

Untold Stories (of the Great Flood) – Fresh Meat

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About the Adventure:

This encounter is designed for 4 Seasoned player characters. This Scene takes place outside Jonesboro, Arkansas around the year 1927. It is a pulp adventure and while based on some facts and the times, doesn't try to replicate what really happened.

WARNING: Contains racial slurs.

Introduction:

Rescue boats searching for marooned people in Washington County, follow the power lines to farms and houses in the countryside. They bring back everyone they can find to the high ground on the crown of the Greenville levee.

Around 13,000 refugees, mostly African-Americans, crowd the narrow 8-foot-wide levee crown, along with what few possessions and livestock they have salvaged. For shelter they have only blankets and makeshift tents.

They are stranded with only what bits of food they might have brought with them. The city's water supply is contaminated, sanitation is non-existent. An outbreak of cholera or typhoid is expected.

Opening Scene:

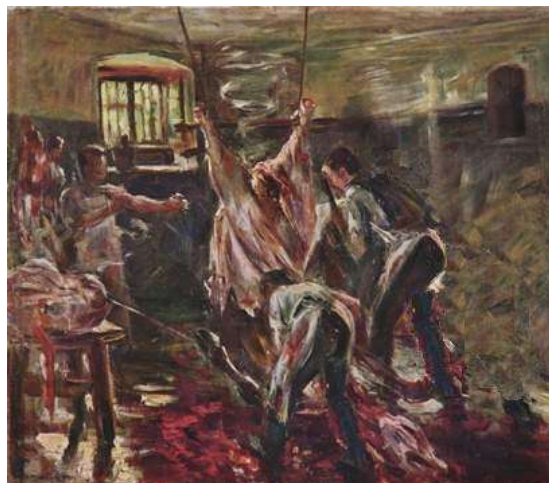
Moe's Bar was always busy with off duty packing people, especially around five when those without work would gather to see if those with a job would buy a round. Tonight Mr. Randolph, the foreman of the Cogden Packing Company, walked in and gathered some of his Klan cronies who worked at the plant over by the bar. This did not seem right since you were just as out of work as they were. As if it was his signal, Mr. Randolph left just as the train whistled that it was leaving the Jonesboro station.

After Randolph left you noticed the others he had talked to were pretty happy.

Will Percy, head of the local relief committee, needs to justify his committee's failure to evacuate and provide for the area's refugees. He must convince the Red Cross to make Greenville an emergency distribution center, with African-Americans providing the labor in return for a share of the supplies. The Red Cross agrees, and train loads of food and other vital supplies begin arriving in Greenville from all over the US. However the best and most provisions are given to the whites in town. Only blacks wearing tags around their necks marked "laborer" receive handouts.

For some this was a disaster, for others an opportunity.

With everyone out of work and the plant closed, that didn't seem right. It was time you checked out what was going on.



Special Rules and other Details:

The players can grill any of the eight men that had been gathered around Mr. Randolph. While the men are all members of the Klu Kluks Klan, they had never been unfriendly to any of you and had always wanted you to join them at their White Pride meetings. A success on Persuasion or Intimidation will give you the information that Mr. Randolph has a special shipment coming in on the train and they get to work earning bonus money for helping out! On a raise they will tell you they are to meet at the Cogden Packing Company around 10:00 pm tonight for full details. If intimidation was used they will say that Mr. Russell Randolph won't like that you are prying into his business and the Klan knows how to handle "*Nigger lovers!*" If Persuasion and a raise the guys will invite the asker to join the crew as an extra pair of hands. The eight (extras) are Oliver, Loyd, Bob, Jeff, Larry, Stan, Ray and Charlie. A failure result of a "1" will start a bar fight.

Investigating the Train: The players have a few hours to check out what train would be coming in. Talking to the stationmaster (Persuasion), slipping in and checking the train logs (Investigation), or nosing around the poorer section of town (Streetwise) will give the following information:

Stationmaster: Success: A refugee train of lazy Blacks is supposed to be here around 10:00 pm tonight.

Raise: Mr. Bueford Bradson, owner of Cogden Packing Company, said he would send those Niggers packing. There were too many refugees here as it was!

Failure of a "1": The stationmaster calls Mr. Brueford to tell him people are asking about the train but he didn't tell them anything!

Train logs: Success: 10:00 pm a stock car will arrive and is supposed to stop at the Packing company.

Raise: 40 African-Americans Refugees are the "cargo".

Failure of a "1": A train company employee (likely the stationmaster) finds the player looking at the log.

Poor Section: Success: some new guys are in town, two hard cases nick-named Lardhead and Rattles, and some swell named Frank Macmahan.

Raise: Macmahan has been seeing a lot of Mr. Brueford and those two hard cases are packing serious heat! Tommy-guns I think!

Failure of a "1": The guy you're talking too tries to get a reward by informing that you were snooping around. Macmahan and his boys will be watching for you. No surprise.

