

# Steam Highwayman

Volume I

*Smog and Ambuscade*

*by*

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**DEMONSTRATION CONTENT ONLY**

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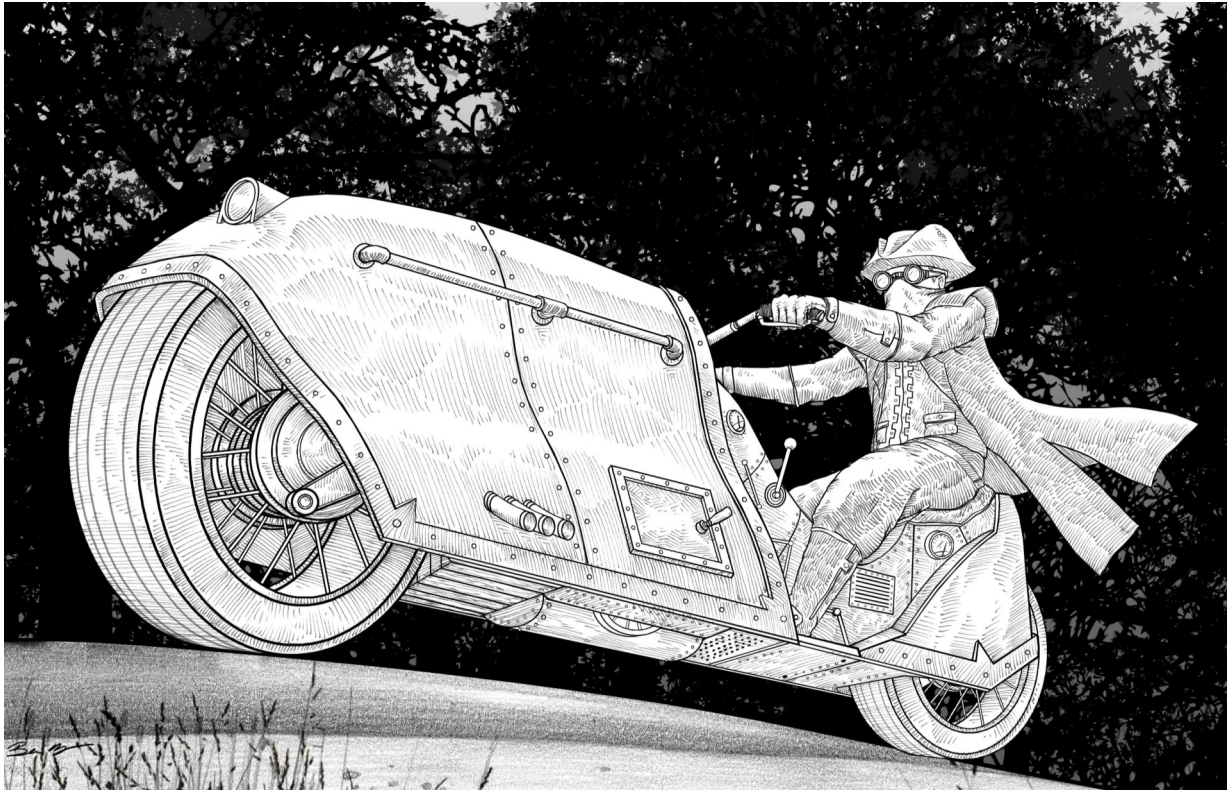
First published 2017 by Sharpword Studios, London



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Typeset in Georgia by Sharpword Studios, London



## Introduction

### Who is the Steam Highwayman?

You are the Steam Highwayman. Whatever brought you here, you now stand on the verge of an exciting adventure. Within this book you can explore a world of different choices and consequences, puzzles, mysteries and quests, discovering your own story as you turn from passage to passage. You will need a pencil and eraser to mark your adventure sheet to track your progress and two dice to help calculate the effects of chance in your tale. Your decisions will be matters of life and death, not just for yourself, but for many others too.

### Options

From the very first passage in this book you are presented with choices: where to travel; how to answer a challenge; to kill or to spare a villain. Choices presented beneath a passage's main text are optional; instructions within a passage must be followed to maintain the narrative: this allows you the freedom to make choices but also means you are subject to their consequences. To make a choice, simply turn to the passage indicated and continue to read from there...

### Tickboxes

Some passages include tickboxes which track your progress. You will be instructed to tick them with a pencil when you encounter them and either read on or proceed to a different passage. When the time comes to restart your adventure, you will need to erase any ticks before beginning afresh.

### Codewords

As you travel throughout the realm you will learn many secrets, hear many rumours and experience strange and wonderful adventures: codewords allow the book to track this. When you gain a codeword, tick that codeword in the back of the book. When you are asked if you have a particular codeword, check to see if it is ticked in your codeword list. Some options are only available if you have a certain codeword. When travelling to another book in the series, retain your codewords, but if you restart your adventure you will need to erase all the codewords you have collected.

# Your Adventure Sheet

## Abilities

Your adventure will require you to use a diverse set of skills, which the following list represents:

RUTHLESSNESS	How threatening you seem, both in appearance and reputation
ENGINEERING	Your skill with pneumo-mechanics and steam machinery
MOTORING	The knowledge of road lore and the art of handling an engine
INGENUITY	Your ability to solve problems
NIMBLENESS	Your physical quickness and agility
GALLANTRY	The appeal of your manners, words and deeds

To make an ability roll you must **roll two dice and add the total to the appropriate ability score**, plus any modifiers. If the total score is **greater than** the Difficulty, you have succeeded.

## Possessions

You will collect, find and buy many items as you travel the land. You may carry up to 12 possessions in your inventory (representing your saddlebags) at any time. Many items modify your Ability scores. These modifiers are cumulative as long as the items are unique. For example, your ENGINEERING score of 4 could be improved by possession of a **pneumatic manual (ENG+3)** and an **adjustable wrench (ENG+1)** to total, but could not be improved by two adjustable wrenches. Some options are only available to you if you possess a certain item. If these do not indicate that you should discard or use up the item, you may retain that item for later. You may come across limited use objects. These have a number of tickboxes beside them which you should tick on each use. Bonuses to ability scores are temporary and will revert after a single fight or skill check. After the final tick, erase the object from your Adventure Sheet.

## Money

The realm uses the Imperial monetary system - pounds (£), shillings (s) and pence (d). You will normally deal only in shillings, but when making deposits at the bank or expensive purchases you will need to do a little maths: there are 20 shillings to the pound or sovereign, and 21 shillings to the guinea. Paper money is normally only used by the wealthiest and is not always easy to exchange. A bundle of notes such as **thirty guineas in notes** may not be spent as normal - you will need to find someone to accept it as a deposit or exchange it for hard money (sometimes at a discount). Paper money does not take up a possession slot in your inventory.

## Weapons

### Shooting Guns

Each gun has an ACCURACY rating (eg **blunderpistol (ACC 6)**). To shoot, roll two dice and add the score to your gun's ACCURACY together with any other modifiers. A score **greater than** the Difficulty is a success.

