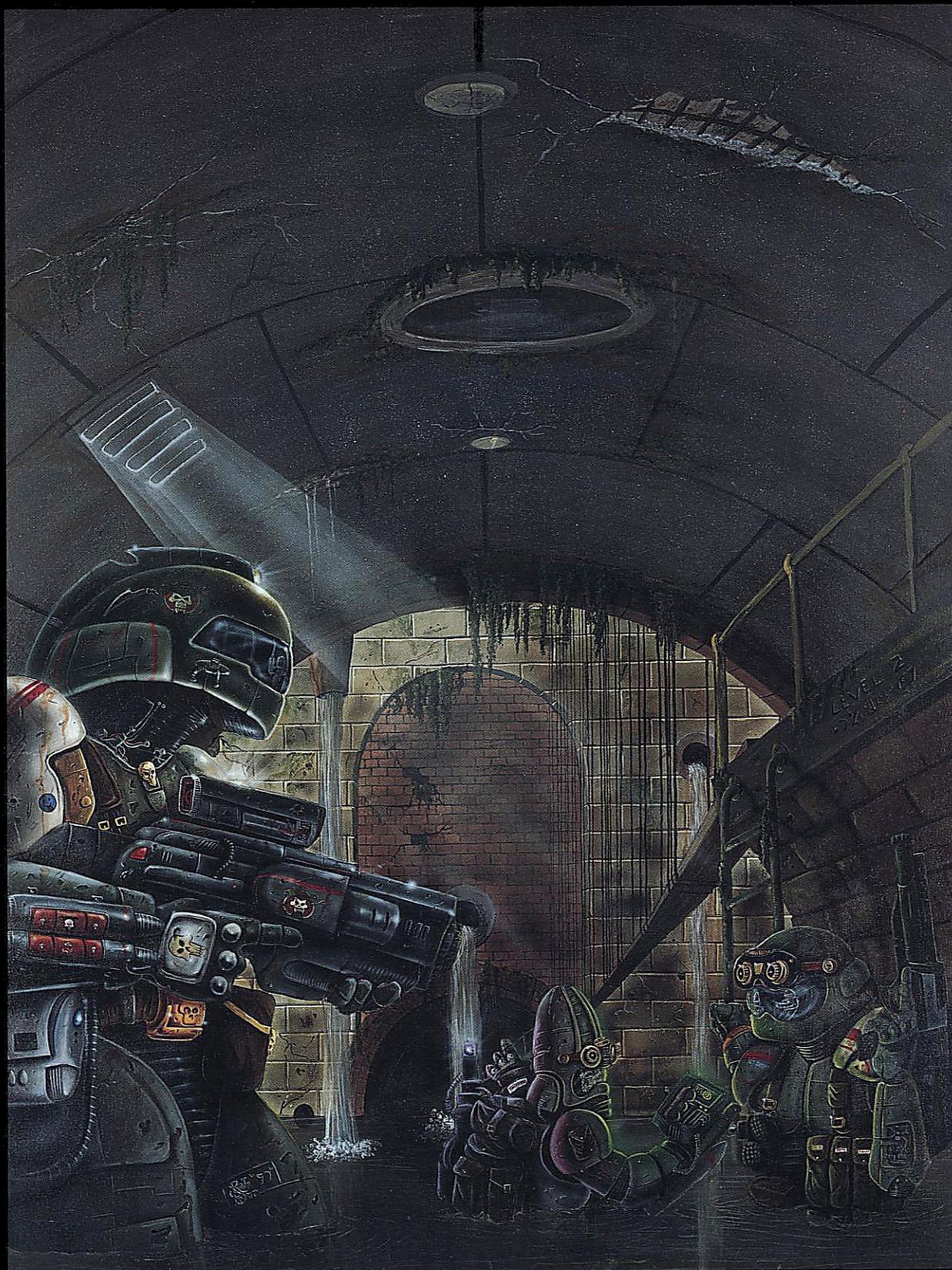


INFECTION



A BATTLELORDS' CAMPAIGN SUPPLEMENT

INJECTION

A PRODUCT OF OPTIMUS DESIGN SYSTEMS

Written By: Lawrence R. Sims

Chief Artist: Michael Osadciw

Cover Art: Rob Prior

Contributing Artists: Jim Carlton

Technical Adviser: Louis Norton

Chief Editor: M. Alexander Jurkat

Assistant Editors: Donald W. Stefanie II
Louis Norton
Nick Vasi
Jeff Winston

Cartography: David P. Wagner Jr.