Investigating Cogden Packing Company: The players should be familiar with the plant so they know the layout. The train will arrive just at the edge of the holding pen and the crew will arrive at 9:45 for work. Prior to that, around 9:00 Russel, Bueford, Lardhead, Rattles, and Frank arrive. If the players watch (Notice) on a success they spot high voltage wires from the plant being placed into the shallow standing water covering the holding pen, ends exposed. On a raise they hear "*This will fry those nigger bastards!*" On a natural "1" one of the men will spot them watching!

Once the workers arrive the players can overhear (automatic if “with” the workers, a successful Notice roll otherwise) Mr. Bueford Bradson “explain” the plan.

“Boys, there is a big demand for fresh meat by people and niggers trapped on the levees. Mr. Frank Macmahan here, has this plan to make us all some good money. Ya see, he has a contract with the Red Cross to supply meat to all them niggers stuck on the rail lines. Well good beef is hard to get in this weather so, with Mr. Macmahan’s OK, I have arraigned for a train bringing some nigger refugees to stop here. We will bring them off the train and have ‘em wait here in the water say’en we are gonna find them work. Once we bring one of them inside to be interviewed by me, ya’ll just get out of the water but make sure those black animals are still standing in it.

When ya hear a gunshot Mr. Macmahan will throw a breaker and we’ll fry the lot of them. Once that has happened we’ll kill the breaker and ya’ll start dragging the bodies in for slaughter and Mr. Macmahan’s company will sell the meat to the Red Cross to feed other niggers. I think this is a great way of dealing with all those excess sub-humans and will make us all good money. Ya’ll might be a bit squeamish about butchering things that look like humans but I can tell you, as your Klan leada, these niggers are no more than two legged animals and I got no qualms about have’n them e’t their own. Now any of you boys don’t want to go through with this I sure understand and ya’ll can leave. I shore won’t stop ya. ‘Course I can’t speak for how Mr. Macmahan and his boys feel.”

In the distance a train can be heard approaching Cogden Packing Company. The workers on the train have been paid off and bullied into going into town and leaving the train until called back. These train workers can also be questioned.

If the player’s don’t intervene the plan will go as explained. Once all the African-Americans have been electrocuted the hired thugs will open the door to the holding pen and the workers will start dragging them inside for slaughter. The thugs will stand off toward the sides with their Tommy Guns watching the work outside while the foreman organizes the slaughtering process and Mr. Macmahan keeps an eye on things inside. Mr. Bradson, after having a couple of workers come and clean up the mess in his office, will return to the office for a steadying drink and to work on the books.

(The electrocution does not have to be completely lethal, Vigor rolls may be done to add additional help for the players.)

The eight white extras may be Persuaded to join any players with them, a success convincing one, a raise two and a natural “1” starting a fist fight. As long as Mr. Macmahan or either of the two gunman are not attacked this activity will not get anyone shot but any character caught may be brought to Mr. Bradson for a final decision. “Lardhead,” one of the men with tommy guns, is a fat bland looking man with slicked back dirty blond hair. From the sheen, it is easy to see where he gets his nickname. His partner, “Rattles,” is a man with a buzz cut and swarthy skin. They both look like they care more about their guns than anything else.

Mr. Macmahan will suggest anyone that causes trouble join the African-Americans on the meat hooks.

Cogden Workers (Extras)

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

Skills: Persuasion d6, Taunt d6, Fighting d6, Throwing d6, Streetwise d6, Guts d4, Notice d4, Stealth d4

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

Gear:

- Butcher Knife (STR+1)
- Club (STR+1)

“Lardhead” (Wild Card NPC)

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Streetwise d6.

Charisma: 0, **Pace:** 5, **Parry:** 6, **Toughness:** 7

Hindrances: Obese

Gear:

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Brass Knuckles: (STR+1)
- Ill fitting suit and about \$14 bucks and change

“Rattles” (Wild Card NPC)

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d6, Streetwise d6.

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 6

Edges: Rock and Roll!, Combat Reflexes

Gear:

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Brass Knuckles: (STR+1)
- Ill fitting suit and about \$32 bucks and change

Frank “The Fixer” Macmahan (Wild Card NPC)

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

Skills: Fighting d6, Guts d4, Knowledge (Bookkeeping) d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d8.

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 4

Edges: Command

Hindrances: Wanted

Gear:

- Revolver in pocket (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)
- Gold Ring with vulture emblem, a strongbox with the money (several thousands).

Bueford Bradson (NPC Owner)

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

Skills: Persuasion d6, Intimidation d6, Guts d6, Investigation d6, Streetwise d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Elitist (White)

Gear: Revolver in pocket (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)

Russel Randoff (NPC Foreman)

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

Skills: Persuasion d8, Intimidation d8, Guts d6, Repair d8, Fighting d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Loyal, Habit(smoke)

Gear: Toolbox

African-American Survivors (Extras)

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

Skills: Persuasion d6, Taunt d6, Fighting d6, Throwing d6, Streetwise d6, Guts d4, Notice d4, Stealth d4

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

Gear:

· Fists (STR)

This adventure is intended to be about common people standing up to EVIL. Clearly it is not for everyone as race is involved. One of the players can be African-American but will have the major Outsider hindrance. If none of the players are white, -4 to gathering information from whites.

