

In India, Rippers seek out the growing Malakand Field Force—and an influential celebrity!

The Rippers are contacted by a very elegant lady, heavily veiled, who refuses to give her identity. She informs them,

*“My son is a serving officer in India. He usually writes frequently, but his letters have stopped coming. His father is a man of some influence and will allow no scandal to sully our family’s name. So I come to you in secret, in the hope you will discreetly investigate my son’s whereabouts.”*

The lady provides her son’s rank and regiment: 2nd Lieutenant in the 4th Queens’ Own Hussars. Heroes who succeed on a Knowledge (History) roll or Smarts roll at –2 know the unit was among those to make the famous “Charge of the Light Brigade.” She also provides the name of the unit’s commanding officer: General Harrington. A successful Investigation roll reveals the 4th Hussars were transferred to Bombay, India the previous October. Certainly, Favours shall be owed if the Rippers succeed!

## THE YOUNG HUSSAR

In fact, the person the Rippers seek is the young hussar, Winston Churchill. Jennie, his mother, is concerned at the lack of contact while his father, Lord Randolph—a powerful and well-known politician—is more remote and disapproves of pretty much everything his son has done.

Churchill supplements his income by writing, and has joined the Malakand Field Force in Afghanistan to suppress the Pashtun. This also provides a source of stories for his lucrative war correspondence, and martial glory to enhance his reputation. He expects to be a powerful politician himself one day, after all, and knows success in a military career will advance his political aims.

## INDIA

Upon arrival at the regimental barracks in Bombay, the Rippers can meet the commanding officer if they have Status 3+. Otherwise, the team must devise a convincing story and succeed on a Persuasion roll to be granted an audience.

When they meet General Harrington, he does not reveal the name of anyone absent from the regiment. He is acutely

aware of the unit’s reputation and protects it at all costs. But he knows who the heroes are looking for, and his lineage, and says nothing that risks exposing this information.

Interviewing other members of the Regiment while they’re off-duty (Harrington will not allow them to be questioned on the base) finds them similarly reticent. Unless completely convinced of the team’s integrity, no officer risks disgracing his regiment. Successful Streetwise rolls while entertaining other junior officers can loosen a few tongues, however, provided absolute discretion is assured. With success, the junior officers drop vague hints about a great polo player and soldier of famous descent, but not his name. They reveal,

*“Somehow the blighter got himself seconded to a unit heading north to fight the Pashtuns.”*

It seems the team must follow their quarry to Afghanistan.

## MALAKAND

Success on a Common Knowledge roll reveals the growing Malakand Field Force as the destination of the heroes’ as-yet-unknown quarry. A six-hour train ride from Rawal Pindi finds the team at Nowshera, the base of operations for the force.

It quickly becomes obvious that elements of the force have taken to the field and are garrisoned at the Malakand South Camp. Everyone is incredibly busy, making it very hard to find information. Eventually, the team learns that an officer of the 4th Hussars joined General Jeffery’s staff as a correspondent. Jeffery can be found at the South Camp.

The General is as tight-lipped as the others regarding the correspondent’s identity. He is suspicious of a team seeking a man they can’t name. He is also extremely busy and can’t lose time on distractions. If the Rippers convince him of their honesty with a successful Persuasion roll, he snaps quickly,

*“Yes, yes, I sent him forward. Took a detachment of scouts to reconnoiter Mamund Valley. Now, if you’ll excuse me—I’m a busy man!”*



With a successful Streetwise roll the heroes find a local guide willing to take them to Mamund Valley on horseback for a few shillings.

## VALLEY OF DEATH

After about an hour, the guide leads the group into the valley, a shallow bowl overlooked by craggy, scrub-covered hills. Before they go too far, shots ring out. A successful Notice roll spots a small group of dismounted riders huddled behind their fallen horses. This is the remaining group of scouts. Approaching cautiously, or by Stealth, the heroes get close enough for the Indian scouts to realize the Rippers are not Pashtun natives.

Only six scouts remain alive, and the officer is not among them. When asked where their leader is, the scouts look scared. They say he has been captured by the "Al" and taken into the hills. They gesture toward the highest peak.

Asked about the Al, the scouts are lost for words and cannot elaborate, only saying that the Al took the other scouts and the officer went after them. The scouts confirm the Al took dead soldiers, and the remaining scouts were too terrified to go with the officer, who was trying to retrieve the bodies for a decent burial. The scouts do not know the officer's name, only that he was a brave lieutenant. Suddenly, a shot rings out from the direction the scouts indicated and echoes through the valley. Time is of the essence.

## INTO THE FIRE

The Rippers find their quarry about a quarter-mile away, in a small box canyon. Just as they arrive, Churchill runs out of ammo. The Al emerge from a cave and attack!

The creatures look like young women with wild-looking features and long fangs. Their lank hair floats eerily, writhing in a snake-like manner. Around the floor of their small cave lie the bones of their victims. Visible in the flickering firelight, the bodies of the scouts, partially devoured, cause a Fear check at -1.

- **Al (1 per hero):** See below.

## COUNTERATTACK!

When the hideous creatures are slain, the heroes finally learn the identity of the officer they followed for so long: Winston Churchill. Embarrassed they've gone to such trouble on his behalf, young Winston is grateful they arrived in the nick of time.

As the group returns down the hill, a large force of Pashtun tribesmen appears and opens fire. From the other direction, a battalion of Sikh reinforcements arrives to rescue the beleaguered scouts. The heroes and Winston must fight their way through a small group of Pashtun to avoid being cut off from their allies.

Then they join the Indian soldiers to fight a desperate rearguard to get back to the Malakand Field Force intact. You can also use the **Quick Combat** rules (available as a free PDF at [www.peginc.com](http://www.peginc.com)) to narrate the escape.

- **Pashtun Tribesmen (4, plus 1 per hero):** See below.

## POST MORTEM

Back at HQ, Winston speaks to Jeffery of the Rippers in the highest terms. Both men are immensely grateful, so heroes are treated like royalty at the camp. First-class travel is arranged back to Britain, where they put Jennie's mind to rest. She is keen to show her admiration by hosting a huge party in their honor and inviting everyone of importance in London. She is a well-connected lady and could become a useful source for society information and new cases.

For his part, Winston becomes a loyal friend to the Rippers. He sends the team copies of his book on the Malakand Field Force, and a few years later his next work, recounting his escapades in the Sudan expedition under Kitchener. He is an important ally, and one the Rippers should cultivate—well-connected, influential, and soon to be powerful. He is also discreet about what he witnessed in Afghanistan, and prepared to lend his support to the Rippers and their cause.

## AL

The Al were once followers of benign gods. Now they are corrupted servants of evil.

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d8, Notice d4, Knowledge (Witchcraft) d6, Spellcasting d10, Survival d4, Tracking d4

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Gear:** Cursed knife (Str+d8, wounds can only be healed naturally).

### Special Abilities:

- **Arcane Background (Magic):** Al have 30 Power Points and know the *armor* (briar wreath), *bolt* (black beam), *blast* (hellfire), and *fly* (broomstick) powers.
- **Weakness (Magic):** Al take +4 damage from magical attacks.

## PASHTUN TRIBESMAN

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4, Shooting d6, Stealth d4

**Cha:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** Musket (Range 10/20/40, Damage 2d8+1, RoF 1, AP 1), 20× shots.

LOOK FOR RIPPERS  
RESURRECTED ON  
KICKSTARTER NOW—TIL  
OCTOBER 22ND!