

G U R P S

It's Not Just a Game

AN e23 ADVENTURE
FOR GURPS® IOU FROM
STEVE JACKSON GAMES
FOR 3-6 PLAYERS

By Darius Garsys



Johnny skulked out of the cafeteria serving line, hoping that no other students in the course noticed him. He was running late for his computer mythology class and didn't need any distractions. Setting his tray down carefully at an empty table, he snatched the fork before the stuff on the plate could react and started prodding at the shuddering mass, searching for signs of life.

The screams in the cafeteria were punctuated by shots as a firefight broke out in the far corner. Johnny risked a glance up from his plate. Four WUSE majors sporting designer shades and semiautomatic shotguns had some mages under the hammer and trapped behind some tables. They were all in his class. Through the smoke and noise he saw one mage returning fire with a submachine gun from behind an upturned table as his three College of Metaphysics buddies mumbled something.

Time to duck.

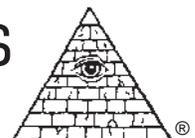
The mages yelled a mix of unintelligible syllables and the cafeteria washed out in white light. When his vision returned Johnny found himself against a crumbling wall, eardrums ringing but still able to walk. At ground zero there was nothing of the WUSE majors but a pair of twisted Ray-Bans, and his lunch was now indisputably dead. The metaphysics majors were unscratched and patting themselves on the back as they extracted themselves from the wreckage of chairs and formica table tops. Johnny scabbled in the debris for his gyro and picked it up in now steady hands, checking his load and blowing the dust off. The test allowed him to return fire when area effect weapons were used. With a grin he flicked the safety off with his index finger and took aim at the nearest mage . . .

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DIE103 – *Assassination and You*. Lab. 3 credits. Practice and theory of locating and eliminating potential personnel problems.

DIE104 – *Hit Squads*. Lab. 3 credits. Practice and theory of eliminating personnel problems. Emphasis on small-unit tactics.

At Illuminati University, *Killer* is a favorite pastime, allowing students to play at the arts of murder, mayhem and booby-trapping with *style*. The chaotic make-up of interdepartmental blood feuds insures these skills translate well into daily faculty life. Recognizing the training and profit potential, IOU took it and developed a lab course for applied politics. Thus was born DIE103, which was expanded to cover hit squads and additional profits with DIE104.

Though optimally political science courses, there was originally debate over who would teach the courses (and garner the profits). When the fallout settled, the College of Obscure and Unhealthy Professions had jurisdiction. COUP also succeeded in making these courses prerequisites in other departments, including WUSE’s Department of Ultramarine

Sciences, the SPCA’s film school, and C.T.H.U.L.H.U.’s MS301 – *Machiavellian Politics, Staying Alive in 1500s Italy*. The varied student body results in a healthy rivalry for grades.

Due to their high-entropy nature and the ArchDean’s rules, first semester freshthings are not eligible. Participation is enthusiastic, so the courses are only given once a year in the spring semester, giving construction crews time to repair the campus.

THE DEPARTMENT

DIE103 and 104 are taught by COUP’s Department of Involuntary Expiration, a very small department specializing in “hands on” politics. Hotly contested by every dirty tricks department on campus, they have yet to lose a bloodfeud. Fortunately, they have little ambition to take over anything, being occupied in finding amusing ways of eliminating the annoyingly competent. Professor “Mort” Deumsdey teaches either course and is a typical DIE professor.