### Fighting enemies

Combat proceeds in rounds, and in each you have an opportunity to wound your opponent before they have a chance to hurt you. When the number of **Wounds** you have inflicted is equal to your opponent's TOUGHNESS, or when you have **five Wounds**, the fight is over. To calculate whether you wound your enemy, roll two dice and add the score to your NIMBLENESS, together with any modifiers. If the total is **greater than** your opponent's PARRY, you will succeed in wounding them.

Your opponent then has the same chance: a single dice-roll is added to their NIMBLENESS and if the total is equal to or greater than your PARRY then you gain a **Wound**. Your PARRY score is the total of your NIMBLENESS plus the PAR value of your weapon. Note: if your opponent has a weapon with modifiers, these have already been added to the NIMBLENESS, PARRY and TOUGHNESS scores printed, but you make take this weapon if you win.

### Wounds

A highwayman's life is a dangerous one: you may be wounded in single combat, shot at by angry constables or hurt in a road accident. Keep track of each **Wound** on your Adventure Sheet, as normally your fifth **Wound** will incapacitate you and may hasten the end of your adventure. You are able to treat your **Wounds** in a safe location either through rest or paying for medical treatment, which will normally result in your **Wounds** converting to **Scars**.

### Scars

The normal process when a wound is healed is to erase the **Wound** from your Adventure Sheet and add a **Scar** to your scar tally. The roll of two dice and a score of 11 or 12 will result in an **intimidating scar (RUTH+1)**, which should be noted in your **Other Modifiers**.

### Velosteam

Your velosteam is your most prized possession: a finely-tuned and carefully engineered two-wheeled road engine of unsurpassed mechanical beauty, it runs on readily available coal-gas and can achieve considerable speed. However, it can be damaged by accidents or risk-taking. Keep track of any **damage points** on your Adventure Sheet, along with any customisations that you manage to fit. You must take care! Your velosteam can sustain three **damage points**, but should you suffer the fourth your machine will be **beyond repair**. At this point you will be forced to abandon your adventure on the road - so ensure you know a trustworthy mechanic who can help you repair your velosteam before that stage.

### Reputation

As you proceed about your lawless way you are bound to make enemies as well as friends. Record your notoriety (for example, **Wanted by the Coal Board**) and your friendships (for example, **Friend of Lord Dashwood**) on your Adventure Sheet. These will decide your fate at many a turn.

### Great Deeds

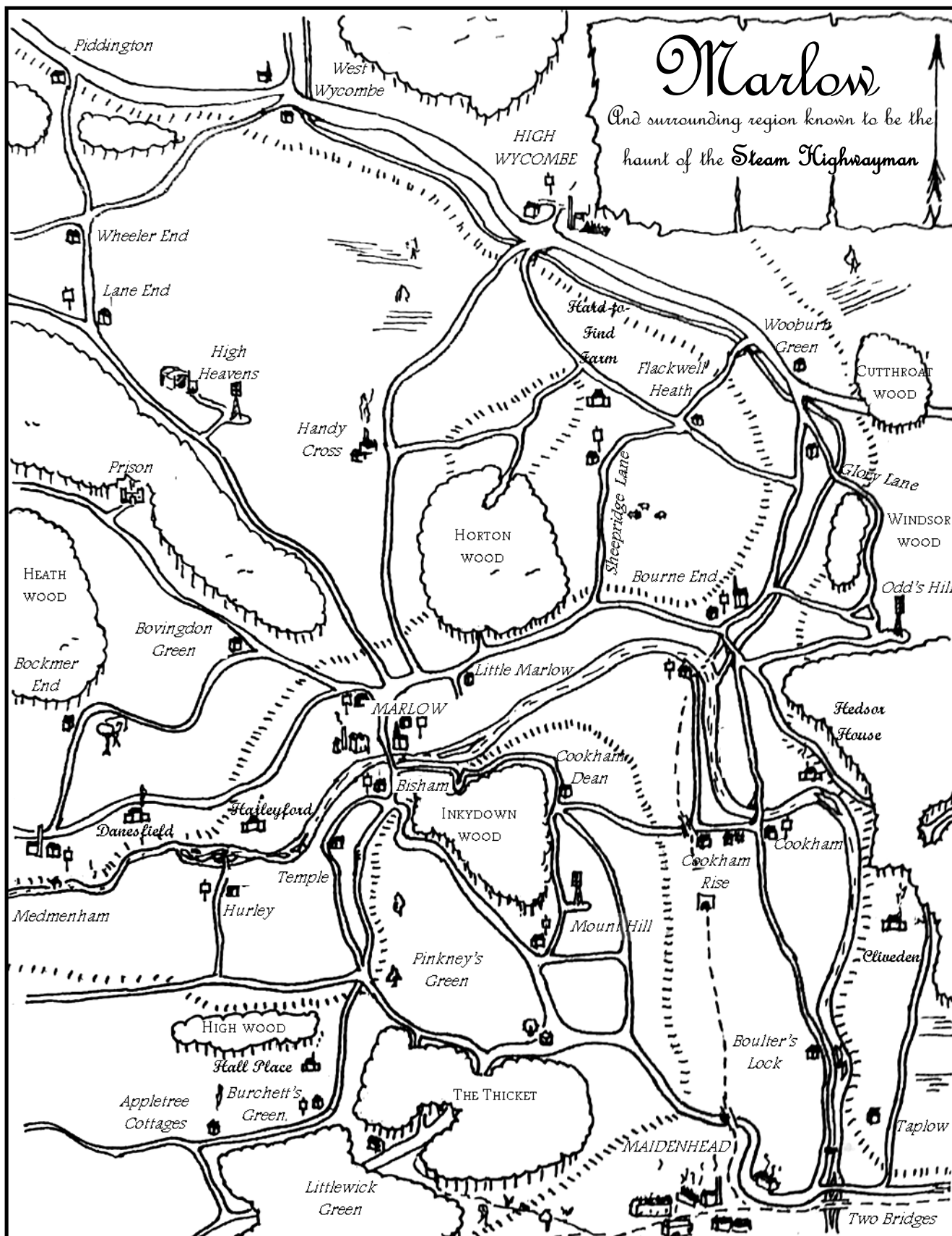
Some adventures may result in you become known for your great deeds. Note these on your Adventure Sheet: they will influence your eventual fate when you come to retire from this life.

### Solidarity Points

The common people of Britain are oppressed and disenfranchised: their poverty enables the wealth of the landed, the gentry, the industrialists and the political classes. Some of your choices may result in you gaining **Solidarity Points**, which indicate whether the poor of the land know you as a saviour or as an oppressor. Should you gain 20 or more **solidarity points** you will be known as the **People's Champion**. However, you may lose **Solidarity Points** for participating in the oppression of the common people. It is not possible to have a negative number of solidarity points.

## Retirement and the End of your Adventure

Once you have fully explored the world of Smog and Ambuscade, you may adventure on into the other books in this series, riding airships, infiltrating government, fighting for Cornish independence or riding the Great North Road. However, your good fortune cannot last forever and when you decide to settle down and retire from the road you will be invited to turn to the Epilogue. Several important factors will decide the happiness and security of your later years: the number of **Friendships** that you have made, the amount of money you have banked with Coulter's Bank, the number of **Solidarity points** and **Great deeds** that you have collected and your health, represented by the number of **Scars** you bear. All of these will also help you calculate a score to share with other riders of the midnight road, or to better in another adventure.