Type Setting: David P. Wagner Jr.

CONTENTS

PICTORIAL REPRESENTATION	3
DNARON HISTORIES	4
BEANESE HISTORIES	5
INTRODUCTION	6
PLOT OVERVIEW	8
PRELUDE TO ADVENTURE	10
THE SAFE HOUSE	13
MR. CHENG'S NEIGHBORHOOD	15
GATHERING INFORMATION	21
BYNTECH SHIPPING COMPANY	29
THE KANOLIAN ZONE	34
OTHER ARENSMA LOCATIONS	44
ARENSMA CITY LIMITS	46
THE BURGESS SKI CHALET	54
PRELUDE TO ANOTHER ADVENTURE	59
INJECTION	62
THE SEWERS OF SIPAL	64
ON THE SURFACE	80
THE GANGS	82
THE REBEL COMPLEX	89
NEW EQUIPMENT	92
WRAPPING THINGS UP	93



CONFIRM

CONFIRM
CONFIRM



DNARON HISTORIES

- 2080 A.D.: The Human exploration ship Panama Heat takes orbit around Dnar. She deploys five Advanced Reconnaissance, Survey, and Patrol (ARSAP) teams to the surface. Geological and biological surveys begin. It will take 3 years to complete.
- 2082 A.D.: ARSAP Team Delta encounters hostile indigenous lifeforms branded the Blood Hydra in the Chengese Jungles of the Hemase continent. Twelve of the twenty member team are lost and the team is evacuated. The continent of Euras is secured.
- 2083 A.D.: Part of the Human task force assigned to explore this sector of the Fornax Galaxy is attacked by aliens called the Beanese. The light cruiser Iwo Jima is lost. Later that year, the Panama Heat is attacked and destroyed by a previously unknown alien race called Aeodronians. The ARSAP teams are left stranded on the planet.
- 2084 A.D.: The Battlecruiser Edgar Allen Poe and her support fleet cross into the Fornax galaxy in April. They reach Dnar by June. The Battlecruiser Yamamoto arrives three months later with her support craft. In September, the Humans launch a two pronged attack, one aimed at suppressing the Beanese and the other at the Aeodronians. The enemy fleets are defeated. The Monroe Doctrine is applied to this sector of Fornax. Two of the remaining four ARSAP teams are rescued from Dnar's surface. Part of one team had managed to survive by eating their dead.
- 2100 A.D.: Colony ships enter into orbit around Dnar. Settling the planet will take 40 years.
- 2105 A.D.: The planet is carved up into 123 different states. Each state is ruled by a sovereign governor. A central government is established in the state of Emerk. It is called the Consolidated Forum.
- 2134 A.D.: The rise of the Durian Empire threatens the stability of the planet. The planet arms for war.
- 2135 A.D.: The Consolidated Forum pleas for external assistance from the Alliance. It is refused under the premise that the inherent stability of life on the planet is not in jeopardy. (The Alliance adopts a policy of general non-interference in the domestic policy of colony worlds).
- 2140 A.D.: The Durian Imperial Army attacks with lightning efficiency across seven border states. The New Blitzkrieg has begun.
- 2142 A.D.: The States of Stugas, Napil, and Colorado form the Vigilance Defense Pact and side with the Durians.
- 2143 A.D.: The unallied states sign a mutual non-aggression treaty called the Precepts Of Faith. The Bralian Coalition is formed to defend against Durian and Vigilance aggressions. Arensma, a city in the state of Burgiss, becomes the capital of the coalition effort.
- 2147 A.D.: The Durians launch a winter offensive to conquer Burgiss.
- 2148 A.D.: Burgiss falls and Arensma is taken. 5,400,000 Dnarons die this year.
- 2150 A.D.: Durians use nuclear weapons in an attempt to end a decade of violence.
- 2151 A.D.: An emergency session of the Council of Timar is convened to discuss the response to the illegal use of nuclear technology. Humans push for disarming the planet. Mutzachans demand a stronger response: those responsible for the use of these weapons must be destroyed. Humans argue vehemently against this "overreaction." Mutzachans vow that it will not go unpunished, one way or another. Humans threaten to leave the council. Mutzachans dispatch the Lord of Timar, Markuss, to Dnar. The great energy controller invokes the matrix known as Cataclysm time after time. The states of Durian, Themus, Rend, Napil, Stugas, and Colorado are completely destroyed. 35,000,000 people are wiped out in less than a day.
- 2152 A.D.: The Human government threatens war against the Mutzachans. In an emotionless speech on the floor of the Council of Timar, Markuss explains, "If that is the case, then the entire Human populace will be wiped from the face of the universe by morning!" The Eridani and Ram Pythons side with the Humans in defiance. Markuss responds "Then we will have no choice but to eliminate all three of your races. However, this might take until Tuesday next week. Eridani! Are you foolish enough to try us again!!!" In the end, the Humans capitulate and the Alliance is preserved.
- 2153 A.D.: The void of power on Dnar is filled by Alliance troops.
- 2154 A.D.: The Mutzachans decree that the state of Durian will remain in Cataclysm for eternity as a warning against the ignorant use of power.
- 2241 A.D.: Technology exported to Dnar is limited to tech level three and lower goods, with the exception of some provisions.
- 2246 A.D.: The Alliance grants the Asteroid Mining Consortium mining rights in the subsector around Dnar.
- 2255 A.D.: Spaceport Phoenix Rising is built in high orbit over Dnar.

