforms, belts, aftershave lotion, condoms, Etc. in the closed lockers are all in pretty good shape, and most have pictures and posters up in them. Each area also has a bathroom/shower area built into them, consisting of 4 urinals, 3 stalls, and 4 showers. No water now flows into the barracks, although the lights still glow a dirty yellow. In the back walls are sliding double doors which go to the Outer Walkway. These open upon being approached except in the east wing, which has a short in the doorway. These doors are now 3cm open, but are electrified; anyone touching the doors will take 2-24 hp from electric damage.



1. WEST WING: This wing is just as the general description; there is nothing special here.

2. SOUTH WING: This room is being systematically torn-up by a **Serf** and 2 **Worker Androids**, as they search for anything valuable. These can be surprised by most parties, and those listening at the appropriate doors will hear their rummaging. (Serf: p.36 CL; HP: 34; Worker Androids: p. 1 CL). The Androids have a spear and a short sword, respectively.

3. EAST WING: The contents of this chamber have been torn to ribbons. The remains of 17 PSH are scattered in pieces about the room and anti-chambers. Burns, slashes, and pockmarked holes are through everything, including walls, lockers, Etc. Near the Outer Entrance doors sits the twisted wreck of some great beast of once living metal. It no longer lives, but was a clawed, tentacled, bladed monstrosity. NOTHING of real value is in the room, EXCEPT that one of the corpses still grips a Sonic Pistol. The Hydrogen Battery is empty, but the pistol still works. This will be found only by a DILIGENT time-consuming search. There are MANY other artifacts scattered about, but none of them work now. **Remember the doors to the Outer Walkway!**

4. NORTH WING: 3 **Serfs** have set up a card table from the room's wreckage and are playing cards here on old cot-chairs. They also smoke old cigarettes, so the room is filled with smoke (one has a lighter still 1/2 full). Piles of Domars are on the table, to the tune of 457. Any explosion or combat outside will have alerted these raiders, so they will then be waiting to ambush the party. (Serf: p. 36CL, HP: 24, 30, 42).

5. OUTER WALKWAY: This circular hallway is 15m wide and runs all around the inner building, and its outer wall allows in a warm sunlight that shows all the dust particles in the air. On its inner wall, at each of the four compass points, there are double sliding doors both into the wedge shaped rooms and also across from them into the barrack's wings. Down the center of the hall is a rubber jogging track. In the northeast corner there is a round electronic looking grid 2m in circumference with a matching hole/tube in the ceiling. This used to be an anti-gravity well allowing swimming up to the second level garden; but now it just slightly levitates objects, reducing their weight by 20%. The ceiling is 12 meters above the floor at its highest point. At various points along the outer walkway dead personnel lay where they fell in the great burning. These are slashed and mangled, and the remains of their blood splatters can still be seen on the walls. Many were boiled, fried, Etc.

6. WEST WEDGE SHAPED ROOM: This room has two large platforms along the walls with circular grids worked into them; 4 grids per platform. There is also a bank of controls behind which a man could stand and work them. This is a Transporter room, and it will work- at least for a few more times (GM's option how many times or where those transported go. Those to be transported must stand on one of the grids while an operator works the controls. Complexity is "D" and a Failure is particularly messy .....). Lying in chains against the back wall is **the object of the PC's quest**, Queen Helena with an oily rag stuffed in her mouth. Examining the controls and trying to get them to work is a **Thinker Android**, a **Male Lil**, and a **Male Thought Master**. The Lil is a friend of the raider leader from the nearby Bramble named WeeHawlk. His other MM is "Ability Duplicator". The Serf is Marc, the raider's leader. He has a Stasis Ray Rifle with 2 shots left on its Atomic Battery. He also has a badge of friendship on his person from the local Lil king, and a set of keys for all the captives held by his group. The Thinker is Marc's "Royal Adviser", and has a Gyrojet Pistol with an extra clip. He also has a Stage IV I.D. laser-tattooed onto his right palm.

7. SOUTH WEDGE SHAPED ROOM: This room was a library, and all the walls are still covered by well stocked bookshelves. Three round tables surrounded by 15 chairs round out the rest of this room, and several books lay upon the tables. While the books look somewhat solid at first, a touch will reveal they have turned really to crusty powder. Such volumes will crumble at a touch. They DO however still serve a purpose; they are now the home to a colony of 900 **Encroaches** (HP: 2 x900, Mutant Manual). If the PCs spend much time in this room at all the colony will come swarming out to cover them, infest them, and eat all their provisions. They also carry **Bone Plague**, and any swarmed characters have a 5% chance of contracting it per day of contact with the little buggers. There is nothing of value in this room.