# 1

The tarmacadam of the midnight road glitters with dew and reflected moonlight. Over the hills you can see distant furnaces glowing, telegraph towers winking and airships lumbering slowly across the sky but here the woods are dark with secrets. The only light is the hard white beam thrown by the the lime lantern of your velosteam.

Somewhere in the night is your next target: a steam-carriage, carrying rich passengers in warmth and privilege, insulated from the struggles of their countrymen by ignorance and indulgence. Little do they expect the sudden and terrible attack of the Steam Highwayman.

How did you come here?

"My master was imprisoned for his inventions..." **585**  
 "I fled servitude on a guild roadtrain..." **420**



# 23

The lights of a nearby roadhouse draw you in and soon you are seated in a warm nook, facing the fire, with a tankard of ale and a hearty meal in front of you. The wind and rain are forgotten - the risk and danger have passed and your heart is beginning to beat at its proper pace.

T here is a sudden commotion at the door and a too-familiar figure limps in dramatically and falls in a chair.

"House! House, I say. I've been robbed on the road. A posse of highwayman - must have been at least four. Had to fight for my life! House! I thought this was a reputable place?"

Sit back into the shadows... **259**

# 30

You put the dirt of Wooburn Green behind you. You steam up out of the Wye valley and into farmland. Sunshine breaks through the heavy clouds and for a moment you can enjoy the sight of golden wheat and red kites flying overhead.

Ride up Glory Hill lane... **530**  
 Head on to Loudwater... **574**  
 Take the road to Flackwell Heath... **50**  
 Steam south towards Wooburn... **310**

# 40

When your blindfold is taken off, you are standing in front of a young woman in engineer's dungarees and a headscarf sitting behind a full desk. She holds a mechanically printed image of your portrait, together with a long report on your background.

"So you want to join the revolution? I must ask you several questions, to find whether you really believe in the people or whether you simply want to escape their wrath!" Comrade Feaver leans towards you. "Firstly - why do the people suffer?"

"Life is a struggle and many are too weak to help themselves." **994**

"Human selfishness is the root cause." **963**

"The owners of capital believe they are owners of individuals." **973**

# 50

You steam through Flackwell Heath, its cottages strung out along the hilltop road. This place is known for its cattle-breeding and its strong ale.

Stop at the Three Horseshoes... **228**

Head east towards Wooburn Green... **199**

Head north-east to Loudwater... **574**

Head north-west towards Winchbottom lane... **11**

Ride down Sheepridge lane... **291**

# 53

The little room you keep here at the Crooked Billet is at the top of a winding stair that passes up behind a warm chimney breast and deposits you high in the roof, with a window commanding a prudent view of the road in both directions. It will be hard for the authorities to surprise you here.

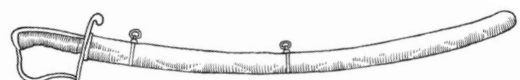
You may leave possessions here in safety, returning to collect them at your leisure.

Looking out over the garden and the hedgerows of the little valley, you also have the opportunity to weigh up your past. Can it be time to retire from this life on the road while you are still well?

Rest and tend your **Wounds...** **382**

Return to the parlour... **180**

Consider retirement... **1017**



**58**

He immediately steps away. "What are you doing on the road at this time of night... mother?" He has seen through your disguise and suspects a trap. You can quickly change your plan: will you draw your sabre and attack him or attempt to scare him into giving up his purse?

Threaten him...	<b>838</b>
Attack him...	<b>555</b>

**62**

"An interesting reply," says Feaver. "You seem to have thought about this for yourself. Still, I do not yet know whether I can admit you into our ranks. Answer me this: you find yourself rescuing the passengers from a sinking ship and three swimmers plead for your help. A mill-owner, cruel to his workers but influential and likely to repay your help, waves to you. A poor woman from steerage class, unable ever to repay you, begs to be saved. And a comrade-in-arms, a fellow member of the Compact, holds up his hand in desperate help. Whom will you save?"

"The mill-owner."	<b>996</b>
"The poor woman."	<b>982</b>
"The comrade."	<b>275</b>

**68**

There is no sign over the low door and no bar inside the front room. A few slovenly workers are sat on benches by the light of a single window, drinking from tumblers of gin, laughing, arguing, rolling dice. This is not a refined place or a particularly safe one. The looks of desperation in the faces of the men and women drinking here indicate that you are as likely to be a target as a guest.

Order some gin...	(2s)	<b>688</b>
Ask about the Compact for Workers' Equality...		<b>989</b>
Leave the gin shop...		<b>199</b>

**81**

A nasty scene is playing out on the coke-scattered yard as you arrive. A large woman armed with a leather strap is cursing her apprentice, who seems to have made one mistake too many, and means to give him the beating of his life.

Let her discipline the boy...	<b>396</b>
Knock a sense of fairness into the woman...	<b>659</b>

**128**

After studying the map for some time, you find several locations ideal for ambushing the carriages of the gentry: wherever the main routes pass through thick woods or up steep hills, drivers and wagoneers will be particularly vulnerable to gunfire or threats. At Cut-throat Wood, the road between Oxford and London has to climb out of Loudwater. Nearby woods offer you hiding places and getaway routes. Between Marlow and Maidenhead, the steep road at Inkydown Wood also looks promising, while the stretch of the Bath Road running through Maidenhead Thicket is sure to offer opportunities to an enterprising road-pirate like yourself.

Return to the parlour...	<b>180</b>
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**138**

You carefully hide your velosteam behind a ticket of brambles and overgrown hazel coppice. Once you have found a place to wait, you will be able to pick off the passing traffic. Roll two dice to see how you fare:

Score 2-5 A constables' patrol...	<b>890</b>
Score 6-12 A private steam carriage...	<b>905</b>

**180**

The Crooked Billet is a small country inn, hidden well away from the noise and smoke of the steam revolution. No heavy freight wagons pass this way, nor the private steam carriages of the gentry, and the local folk are suspicious of outsiders. It is an ideal hideout. To take a room here, you will need to pay **£2** and tick the box below.

<input type="checkbox"/> Rest in your room... (Ticked box)	<b>53</b>
Study the map on the parlour wall...	<b>128</b>
Leave the inn...	<b>291</b>

**195**

You pull your cloak over your head and bend yourself over in mockery of an old beggar-woman and quickly grasp a few wet branches from the hedgerow. Then you hobble out into the roadway towards the tableau.

"Ohh, kind young sir, lend a poor widdy-woman a cup of hot water?"

He turns on the spot. Make an **INGENUITY** roll of difficulty 9 to take him off his guard.

Successful <b>INGENUITY</b> roll!	<b>729</b>
Failed <b>INGENUITY</b> roll!	<b>58</b>



199

Wooburn Mill stands beside filthy ponds in the centre of town. A massive coal depot towers over rows of terraces, their windows smirched with soot and grime. The steam revolution has gripped Wooburn Green like nowhere else: the ready supply of water from the River Wye has resulted in the mushrooming of factories and depots, terraces and slums. Close to the road to the capital and linked by telegraph to the computational heart of the empire at Maidenhead, Wooburn Green is an industrialist's heaven - and a labourer's hell. Day and night furnaces roar with flame, fed by coal brought down from the north.