BEANESE HISTORIES

- 9400 B.C.: The Beanese planet begins to mechanize its production facilities. This industrial revolution will take 150 years.
- 9190 B.C.: Mutzachans first make contact with the Beanese peoples. Turmoil follows as frightened citizens begin a witch hunt and kill any aliens discovered.
- 8463 B.C.: An asteroid strikes the Beanese planet. The debris kicked up into the atmosphere blocks out the sun. The planet is slung into an ice age. Most of the planet's 500,000,000 people perish. Technology is lost and the Beanese are plunged into a terrible Dark Age which will last for thousands of years.
- 4250 B.C.: Mutzachans return and covertly assist the rebirth of Beanese technology.
- 4100 B.C.: The Beanese enter a period of renaissance known as the Period of Reflection.
- 3749 B.C.: The Second Beanese Industrial Revolution begins. It will last some 300 years.
- 3212 B.C.: The Beanese enter a period known as the Helm of Chaos. War breaks out across the planet as political factions and countries vie for power. Millions die in the global war.
- 2987 B.C.: The Great Retribution. The planet's magnetic field flips as a delayed result of the asteroid that struck more than 5000 years before. Coastal cities are destroyed as tidal waves arise. Organized religion begins as the survivors of the planet's second major holocaust try to cope.
- 2813 B.C.: Mutzachans return to Bena 4 and offer overt assistance. They are called heretics. A young matrix controller named Talcin is burned at the stake as a witch. The Council of Timar convenes to debate a response. Mutzachans depart from Bena 4.
- 2780 B.C.: The 500 year Hiatus begins as the people of Bena 4 prosper. Population centers spring up all over the planet as exploration of previously uninhabited areas is completed. Wary of another Helm of Chaos, the Beanese organize a planetary government.
- 2344 B.C.: The Beanese develop space travel.
- 1009 B.C.: The Beanese develop interstellar space travel.