In the "Pulp" tradition there is no need for deep emotional play however, there are obvious opportunities for it. The question is not IF they will oppose what is intended, but how they react to the NEED to do so. There is nothing that says you can't have internal emotional struggles while being a Hero, even for pulp.

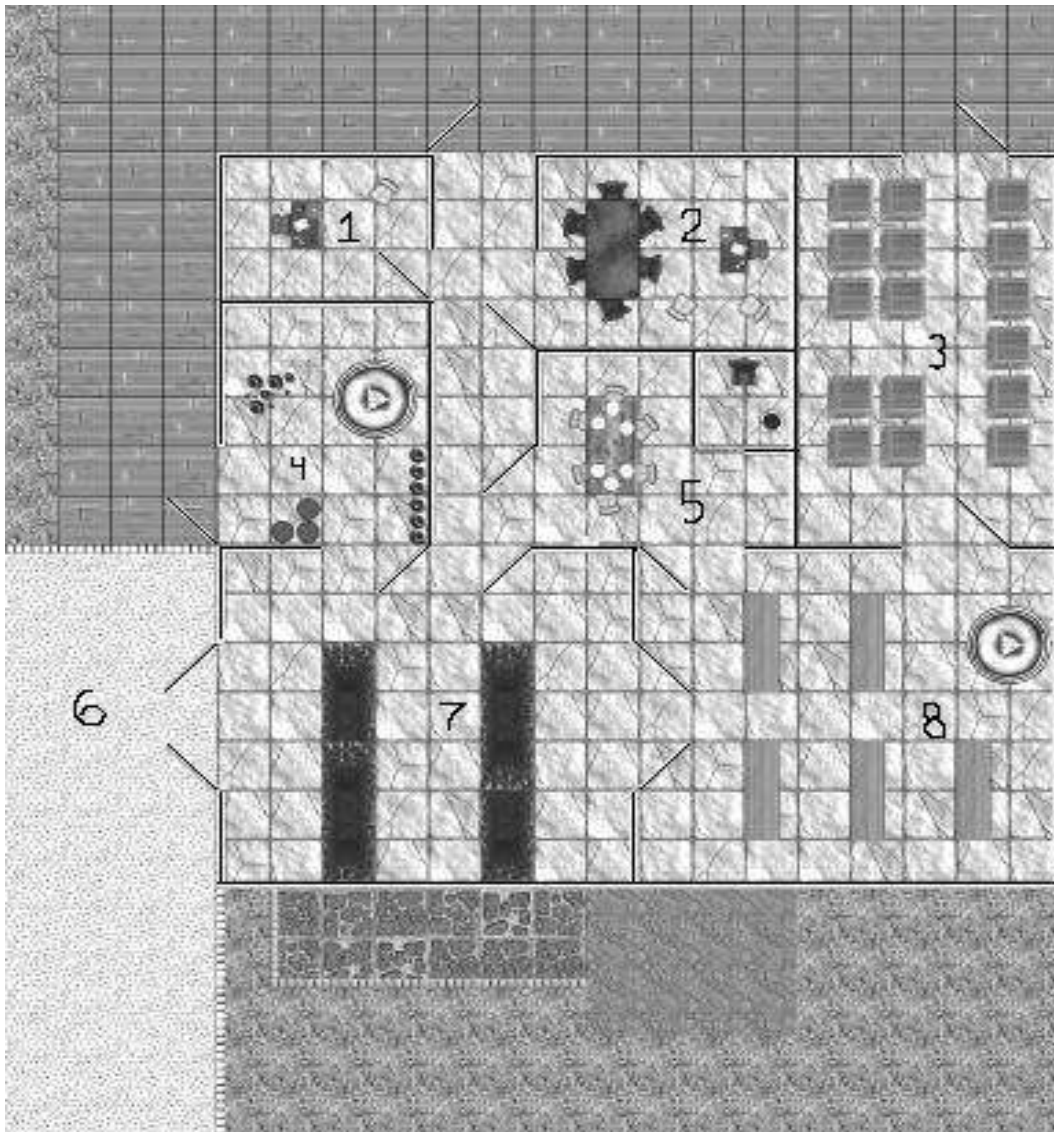
How do the characters oppose the people they know and have worked with? Some may even be family.

Will they risk future employment by direct involvement or will they be indirect and cut the electrical power. Will they try to delay the train?

Have they Won if no "meat" is processed and yet people died?

In my Pulp sensibilities, they have "Won" just by standing against Evil. Even if everyone dies, they are still Heroes.

Map of Cogden Packing Company



1. Office of Mr. Randoff, 2. Office of Mr. Bradson, 3. Refrigerated Room
4. Waste Grinding Room 5. Employee Break Room
6. Holding Pen, 7. Bleeding and Gutting Room, 8. Dismembering & Sausage Grinding Room

[04/04/08]