Look into a drinking house... 68  
Leave town... 30

228

The Three Horseshoes has a brick archway into a yard where most of the drinking and socialising is done. A pretty maid carries trays of beer and bar snacks out to the travelers and resting farmers.

Buy a drink... (1s) 435  
Leave the pub... 50

259

The landlord ushers the young gentleman into an inner room and the inn servants are sent rushing for hot water, hot food, warmed wine and every luxury that nobility demands.

"You know something about it, I reckon," says a man, recognisable as the local miller from his flour-dust covering.

"What is it to you?" you ask belligerently.

"Starving crows, I don't mind if you thief off a nob or two. Maybe I would, if I dared. I just want to know, what makes you do it?"

"The rich deserve punishment..." 474  
"The poor need help..." 302

261

The young man quivers and grasps at his driver for support. "Good God! Would you kill a man in cold blood for a few coins? I've no wish to die." He tosses you his purse: it contains £3 10s.

Ride away... 23

273

As you cut through his fine clothes once more and tear into his upper arm with the tip of your blade, the Honourable Gerald Gilling throws down his rapier in disgust. "Alright, alright. I've no wish to die on a trip to Slough. Take the money - you probably need it for your gin habit or something anyway."

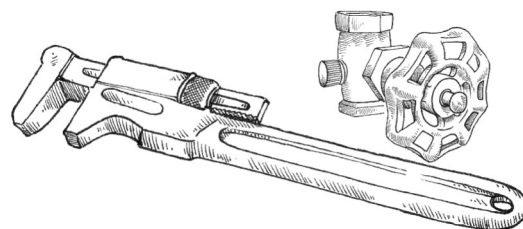
His purse contains £3 10s and you can also take his **rapier (PAR 7)** if you wish.

Ride away... 23

275

Comrade Feaver studies you. "You are not yet ready to join us as a full member," she says. "But if you prove your value, you may in time become able to participate in the revolution. I want you to plant some material I have here in a certain lady's dressing table. It will not only ruin her, but her husband too, an enemy to the cause. You will only have this one chance to please me, so proceed quickly to Harleyford and get these notes into Lady Dean's room." You are handed a **sealed packet**, blindfolded and led away. If you have the codeword *Antipodes*, gain the codeword *Ascorbic* as well.

Turn to... 199



291

You are midway along the dusty little thoroughfare known as Sheepridge lane. This tiny road bypasses Bourne End entirely and runs between Flackwell Heath on the high ground and the Marlow road beside the river. High hedgerows fringe the roadway and nestled between the trees stands the Crooked Billet Inn.

Enter the Crooked Billet... 180  
Ride towards Marlow... 602  
Head into Bourne End... 654  
Drive towards Flackwell Heath... 50

## 296

Defeated and left for dead at the roadside, your adventure as the Steam Highwayman ends in failure and ignominy. None will fear or remember you: another attempt to make your mark will be needed.

## 302

"You're right the poor need help! A mate of mine makes ten shillings a week on the freight wagons, if he's lucky. He's got a wife and six children to support out of that - rent two shillings a week and bread rising all the time. And you know who keeps the price of freight down? The Haulage Guild! If he makes more than ten shillings, they lay him off for the week and employ some other poor beggar. No, they need help, it's true. Why, Father Bourdain at the church was preaching on it just the other day. He's no friend to the rich - gave up a fat living to come and help the poor folk of Bourne End."

"Where can I meet this Father Bourdain?" **573**  
 "Everyone has to help themselves." **180**

## 310

The road passes through the poverty-stricken hamlet of Wooburn. Women and children, cripples and old men tend meagre gardens and scour the hedgerows. Every able-bodied inhabitant has left for the cities.

Take the road to Bourne End... **703**  
 Ride north to Wooburn Green... **199**

## 320

After a few discreet questions you knock on a cottage door in a Bourne End backstreet. It is opened by a lank-haired, wicked-looking woman with a glint in her eye. "Come to see what Old Meg can do for you, eh?" she cackles. "Got some lovely things inside. Maybe you've some lovely things for me..."

Jewellery	To buy	To sell
<b>locket</b>	-	<b>4s</b>
<b>pocket watch</b>	-	<b>£2</b>
<b>silver ring</b>	-	<b>7s</b>
<b>silver bracelet</b>	-	<b>10s</b>
<b>silver necklace</b>	-	<b>18s</b>
<b>gold ring</b>	-	<b>15s</b>
<b>gold bracelet</b>	-	<b>£1 15s</b>
<b>gold necklace</b>	-	<b>£4</b>
<b>ruby ring</b>	-	<b>£5</b>

Return to Bourne End... **703**

## 324

And now you sit astride a fast machine, armed, ruthless and shrouded in the dark like a bird of prey in its folded wings. Several wagons and engines pass on the road, but none presents you with a suitable target, until a private steam-carriage with fashionable oriental styling makes its way up the slope. It stops a small distance down the road and you can hear the plummy voice of the passenger berating his enginemen.

"Get that pressure up, Jackson. We should be in Slough by now! Slowly, I say, at the foot and then full steam ahead at the crest!"

The fireman and driver dismount to check the drive chain. The rich young man who must be their employer gets out to look as well. "Get out of the way, Harris. Look, you're running her on too little pressure. No wonder the drive is slack."

The driver tugs at his forelock. "Begging your pardon, milord, but the pressure's right where it should be for this'un. She's new and..."

The sound of an angry blow to the face rings through the wood. "How dare you, Jackson," says milord, his voice rising to a fervent pitch. "She's my engine and I'll tell you how to drive her."

It seems this son of privilege has not yet completed his education: you are perfectly placed to teach him a thing or two. All that remains is to choose the manner in which you will deal with him: you can use your natural **INGENUITY** to try to fool him, your **RUTHLESSNESS** to terrify him or you can attack him without warning and knock him down.

Trick him... **195**  
 Frighten him... **838**  
 Launch yourself into him... **555**

## 382

You heat a canteen of water over the little fire and use it to wash the dried blood off your limbs. Strips of clean bedsheet make satisfactory **bandages** - and if you want to take some with you, add them to your possessions. For every **wound** that you remove, increase your number of **scars** by 1. In addition, for every **scar** roll two dice: a roll of 10 or above indicates that you have gained an **intimidating scar** (**RUTH+1**) which can be added into your other notes.

Return to your room... **53**

396



If the box is empty, put a tick in it and turn to **81** immediately. If it is already ticked, read on.

Here at the freight yard you mingle with the engineers and hauliers and keep your ears alert for news of departures and arrivals. Soon you have information about a variety of journeys being made in the locality. Gain the codeword *Abashed* if you do not already possess it.

There are a few tools and pieces of machinery for sale here, in an unofficial, unlicensed kind of way. If you would like to purchase any or sell your own, make the adjustment to your possessions and purse before leaving. An engineer here is also willing to fix your damaged velosteam - for a price.