THE BIRTH OF CHRIST

- 1100 A.D.: Beanese exploration ships encounter a hostile alien race which calls itself the Aeodronians.
- 1356 A.D.: Aeodronian warships attack Bena 4.
- 1585 A.D.: The Beanese strike back at the Aeodronian home world.
- 1587 A.D.: A cessation of hostilities is signed between the Aeodronians and Beanese.
- 1991 A.D.: Hawks in the Beanese military form a coup and topple the government. Beanese build ships for war.
- 2028 A.D.: The Beanese catch the Aeodronians by surprise and attack the Aeodronian planet of A'Thanniss.
- 2034 A.D.: A top secret biological experiment goes awry and infects the populace of the Beanese capital, Sipal. Hundreds of thousands die before it can be contained. An energy dome is built around the quarantined area. It is called the Pit of Pestilence.
- 2040 A.D.: Members of the government vote to terminate those survivors still inside the Pit. The people of Bena 4 rise up in revolt and five centuries of military rule are ended. The Prisoners of the Pit are to be kept alive indefinitely.
- 2043 A.D.: A referendum is held to determine the fate of the Prisoners of the Pit. Fear overrules possible rescue. Their fate is sealed forever as the populace votes to do nothing but maintain the dome over the Pit.
- 2082 A.D.: Human exploration ships encounter the Beanese. The ships African Nation and Pacific are lost when the Beanese suddenly, without explanation, open fire. Human warships set sail for Bena 4 and war breaks out between the nations.
- 2084 A.D.: A large Human fleet surrounds Bena 4 and threatens to destroy the planet, unless hostilities cease. A truce is signed that year.
- 2109 A.D.: The Alliance is formed.
- 2167 A.D.: Trade is established between Bena 4 and the Alliance.
- 2180 A.D.: Pirates begin attacks on Beanese shipping.
- 2211 A.D.: Alliance dignitaries visit Bena 4 and court the planet's entrance into the Alliance. The Beanese steadfastly refuse.
- 2225 A.D.: Bena 4 permits the establishment of Alliance firms on Beanese soil.
- 2246 A.D.: The AMC gains mining rights within the subsector.
- 2253 A.D.: The SSDC begins to muscle in on Asteroid Mining Consortium operations.
- 2260 A.D.: A top level Alliance dignitary visits Bena 4 in an attempt to change the Beanese policy of non-alignment. Again, dove factions within the Beanese government prevail and a treaty is rejected.
- 2266 A.D.: A terrorist attack kills an Alliance dignitary at Sipal.
- 2268 A.D.: A wave of mercenary style terrorist attacks sweep the planet. Hundreds die.
- 2273 A.D.: Beanese officials threaten the expulsion of Alliance corporations.
- 2275 A.D.: Progressive factions of the Beanese government seek a vote of no-confidence to overturn the policy of non-alignment.

INTRODUCTION

Welcome to the premiere campaign module by Optimus Design Systems for **Battlelords of the 23rd Century**! This module forms the first part of a campaign series, called the Lethal Series, detailing the growth of a group of brash, untrained mercenaries (the PCs) into seasoned combat veterans. *Injection* is designed to introduce and acclimate players, as well as Battle Masters, to the **Battlelords of the 23rd Century** universe and rule system. Each of the Lethal Series modules will present players with intense combat situations where careful planning and quick decisions are necessary for survival. The problem-solving situations require PCs to gather, decipher, and intelligently analyze clues. Plenty of roleplaying is provided for, and should be stressed even in combat situations.

ABBREVIATIONS

There are a fair number of abbreviations used in *Injection*. They are listed below. To greatly increase the speed and playability of the game, I suggest that the Battle Master become familiarized with them.

AHW: Archaic Hand Weapons (swords, doka, nun chucks, etc.)

AI: Armor Integrity. The total amount of metal covering the armor.

APW: Archaic Powder Weapons (IMI Eagle, MP5, PK, etc.)

AR: Absorption Rating. Effectively, the armor's body points.

ARSAP: Advanced Reconnaissance, Surveillance, And Patrol. ARSAPs are the lead survey teams that land on newly discovered planets after a ship in orbit has run a scan and determined that it is safe. Most ARSAPs land in advance of colonists to ensure that the planet is habitable.

BRA: Biological Redox Agent. An applicator (usually one-shot) filled with a special biological anti-toxin that reinforces a soldier's immune system to counter biological attacks.

BRI: Body Rehabilitation Injection. An applicator (usually one-shot) filled with an agent that aids recovery from injury.

BW: By Weapon. Unlike non-weapon skills, weapon skill levels are factored into a character's Unadjusted Attack Number for each individual weapon. Thus, weapon skills do not have a basic UPS as non-weapon skills do.

CLD: An armor's resistance to the effects of cold.

COH: Cash on Hand. The number of credits an NPC is likely to be carrying at any given time.

CRA: Chemical Redox Agent. Like a BRA, but designed to counter chemical attacks.

D/A: Damage Per Attack.

DAM: Damage bonus from HTH skill level, AHW skill level or STR stat.

ELE: An armor's resistance to the effects of electrical attacks.