8. EAST WEDGE SHAPED ROOM: This room's walls are lined with control stations with cubical style writing leafs, computer screens, keyboards, and roll chairs. None of the electronics now does much of anything, and neither do the Ancients still sitting at their stations: 5 skeletons in all. Beyond 3 coffee cups, the dead have nothing of value. Piled in the back corner though are 3 crates of food supplies; the provisions of the raiders. Some of this is over ripe, and none is particularly tasty, but a month's provisions for one man are here.

9. NORTH WEDGE SHAPED ROOM: This room was a kitchen, with counters filled with food replicators, pantry cupboards for keeping utensils, and tables and chairs for eating meals. Only the plastic stuff remains (and nobody in their right mind would want it) because a colony of **900 Encroaches** make their home in the cupboards, walls, and replicators. If any of those things are messed with, the colony will come pouring out to swarm everybody in the room. They are EXACTLY the same as the colony in the south room.

Also in this room are 2 **SERFS**, a male and a female. The male is toying painfully with three chained **Lil girls** using 3 spools of string, a Brilo pad, and a box of  $\frac{1}{2}$  used matches. The female is smoking a pipe and reading an old Warden newspaper 276 years out of date. (Serfs: HP: 34, 28, p. 36CL; the Lil are down to HP: 2, PS: 1 MS: 2 DEX: 2 and will be of no help. The Lil king gave them to the raiders as part of their payment for kidnapping Queen Helena). Next to the female is a pile of bags containing the group's current wealth: 1432 Domars, 563 Gp, 4 pieces of ancient jewelry worth 100, 500, 700, and 1000 Gp., two tins of tobacco, four leafs of rolling papers and seven vacuumed sealed pouches of chewing tobacco.

10. CIRCULAR INNER ROOM: all the wedged shaped rooms have doors that enter into this room, although to open the single slide doors one must present a Stage IV or higher I.D. Within at the center of the room is the Barrack's unstable nuclear pile. ANY fooling around with the controls on this thing, or the thing itself, will break this, causing Int. 12 Radiation to leak into this room, Int. 8 into the wedge shaped rooms and upper level, and Int. 4 into the outer walkway. ALL powered items built as part of the base except the Robot on the upper level and the Transporter (Both of which have a 72 hour back up power supply) will also cease to function. Already a red warning light goes lazily around and around, and if something goes wrong there will be a nine second warning alarm before everything goes dead and dark.....

11. UPPER LEVEL: The glass walls let in lovely light from outside, and a sprinkler system used to allow the soil up here to house a garden. Now all the plants are dry and dead, and crumple in the hand. Nice walking trails made their way between the raised garden plots, and in the center was a meditation garden with four marble stands on top of which was a computer screen from which one could access the texts of Christianity, Judaism, Hinduism, or Buddhism. These still exist and work, but the nice bubbling water fountain in the center is no more. A piece of Live Metal still makes its home on this level however. A Supervisory Borg still aimlessly drifts among the dead plants. It has gone mad, and based on Hindu texts has convinced itself it has become a cow. It will moo like a cow and pretend to shoo flies and chew cud, and basically ignore the PCs. If attacked, or argued with that it is not a cow however, it will go Bonkers and attack everyone and everything in sight (HP: 70, ATT: 4 Dam: 4d6[tentacles] p. 60RB).

SINKER: Hopefully, at the end of this the PCs will have rescued Queen Helena, Deduced that the Local LIL King (whose name, BTW is "Elvis") paid the raiders to make their attack, and dealt them a comeuppance. In the Author's campaign, the Lils were the major contestants for the Amazon's domination of the 11<sup>th</sup> level, and had a huge bramble city in the woods near the "Playground of the Dead" to the south (see the author's other adventure on this site). The Lils were, in fact, responsible for the queen's sister's disappearance, some years before.....but that is of course the grist for another tale.....

#### ----- REFERENCES -----

The Mutant Manuel was a supplement of Gamma World mutants which was published in Dragon Magazine. The Stasis Ray was also taken from an artifact article published by the same magazine. The Ability Duplicator mutation can be found in a Dragon Magazine article for Metamorphosis Alpha entitled "an Alternate Beginning Sequence for Metamorphosis Alpha". Those with the CD Archive should have no trouble locating these references.

References marked CL refer to the Critter Library, a listing of many of the 1<sup>st</sup> and 2<sup>nd</sup> edition creatures that have appeared over the years. It can be found here: [http://d\\_little.tripod.com/Games/GW/Library.htm](http://d_little.tripod.com/Games/GW/Library.htm) Most references are to mutants found in the rule book however.

The artwork used as aids in this module was not made by me. They are solely provided for game play of this freely provided adventure, and I offer no challenge to their actual owners.