Tools	To buy	To sell
<b>heavy wrench</b>	<b>18s</b>	-
<b>welding tools</b>	<b>£1 10s</b>	-
<b>copper pipe</b>	<b>6s</b>	-
<b>high pressure valve</b>	<b>18s</b>	-

Velosteam Customisations	To buy
<b>muffled exhaust</b>	<b>£3 15s</b>

Repairs	To buy
Per <b>damage point</b>	<b>£2</b>

Leave the freight yard... **703**

420

How many years was it that you toiled for the Haulage Guild? To answer that, you would need to know your age, and even that is hidden from you. Told that you were born to indentured labourers, all you have known is the loading and unloading, the fueling and mending, the road-ruts and the turnpike camps of the freight-wagoneers. Yes, you know the roads and their ways - you understand the manners of the hauliers, their customs, their engines, their deals. You can fix, drive and tune any steam engine on the road. But what else do you know of the world? And what else were you ever to learn, in such a condition? Nothing.

So you ran away. Somewhere, there is an engine-driver still cursing you and a velosteam-rider still puzzling over the theft of their machine. But there is opportunity for one such as you: you have heard tell of the Spenser Cup - the prize for the fastest steam car in the land - and it must be yours. What a deed that will be!

You have in your possession a **blunderpistol (ACC 6)**, a **sabre (PAR 6)** and a **grappling iron**. Your ability scores are:

RUTHLESSNESS	4
ENGINEERING	5
MOTORING	6
INGENUITY	3
NIMBLENESS	3
GALLANTRY	3

Turn to... **324**

435

The maid brings you a foam-topped mug of bubbly summer ale. It is cool and refreshing, with a sweet, malty foretaste and a rather floral finish, reminiscent of sunny days relaxing on grassy banks. She tells you that it is called Cottage Garden. While supping your drink you make conversation with several of the locals. One tells you of his difficulty getting a license to transport his prize bull up to London for showing, another rails against Colonel Snappet of the Constables, who commandeered his traction engine and returned it damaged. Another long-faced man tells you about his bed-ridden mother, over-worked in service her whole life long and now unable to enjoy playing with her grandchildren. "Who is she to anyone but an anonymous old bird," he asks rhetorically, "Though she was the beauty of the village once and had her own dreams."

Leave the Three Horseshoes... **50**

474

"You're right! Wealth gives them power, but they use the power to enrich themselves, fix the land on their pathetic offspring. We've got to show them! You want to talk to Comrade Feaver, if you think like that. She's got a way of putting things - shows you how things really are. And you know what? The revolution is coming, comrade! It's coming!" The man gives you a small brass disc, engraved with a number. Add **pass-disc 101** to your possessions.

Ask to meet Comrade Feaver... **708**  
Bid the man farewell for now... **180**

**493**

The young man sneers and draws a sword from his side. "You wouldn't dare kill me! I'm the only son of Sir Ryan Gilling!" He has called your bluff and now you must make good your threat.

Charge at him... **555**

**530**

You are riding down Glory Hill Lane between Wooburn Green and the London Road. Buzzards hover overhead here, watching the verges and the roadside.

Enter Cutthroat Wood... **561**  
Head south to Wooburn Green... **199**

**555**

You launch yourself directly at him and knock him to the ground. By the time you are both on your feet, his sword is in his hand and he is ready to fight!

The Hon. Gerald Gilling Weapon: **rapier (PAR 7)**

Parry: 11  
Nimbleness: 4  
Toughness: 2

Victory! **273**  
Defeat! **610**

**559**

You mention that you are hoping to make contact with the Compact for Workers' Equality. The landlord looks you over and shakes his head. "No idea who you could be referring to," he says. "No idea at all."

Pay him... **(10s) 40**  
Back off... **68**

**561**

The road to London climbs a steep hill here through the wood and countless years of hooves and wheels have dug a cutting or holloway into the ground. Narrow, dark and shaded, this place is known to all as Cutthroat wood.

Prepare an ambush here... **138**  
Ride south... **530**  
Ride west... **574**  
Ride east... *The Reeking Metropolis* **42**

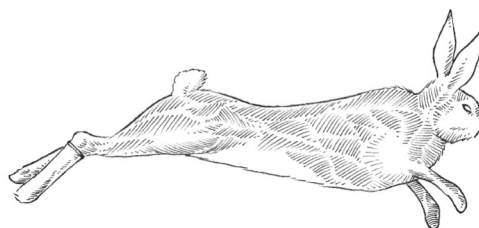
**573**

"St Mark's Church, Bourne End. It's not far from here - down by the river. I mean, there's plenty of other churchmen up and down the Thames, but whether they practices what they preaches, well, you'll find out for yourself I guess."

The miller leaves you with your drink, your meal and your thoughts. What will really improve the lives of the poor? Charity? Or justice? What can a churchman have to teach you? The fire burns down and you settle into your chair for the night.

Turn to...

**180**

**574**

Riding into Loudwater you can't help but notice the dirt and poverty. Children play in the street, risking death as the heavy freight wagons and speeding carriages pass by. Squalid terraces are squeezed between the mills and factories. Costermongers sell from barrows half-empty, offering vegetables or rich families' leftovers to the inhabitants.

Take the road to Cutthroat Wood... **561**  
Take the lane to Wooburn Green... **199**  
Head towards Flackwell Heath... **50**

**585**

The road from Professor Benner's wokshop has been long, lonely and dark. The constant beam of the velosteam's lantern has led you away from the screams of your adoptive family, away from the leaping flames that clothed the machine sheds, away from the dark figures who snatched your mentor into the night. You are not going back.

The suddenness of the Constable's raid took you all by surprise. He had spoken of the risks many times, but who expected airships, firebombs and kidnap? His inventions were too provocative, his politics too principled for the guilds and the Constables to allow him to continue working. You knew he had angered powerful rivals, but he was wrong when believed the law would protect him: it was the forces of the law who took him.

And now you are cast loose on the road, with only your wits, a vengeful hunger and the fine Ferguson velosteam you had been repairing in the shop.

If you can only find where they were taking him... Who knows whether rescue or revenge will be possible. You have heard that none other than Colonel Snappet of Danesfield house, the commander of the local Constables, was responsible. A powerful man to have as an enemy.

You have in your possession a **blunderpistol (ACC 6)**, a **sabre (PAR 6)** and a set of **punchcards (Selladore E)**. Your ability scores are:

RUTHLESSNESS	4
ENGINEERING	6
MOTORING	4
INGENUITY	5
NIMBLENESS	3
GALLANTRY	2

Turn to...

**324**

#### 610

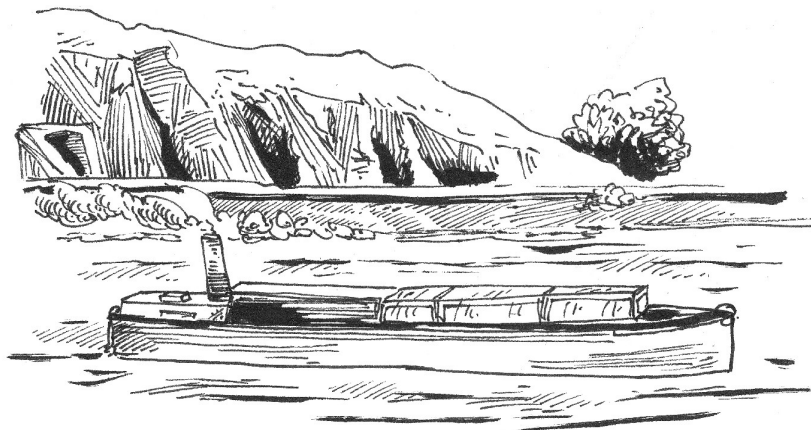
As you receive your fifth wound and stagger backwards, you see the driver fetch the Honourable Gerald Gilling a sharp blow across the back of the head with a heavy wrench.