EMP: An armor's resistance to the effects of electro-magnetic pulse attacks.

FIR: An armor's resistance to the effects of fire.

HTH: Hand To Hand combat.

IM: Initiative Modifier.

LZ: Landing Zone.

MBRI: Massive Body Rehabilitation Injection. A more potent version of the BRI.

MN: Malfunction Number. An attack roll equal to or above this number results in a weapon malfunction.

N/A: Number of AHW or HTH attacks per three seconds, or Not Applicable.

NPC: Non-Player Character.

PC: Player Character.

PP: Power Points. Used for the generation of matrices.

ROF: Rate Of Fire. The maximum number of rounds that the weapon can fire per second. Weapons with a ROF greater than 1 are automatic weapons.

RP: Resurrection Percentage. Dependent on the constitution stat, the number, or lower, that must be rolled for a character to be resurrected.

SB: Skill Bonus. A modifier added (or subtracted) to applicable skill rolls based on vital statistics.

SMR (Survival Matrix Roll): The percentage chance for the body or mind to resist damage associated with special attack forms.

SS: System Shock. A weapons, or other equipments, chance of surviving undamaged when it is dropped, jarred, etc. Also, a character's chance of remaining conscious after critical injury.

Stat: Statistic.

SWAT: Special Weapon Assault Team. After regular police units, this second line of defense is highly-trained and well-equipped to respond to crisis in city areas.

THR: Threshold. The damage that must be superseded to penetrate armor.

UAN: Unadjusted Attack Number. The base chance for a character to hit in combat. Circumstance modifiers are applied to this number.

Range weapons have a different UAN for each range bracket. Example: a character with no skill and average manual dexterity with a BS-2 would have a UAN of 78/68/60/45/20.

U-CAT: Urban Combat Assault Team. After SWATs, this third line of police defense is composed of elite combat personnel with sophisticated equipment. If the U-CAT cannot handle the situation, the Alliance military responds.

UPS: Unadjusted Percentage chance of Success. The base chance for a character to succeed at a skill roll. Skill difficulty rating and circumstance modifiers are applied to this number. Only applicable to non-weapon skills.

Q: The maximum number of rounds or charges that a weapon holds.

PLAYER CHARACTERS

Injection is designed for 5-6 characters ranging from 0 to 10,000 experience points. Parties should be balanced: at least one "heavy hitter" (Ram Python, Python Lizard, or Cizerack), one skilled warrior (an Eridani and/or Phentari), one matrix controller, and one Human or Gen-Human (one planet the PCs will visit is primarily human). If they don't bring a Zen along, the party should stockpile medical equipment (BRIs are a must) and have someone with medical skills. Mazians are good scouts, but they are virtually useless in combat.

The choice of skills is also important. Parties with the broadest selection of skills will handle encounters more efficiently. The following skills have a direct impact on the outcome of the module: Operate Computers, Detect Security, Defeat Security, Climbing, and Street Smarts.

The PCs form an SSDC mercenary group. A team leader and second in command should be designated based on the military leadership statistic. The players should be well aware that blatant violation of orders results in significant black marks.

MOVEMENT

A character's basic movement adjusted for encumbrance, may be adjusted further in special circumstances in *Injection*. These circumstances are as follows:

1. Movement in tunnels is x 3/4.
2. Movement in water above the knee but below the waist is x 1/2.
3. Movement in water above the waist but below the shoulders is x 1/10.
4. Movement in water above the neck is x 1/20.
5. Movement along rooftops is x 3/4.
6. Cautious movement, fully alert for danger and searching, is x 1/10.

ENCOUNTERS

Injection contains two basic encounter types, planned and random. Planned encounters are the meat and potatoes of the module and must be played through to significantly advance the plot. Random encounters can be used to spice up the story's events and may even provide clues. When called for in the plot, required by PC actions, or simply when the Battle Master wants to liven up a lull in the action, consult the Random Encounter chapter.

Encounters may include italicized sections. Unless the Battle Master wishes to modify encounters to suit his or her nefarious (evil) purposes, this text can be read out loud to the PCs. NPC descriptions in encounters follow certain formats.

