

BLOOD TALES

Clearing



UNDERGROUND
GAMES



POSTMORTEM
STUDIOS

credits

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introduction

Years of austerity and brutal suppression has resulted in a plutocratic police state across the British Isles. For the overwhelming majority of young people there is no longer any way to climb the social ladder and society is heavily divided between the privileged 'us' and the impoverished 'them'.

There is one hope.

For those whose intelligence, luck and resilience is sufficient to wring an education from the shattered remnants of the state school system there is an opportunity to pick up the few university places that the moneyed classes haven't snaffled up.

If you can survive the clearing process, you'll even get a full scholarship and the opportunity to earn a degree, the gateway to a better life; the only nod to meritocracy that remains in a country gone mad.

Each of the characters in this deadly little drama has managed to get into the clearing system and now all they need to do to earn their place at university is to survive...

Piracy Notice

I know you're going to. If you do and you like what you see could you sling me a couple of bob anyway or buy something else of mine just to show willing? Small company, not much money, the more I make the cooler stuff I can create.

Everyone wins.

THIS ADVENTURE

This adventure is really a framework in which you can tell your own, satirical story of murder and ambition. You are given the people, the places, the weapons and from these you can put together your own encounters and scenarios.

There are some ideas and suggestions, but these are by no means the way that you have to go with this. The island is a sandbox for you to put to use how you like, but we would suggest that you have a read through and make some decisions before you start.

WAKE UP

You come to, groggily. Looking around yourself with bleary eyes and seeing the others around you in much the same state. It's dim and damp where you are, cold. Your skin is raised in goose-bumps and you can hear the slow trickling of water. Stone bricks surround you in curved walls, polished smooth by time and rain. You don't even remember how you got here.

In the centre of this room are five backpacks. A number of card files are sat atop them, curling at the edges from the damp.

The characters have been assigned together as a team and they have woken up in the Napoleonic Fort.

Each backpack and folder has the individual character's name on it and contains their weapons, basic supplies and the briefing letter, which is listed below.

Besides the briefing and weapon the backpacks contain:

- A simple first aid kit (sticking plasters, needle and thread, disinfectant, basic painkillers, bandage).
- A map of the island (provided below).
- A pop-up, one-person tent & sleeping bag.
- A box of matches.