"Jumped up little blighter," says the driver. "Look, share the money with the two of us and we'll tell him that there was four of you, alright? And take this for your arm."

The lordling's purse contains his travelling money for his trip to Slough, no more. Your share comes to **£2 5s**. You may also take his **rapier (PAR 7)** if you wish. Your third wound proves to be no more than a scratch - erase it without further consequences.

Ride away...

**23**



#### 634

The Walnut Tree is named after the craggy ruin of a tree that stands directly in front of the main entrance, forcing the clientele to slip sideways into the parlour. It is a matter of pride that the owner of the house has never rearranged the entrance to make it more convenient for his customers.

Inside there are a mix of farm labourers enjoying their midday meal and several men plainly in service in one of the large houses nearby. A knot of Telegraphers in their green tunics also sit around a punchbowl.

Buy a drink...	(2s)	<b>903</b>
Leave the inn...		<b>703</b>

#### 654

Steaming down the lane beneath the dashing clouds, you are treated to a view of progress in action. To one side stand the hedges, the ditches and fields of the old world. A boy leads a horse over a freshly-ploughed field. And on the other side is a string of terraces leading up towards Bourne End, each house thrown up by bricklayers and steam cranes, prefabricated frames and wall-portions bolted together in the race to house the multitude. You pass navvies digging approach-roads for the steam-cars of the new middle class and labourers hauling pipes slung between their strained shoulders, while tracked steam engine bulldoze and shovel the ground. Who is to say if the fields across the road won't be swallowed by another such estate when you next ride past?

Steam on...	<b>703</b>
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## 659

You must fight the woman unarmed, unless you have a blunt weapon such as a **blackjack**, **truncheon** or **club**. You must subdue her quickly, or you will have the entire yard ganging up against you!

Female Haulier	Weapon: <b>club (PAR 4)</b>
Parry:	7
Nimbleness:	3
Toughness:	4

Victory!	<b>814</b>
Defeated!	<b>296</b>

## 688

The gin you are poured flows thickly and has a slight yellowish colour, but in the cheap stoneware tumbler it quickly loses any suspicious quality.

The raw alcohol bites like a dog, screwing up your face involuntarily and bringing tears to your eyes. The other drinkers laugh. "Not to your taste, stranger? Buy a round and we'll show you how to drink it."

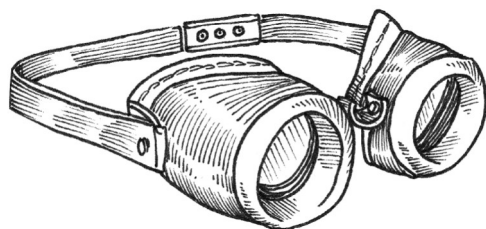
A woman sits up. "And give you something for your trouble too."

Leave the gin shop...	<b>199</b>
Ask about the Compact for Workers' Equality...	<b>989</b>

## 703

A brightly-painted road sign proclaims that you are now entering Bourne End. The town itself is small and struggling, despite a coal depot by the river-side and a freight yard full of wagons.

Investigate the freight yard...	<b>396</b>
Visit the Walnut Tree Inn...	<b>634</b>
Do some buying and selling...	<b>320</b>
Leave town...	<b>732</b>



## 708

He smiles. "I can't take you there, Comrade. She's the Regional Director of the Compact for Workers' Equal-

ity. What you want to do is to head to Wooburn Green - that's where we're in force, you see? Show this **pass-disc** in the ginshops down there and you'll quickly get through to Comrade Feaver."

The miller leaves you to finish your meal and settle into the chair for the night. Could these revolutionaries really have an answer to the injustice of the land? You stay awake, long into the night, as the privileged and the poverty-stricken march past your mind's eye.

Turn to...	<b>180</b>
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## 729

The young man is bemused. "Hot water, old woman? At this time of night, shouldn't you be in your cottage or someth - ow!" By the time he finishes his sentence you have him in an armlock with your blade at his throat. He quickly loses his arrogance and his bladder control. You take his purse (which contains **£3 10s**) and leave him to try and regain his composure.

Ride away...	<b>23</b>
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## 732

Bourne End has nothing more to enthrall you. You must now choose where to head next.

West on the Marlow Road...	<b>291</b>
Take the Wooburn Road...	<b>310</b>

## 814

The woman soon lies sprawling in the dust. A watching engineer laughs. "Foolish to injure your own apprentice, anyway. Looks like Marge got what was coming to her this time."

The apprentice has disappeared from sight, taking the opportunity to escape his mistress and seek his fortune elsewhere. Gain a **Solidarity Point** for standing up for the underdog.

Return to the Freight Yard...	<b>396</b>
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## 838

You draw yourself up to your full height, raise your blunderpistol and your sabre and look him straight in the eye. "Your life is forfeit, milord. Your life... or the petty purse at your side!" Make a **RUTHLESSNESS** roll of difficulty 9 to scare him into giving up.

Successful <b>RUTHLESSNESS</b> roll...	<b>261</b>
Failed <b>RUTHLESSNESS</b> roll...	<b>493</b>

### 861

The passengers are impressed with your behaviour. "Well, maybe the tales are true," says one portly gentleman. "You must be the Steam Highwayman the papers do keep telling of. Roll a single dice and add 3: if the total is higher than your current unmodified GAL-LANTRY score you may increase it by 1.

You arrange the wounded passengers as comfortably as you can and leave them under the care of the unwounded, advising them to wait for the next steamer to pass this way.

Ride away... **530**

### 864

The driver laughs and accelerates directly towards you. You must make your next decision quickly.

Shoot at the driver... **918**

Dodge the speeding carriage... **925**

### 873

Your shot misses and before you know it, the carriage is upon you. The driver, fearing another bullet, accelerates away before you have chance to shoot again.

Ride away... **530**

### 876

You wound the adventuress in her arm and blood seeps into the cloth of her sleeve. She clasps a handkerchief over the scratch and bows. "You prove yourself quite a brawler."

"That is beside the point. Hand over your valuables."

She looks at you coolly. "Valuables? I shan't ask what you mean by that. I presume you mean coinage." She drops a purse and walks into the trees. Something about her poise and the way she bore her wounds convinces you to leave her be... This time.

The purse contains **£5 3s**.

Ride away... **530**

### 880

"Again, just what Jensen teaches. So now imagine yourself in situation: you have been instructed to carry out the assassination of a member of the nobility. You have the opportunity to plant a bomb in his steam-carriage, although your observations indicate that he

may be travelling with his young children and wife. Would you plant the bomb?"

"Of course I would. Orders are orders." **996**

"Since the cause depends on the value of all human life, I would not squander it." **275**

### 884

You steam out into the middle of the road and flourish your weapons, crying "Stand and deliver!" Make a RUTHLESSNESS roll of difficulty 12. You can add 2 to your roll if you are a **famed lawbreaker** and 2 more if you are the **People's Champion**.