ROLEPLAYING

Injection is designed for roleplaying as much as anything else. There are a number of encounters where PCs gain experience through roleplaying alone! PCs also gain experience when roleplaying in combat situations. I suggest that players note their character's basic angle on life, adventuring, combat, etc. and show it to the Battle Master. This will aid the Battle Master in judging how well the players have been roleplaying and should affect experience point awards.

DEATH

Battlelords of the 23rd Century is designed so that combat is deadly. Mistakes, or poor planning, can get PCs very dead, very fast. Other times sensible risks are taken and lady luck passes you by. In either event, a player may be without a PC. The Battle Master might have the player generate a new character who is assigned to the party by SSDC. The new character could be brought in whenever the story allows, such as when the PCs return to the safe house.

TIME

Injection is a long and involved campaign module. At least ten four-hour sessions will be needed to complete the adventure. Battle Masters can decrease playing time by making the clues easier to extract and assemble, by minimizing the roleplaying necessary to gather clues, and by giving the PCs more information through Major Merced. On the other hand, the adventure can easily be expanded by making the characters work for their clues and sending them after red herrings. Further tangents are suggested at various places in the adventure.

SKILL COMPENSATOR

The Skill Compensator is used to adjust the difficulty of the module. There are three levels: Novice, Intermediate, and Lethal. The Novice level is used for gamers who are not experienced roleplayers, or who are not good at employing strategies and tactics to circumvent problems. The Intermediate level is designed to accommodate the average gamer, someone who has played roleplaying games before, and therefore has been exposed to team problem-solving. The Lethal level is reserved for players who have advanced roleplaying skills, work well together as a team, and don't make many mistakes. The Skill Compensator level affects character experience awards, skill checks, SMR checks, and combat (no adjustment is made to NPC statistics). The module is designed at the Intermediate level, no adjustment is made if that level is played. The Novice and Lethal level adjustments are as follows:

Experience Awards (PCs): Novice, x.67; Lethal, x1.33.

Skill Checks (PCs): Novice, -2 difficulty level; Lethal, +2 difficulty level.

SMR Checks (PCs): Novice, +20; Lethal -10.

Combat Damage (NPCs): Use Lock-n-Load or the basic rulebook. Choose the weapon with the next highest or lowest damage yield, at the cheapest reasonable price, to determine the outcome of encounters with NPCs.

Vital Statistic Checks: No adjustment for any level.

Note! Battle Masters, assign each player a roleplay rating from 0-25 at the end of each session. Multiply the result by 50 to get experience point awards for roleplaying during that session.

PLOT OVERVIEW

BACKGROUND

David Joe Hansen, Governor of the country of Penthra on the planet Dnar, was unsatisfied with his station in life. In order to amass more power and more money, he organized a multi-billion credit weapons smuggling operation. First, Hansen contacted the Pharix Cartel, an underworld racket financed through drug sales, prostitution and extortion. The Cartel provided Hansen with stockpiles of weaponry in exchange for complete control of the Kanolian Zone, an alien-infested pit of hedonistic pleasure. The Zone is located in the capital city of Arensma. Hansen then contacted the Rebels on neighboring Bena 4 who desperately needed arms. As Governor of a wealthy food-exporting country, Hansen arranged to hide the weaponry in cargos of emergency food supplies shipped from Penthra. He negotiated an exclusive shipping contract (suggested by the Rebels) with BynTech Shipping Corporation. The Governor received substantial kickbacks from BynTech, larger profits from the hungry and grateful Beanese (which he liberally spread around Penthra to ensure re-election), and still larger sums from the equally grateful, but much more deadly, Rebels. Hansen had the Rebels transfer their payoffs to an Asteroid Mining Consortium (AMC) account under the name of Nicholas Styles. Styles, a former AMC employee, had mysteriously disappeared on a deep cover mission on Dnar, but his financial records had never been closed out on the computers. Hansen's wife, AMC Comptroller for the subsector, made sure the Styles account was not discovered. Hansen, disguised as Styles, traveled off planet to withdraw funds from the AMC account, using the best ID money could buy. He placed them in an "untraceable" Orionus Bank account.

The Beanese race is an old one, and one with little history of intra-racial violence. The race's history, and now semi-dormant religion, lead them to hate and fear aliens and to shun off-world colonization. This long-standing xenophobia among the populace has recently been joined by a wide-spread hatred of the military. Almost 250 years ago, during a long and debilitating space war with the Aeodronians, a military dictatorship then in power began experimenting with biological warfare. One experiment was mishandled and a biological agent escaped into the capital city of Sipal. Hundreds of thousands died or were mutated and the area was sealed off by a wall and energy dome. Soon after, the dictatorship's role in the tragedy was revealed and it was overthrown. The Beanese left the area sealed, unwilling to destroy the Pit of Pestilence, as the plague area came to be called. Those trapped inside were left to survive as best they could. Food and medical supplies were periodically air-dropped into the area. The victims of the planet's worst tragedy were, however, never to be freed and the Pit became the focal point of anti-military and anti-weapon sentiment for generations of Beanese pacifists.

This wide-spread pacifism, combined with the race's refusal to push space technology to support colonization, left the Beanese woefully unprepared for battle when the expanding Human empire encroached on their subsector. Irrational xenophobia ran rampant in the small outdated Beanese space military. When they attacked the Humans without provocation, defeat was swift and sure. For the first time in their history, strained intra-racial relations have caused cracks in the otherwise solid Beanese way of life. The debate over Bena 4's entrance into the Alliance further exacerbated tensions among the Beanese people. Alliance officials began pushing for Bena 4 to enter the Alliance almost a century after the formation of the inter-galactic

body. Open commerce and trade routes had long ago been established. For sixty years, the question of entering into a centralized governmental structure has been debated. A slim majority of the current government supports full Alliance membership. These officials, and the citizens behind them, argue that membership will stimulate the economy, allow swift technological upgrading, and expand trade. They claim that alien interaction can be strictly regulated without sacrificing the economic benefits of merger. Although not strong enough to push through Alliance membership, these politicians have enacted laws allowing Alliance companies to base their operations on the planet. SSDC, Cyberdyne, and Able Corporation have all built huge offices in Sipal and production plants in other areas. The ruling government has also allowed plants in Sipal to develop weapons production technology. However, weapon production on Bena 4 is minimal and non-existent by outsiders.

A minority of Beanese politicians advocate isolation from the alien-controlled and militaristic Alliance. They are supported by large segments of the population. Each fig leaf offered by the Beanese government to appease Alliance officials is greeted by angry charges of corruption, hypocrisy and betrayal from the minority faction. Whether the Beanese could have worked out these difficulties peacefully will never be known. The Rebels saw to that.

The Rebels see an Alliance-independent, or better yet, an Alliance-hostile Bena 4, as a perfect base for operations in the subsector. Furthermore, the Rebels want to halt the testing of weapons technology on the planet because it may be used against them. The insurgents have joined with certain powerful minority Beanese officials to subvert any confederation with the Alliance. The Rebels' base of operations is in the Pit, and they have convinced sympathetic officials to suppress electronic scanning of the area. These co-conspiring politicians have also aided Hansen's weapon smuggling scheme. The Rebels use these weapons, and their official operatives, to conduct terrorist attacks against innocents, which are made to appear payrollled by the Alliance mega-corporations. The group also subsidizes assassinations of pro-Alliance officials by high-profile, but thus far uncatchable, aliens.

So what's the real deal? Well, the Rebels have informed their allies that they are constructing powerful EMP devices. The Rebels will turn over these devices to the minority politicians in exchange for a permanent Rebel base on Bena 4. The politicians in turn hope to use the devices to convince the Alliance to leave the planet alone. The Rebels' true agenda is more sinister though. They do not trust the xenophobic Beanese. The insurgents have purchased many more weapons than they need for the occasional terrorist attack or assassination. These weapons are being stockpiled throughout Sipal and are used to control the Pit inhabitants. Instead of an EMP device, the Rebels are constructing a nuclear bomb! The Rebels, having infiltrated the Alliance embassy at Sipal, plan to trigger the 40 megaton device at the embassy after the next Alliance diplomatic team arrives. The bomb will be detonated just after negotiations begin. The Rebels hope to wipe out Sipal, most of the planetary government, billions of credits worth of weapons technology, and the limited Alliance presence all at the same time. The Alliance and the Beanese are sure to blame each other, and the Rebels plan to use their Beanese allies to fill the vacuum in power, by force if necessary. Once in effective control, a cessation of Alliance ties and a permanent Rebel base could be arranged.