Successful RUTHLESSNESS roll! **957**

Failed RUTHLESSNESS roll! **864**

### 885

The newspaper editor spits as you prod him and threaten him. "I've work to do, you blackguard. What do you know of work? There is news to be told and a paper to fill!" You can take a box of **white pills (ING+2)** ☐ ☐ ☐, a **silver ring** and **£6**.

Ride away... **530**

### 890

If you are a **famed lawbreaker** or you are **Wanted by the Constables**, turn to **952** immediately. Otherwise, read on.

The buzzing of high-powered reciprocal engines approaches: two Constabulary velosteams speed down the London road. On catching sight of you they slow, no doubt comparing your description to their printofit notepads. You are glad to see they find no match, but they still wave you over.

"Out for a little ride, are we?" asks the female officer. "Enjoying the dusk breeze on our customised velosteam, indeed?"

"Is there a law against it?"

"Oh no. Not at all. It's simply that this stretch of road is somewhat notorious for highwaymen and robbers and the like. So we'd advise you to move on through as quickly as possible."

The constables insist on escorting you out of Cut-throat Wood. Which way were you headed?

South... **530**

West... **574**

East... *The Reeking Metropolis* **42**

### 893

The steam carriage speeds ahead as you turn and coast alongside the fallen luggage. Roll a dice to discover what you find:

Score 1	Only clothes - gain a <b>dinner jacket</b>
Score 2	A bag of jewellery - gain a <b>golden bracelet</b> and a <b>golden necklace</b>
Score 3	An <b>ivory fan</b> and a <b>silk scarf</b>
Score 4	A <b>picnic hamper</b>
Score 5	A gentleman's valet kit - gain a <b>razor</b> ( <b>PAR 2 NIM+2</b> ) and a <b>bow tie</b> ( <b>GAL+1</b> )
Score 6	A <b>strongbox</b>

Ride away with your loot... **530**

### 895

"What?" shrieks the woman. "Henry, you won't let this blackguard take me gems. You gave them to be, after all."

"My dear," says the man, "Our friend is armed and dangerous."

"Why you are less of a man than Dorothea ever said! To think I ever considered giving you my intimate affections!" She gives him an open-handed slap, scratching his face badly. Her jewels are only a cheap **silver bracelet** and a **silver necklace**, but perhaps you won't tell her that her beloved gems were just paste.

Ride off with your loot... **530**

### 905

Your waiting has paid off! A private steam carriage approaches. How will you respond?

Threaten the driver...	<b>884</b>
Shoot to kill the driver...	<b>918</b>
Swing aboard... ( <b>grappling hook</b> )	<b>984</b>
Ride alongside...	<b>951</b>

### 918

You draw your gun and track the speeding vehicle as it approaches. To hit the driver and stop the carriage you will need to make an **ACCURACY** roll of 10.

Successful <b>ACCURACY</b> roll!	<b>948</b>
Failed <b>ACCURACY</b> roll!	<b>873</b>

### 932

"I do not think you are at all sympathetic to our cause.

Or if you are, then you prove yourself far too weak and indecisive to join us. Do not return here, or we will be less patient next time."

Turn to... **199**

### 948

Your shot finds its target. The driver jerks backwards, then falls from his seat, dead. The carriage careers on and comes off the road.

The **RUTHLESSNESS** of your action will not go unnoticed: you must lose a **solidarity point** for killing the driver. However, you can roll a dice and add 3. If the total is higher than your **RUTHLESSNESS** score you may increase it by 1.

Turn to... **999**

### 951

You kick down on the friction igniter, sending a pulse of coalgas to the burner. Your steam-pressure rises almost instantly and you accelerate out from your hiding place. The driver spots you and also accelerates, but the slope is against him. To come alongside you will need to match speed and manoeuvre over the rutted road. Make a **MOTORING** roll of difficulty 8, adding 1 if you have **off-road tyres** and 1 more if you have a **gas pressuriser**.

Successful roll!	<b>997</b>
Failed roll!	<b>530</b>

### 957

The driver hauls on the brakes and bring the steam carriage to a stop. "Stone the crows, it be the Steam Highwayman!" he says. Roll two dice to discover who was in the carriage:

Score 1-2	A financier and his lady...	<b>991</b>
Score 3-4	An adventuress...	<b>977</b>
Score 5-6	A newspaper editor...	<b>885</b>

### 959

The other passengers are still very wary of you, but when they see that you are genuinely ready to help, they are more sympathetic. Nonetheless you will need to make a **GALLANTRY** roll of difficulty 9 to get them to help you.

Successful <b>GALLANTRY</b> roll!	<b>861</b>
Failed <b>GALLANTRY</b> roll!	<b>981</b>



960

"Ah, you've already met our friend the Miller," says the barman. "No doubt he sent you here." He takes **pass-disc 101** and tosses it into a box behind the bar. "At least we can be sure that you're no spy." He waves over a man from the corner of the room - a man with an eyepatch.

"Come on, then," says the one-eyed man. "Come and see what we do - the purposes we have for violence."

He leads you through the streets and courts, the alleyways and crooked dens of Wooburn Green, behind the walls of factories to a low doorway. He blindfolds you, then leads you further, further, until the temperature changes as you realise that you must be underground. A dark chuckle escapes your guide. "In the country of the blind, the one-eyed man is king, they say."

Turn to...

40

963

"Do you really think that all actions can be reduced to that puny principle? You haven't read Jensen at all. He teaches that the desire for our own betterment is the steam engine that empowers all great change. Without selfishness, we are passive beings, like clouds blown on the wind. I shall give you one more chance. The people despise the Emperor James for his weaknesses, his bending to the whim of the rich. What do you think?"

"This land needs no kings. The people are right to hate him."

982

"Perhaps if he observes the cry of his people, his heart will change."

932

973

"Your answer is straight from Jensen's *Statement*," replies Comrade Feaver, sitting back and steepling her fingers. "Either you know what we want to hear, or you have truly internalised it. So another question: when will the revolution succeed?"

"When the producers of wealth grasp their responsibility."

62

"When the rich believe they cannot be toppled."

880

975

You go over to the door of the carriage, now facing the sky, and wrench it open. The passengers are unsure whether to accept your help as they clamber out. One

woman with what looks like a broken leg remains inside, screaming with pain at every attempt to move her.

Send the woman to sleep...

(bottle of chloroform)

909



Check the woman's leg...

(Medical Training 1 or higher)

921

Get the other passengers to help...

959

977

A striking looking woman steps down from the carriage. She has the air of a predator and is utterly unimpressed by your attempt at robbery. "Oh how charming," she says. "A roadside assault. Draw, then, and prove yourself!"

Adventuress

Weapon: **rapier (PAR 7)**

Parry: 13

Nimbleness: 6

Toughness: 2

Victory!

876

Defeat!

74

981

The passengers want nothing to do with you. "Get away!" says one. "This was all your doing, you monster! If you daren't rob us now, we certainly want none of your help."

You have little choice other than to leave them here until another carriage passes. Gain the codeword *Arthropod* and if you are not already, you are now **Wanted by the Constables**.

Ride away...

530

982

Comrade Feaver fails to hide her disappointment. "There is no way we can admit you into the Compact as you are. But if you prove your loyalty through serving our cause, you may in time be able to participate in our

plans. We need a delivery of some technical equipment making to one of our operatives - but as he is continually on the move, you will suit us as a courier." She waves to another comrade, who brings you a **heavy parcel**. "Find Comrade Robin in one of the Freight Yards in this region and give him this - unopened. He will give you a **passdisc** in return."

Leave the headquarters...

199

984

You check that the grapple is firmly fixed and swing out into the air, landing atop the steam carriage with a thump. The driver begins to swerve to knock you off: to hang on you must make a **NIMBLENESS** roll of difficulty 10.

Successful **NIMBLENESS** roll...

902

Failed **NIMBLENESS** roll...

862

987

The driver becomes more and more reckless in his attempt to escape! He throws the heavy steam carriage from side to side of the uneven road. Roll a dice to see the result!

Score 1-3 A crash!

999

Score 4-6 The terrified driver surrenders...

957

989

If you have **passdisc 101**, turn to...

960

Otherwise...

559

991

The occupants of the carriage are a thin, dissolute-looking fellow and a trollope plastered with make-up. The man attempts to distance himself from his travelling companion immediately. "What do you want? Money, I suppose? Or did Gustore send you? Tell me, do you work for Gustore? He'd like to ruin my reputation, I know."

The man's guilty conscience is your opportunity. "What can you give me to tell Gustore I never saw you?"

The man stutters. "Take my wallet... These ledgers will mean nothing to you. But my **pocket watch**, my **silk waistcoat (GAL+1)**, my **top hat**." Together with the **£5** in his wallet it is a fair haul.

"And the lady's jewellery."

895

Leave them by the road...

530

994

"That is true. We must teach the uneducated poor to value themselves and then teach them to fight for their rights. Respect is earned, not given. Now what do you think: is it better for a true comrade to pursue making a living in their workplace and hope to radicalise their peers or to leave the workplace to produce propaganda material?"

"Each individual must come to an understanding of their need to act in their own time." 982

"This comrade should commit themselves to

producing the most gripping posters." 880

"Submitting for a while allows a response of greater strength." 62

996

"Ruthlessness is a desirable quality for those who will serve the cause. Without it we would be distracted many times from our service to an ideal. So I have a test for you that will suit your character. Near Burchett's Green stands the house of Squire Lynch, a wicked and oppressive landlord. Kill him and bring me proof. His death will be an example to all the rich who terrorise their workforce. Then I will know that you are worthy of joining the Compact."

Comrade Feaver waves her hand: you are blindfolded and led away. Gain the codeword *Abound*. If you have the codeword *Antipodes*, also gain the codeword *Ascorbic*.

Turn to...

199

997

You steam ahead and quickly catch the passenger carriage, despite the driver's desperate attempts to block you. In fact, his efforts only manage to dislodge some of the baggage piled on top of the wagon roof, which comes loose and falls into the road.

Let the carriage escape and rifle the baggage... 893

Pursue the steam carriage further...

987

999

With a final skidding turn, the steam carriage tilts over too far at last and crashes off the road, breaking through the low branches of the trees and coming to a heavy stop at the foot of an oak. Hissing steam bursts out of broken piping, water pools beneath the mangled wheels and cries come from inside the passenger com-

partment. The driver has been thrown clear and lies in a pile of leaves.

Rescue the occupants...	<b>975</b>
Rob the occupants...	<b>991</b>

If you enjoyed this sample of Steam Highwayman Volume 1: Smog and Ambuscade, please visit **[www.martinbarnabusnutch.com/steam-highwayman](http://www.martinbarnabusnutch.com/steam-highwayman)** to find out more.

Martin Barnabus Nutch, August 2017

# Beer Notes

	Name of beer	Location	Notes
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			

# Codewords

<input type="checkbox"/> Abapical	<input type="checkbox"/> Advent	<input type="checkbox"/> Albright	<input type="checkbox"/> Anastasia
<input type="checkbox"/> Abashed	<input type="checkbox"/> Advertise	<input type="checkbox"/> Alluring	<input type="checkbox"/> Andronicus
<input type="checkbox"/> Able	<input type="checkbox"/> Afterthought	<input type="checkbox"/> Almost	<input type="checkbox"/> Anhedonic
<input type="checkbox"/> Abound	<input type="checkbox"/> Aggregate	<input type="checkbox"/> Amalgam	<input type="checkbox"/> Anniversary
<input type="checkbox"/> About	<input type="checkbox"/> Agile	<input type="checkbox"/> Ambidextrous	<input type="checkbox"/> Anteater
<input type="checkbox"/> Abstruse	<input type="checkbox"/> Ahasuerus	<input type="checkbox"/> Ambition	<input type="checkbox"/> Anthill
<input type="checkbox"/> Actinium	<input type="checkbox"/> Aidan	<input type="checkbox"/> Ambulatory	<input type="checkbox"/> Antipodes
<input type="checkbox"/> Additive	<input type="checkbox"/> Alacrity	<input type="checkbox"/> Ammonium	<input type="checkbox"/> Aorta
<input type="checkbox"/> Adoption	<input type="checkbox"/> Alba	<input type="checkbox"/> Amphibious	<input type="checkbox"/> Apogee

# Adventure Sheet

## Ability Scores

RUTHLESSNESS: \_\_\_\_\_ 1. \_\_\_\_\_  
ENGINEERING: \_\_\_\_\_ 2. \_\_\_\_\_  
MOTORING: \_\_\_\_\_ 3. \_\_\_\_\_  
INGENUITY: \_\_\_\_\_ 4. \_\_\_\_\_  
NIMBLENESS: \_\_\_\_\_ 5. \_\_\_\_\_  
GALLANTRY: \_\_\_\_\_ 6. \_\_\_\_\_  
Other skills: \_\_\_\_\_ 7. \_\_\_\_\_  
\_\_\_\_\_ 8. \_\_\_\_\_  
\_\_\_\_\_ 9. \_\_\_\_\_  
\_\_\_\_\_ 10. \_\_\_\_\_  
\_\_\_\_\_ 11. \_\_\_\_\_  
\_\_\_\_\_ 12. \_\_\_\_\_

## Possessions

## Money

NB: £1 = 20 shillings, 1 Guinea = 21 shillings

## Duelling

Parry: \_\_\_\_\_ (Nimbleness + weapon's PAR)

Wounds: ☐ ☐ ☐ ☐ ☐

Scars: \_\_\_\_\_

Other attributes: \_\_\_\_\_

## Reputation

Wanted by: \_\_\_\_\_

Friend of: \_\_\_\_\_

Member of: \_\_\_\_\_

Great deeds: \_\_\_\_\_

Titles: \_\_\_\_\_

## Velosteam

Minor damage: ☐

Serious damage: ☐

Critical damage: ☐

Beyond repair: ☐

Customisations: \_\_\_\_\_

Solidarity points:

At 20 Solidarity Points gain the title

*The People's Champion*

## Boat Manifest

Type: Skiff / Launch / Barge

Name: \_\_\_\_\_

Moored at: \_\_\_\_\_

Cargo: \_\_\_\_\_ Purchase price

Customisations: \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