WHAT HAS GONE BEFORE

Cheng and King first met Governor Hansen at a holographic exhibit featuring the works of Chanceau and Dwarck (normally a forbidden technology on Dnar). The Governor joined the lovers' conversation, having overheard King belittle recent comparisons between the two artists. They all agreed that the axial representation and imaging of the late Chanceau far surpassed that of Dwarck, or even the renowned Hamilton. Andre Chanceau was declared greatest holo-illusionist painter in the 20 Galaxies! Attracted to the vivacious Debra King, the Governor joined them for lunch and the three became good friends. Over the next couple of years, King, Cheng's family, and Hansen's family dined, partied, and even travelled together, basically carrying out all those mundane things that boring people do in their middle ages. When one left the country on business or pleasure, the others often house-sat. Hansen soon informed Cheng and King of his secret "crash pad" located in the Zone, and encouraged them to use it for "whatever."

Naturally, Hansen pursued King until she agreed to begin an affair with him. Hansen knew about King's affair with Cheng, but was adamant that Cheng not learn about King and himself. Debbie stopped sleeping with Cheng because the governor could not handle it, and King had already decided to pursue a more financially rewarding relation with Hansen (typical female! [editor's note: unnecessary sexist dig]). King told Cheng that she was concerned that Cheng's family would get hurt and that their working relationship would be endangered. She had to stop seeing him. Cheng, the poor sap, reluctantly agreed, but maintained strong feelings for the minx. For his part, Hansen was madly in love and intended to divorce his wife for the younger and more beautiful woman (typical man, thinking with his &*&+ [editor's note: oh good, equal opportunity sexism!]).

Hansen used King for various odd jobs involving the Cartel and BynTech Shipping. Debbie found the whole "underworld-thing" exhilarating, and by the time she came face to face with the deadly aspects of her new hobby, she was in too deep.

On one occasion, the Governor travelled off-planet to conduct financial transactions. King was on retreat reconsidering her recent activities. Cheng's wife was visiting her mother in the mid-county. Hansen suggested (with a wink) that Cheng look after his "crash pad."

Early one morning after a particularly vicious night in the Zone, Cheng staggered back to the "pad." He was so drunk that he passed out while still standing up. His knees buckled and Cheng crashed over and through one of the wall mounted stereo speakers in the living room. Several hours later, he woke, face down, drooling into the rug with killer "cotton mouth" and a miserable hangover! He stumbled into the kitchen, sucked down half a bottle of orange juice equivalent, then went to the bathroom to get a shower and a half dozen pain-killers. Feeling better, Cheng returned to the living room and noticed the false panel where the speaker had been. Cheng pried it open and discovered a secret compartment which was locked by a sophisticated finger-print scanner. This was prohibited technology on Dnar, and Cheng's long-dormant spy training surfaced. He returned home, dusted off his security-bypass tools, and returned to the pad.

The compartment contained a folder. Cheng glanced through the papers, a ledger and the photographs inside. The papers were a series of BynTech Shipping invoices showing a number of canned food deliveries, and several deeds, in the name of Nicholas Styles. There were two large land holdings and numerous other building deeds on Dnar, as well as titles to expensive cars, transcruisers, ships, etc. The

book contained nearly a hundred names with corresponding monetary figures underneath. The first page, the one with the highest numbers, contained the name of Penthra's Police Commissioner. Startling as this was, the photos raised Cheng's bile.

In each of the seven pictures, the Governor could be seen standing over prone bodies, firing a laser pistol into their heads. Two Eridani Swordsaints stood on either side, arms crossed, faces impassive. For the most part, the victims looked none too legit.

The materials churned Cheng's guts. His friend, the Governor of the state of Penthra, was a criminal, an enemy of SSDC, and probably a traitor to the Alliance. Cheng found he was still a patriot, whether he wanted to be one or not. For a long time, Cheng just sat in a chair with the folder in his hands, unsure of what to do. His first impulse was to call the police. But how could he do that? Apparently several officers, including the Commissioner, were on the take. He could call the Galactic Intelligence Bureau, but that organization was so clumsy, heavy-handed, and untrustworthy that they would probably broadcast Cheng's identity as the informant and he would wind up very dead, very fast, in some very bad and painful way. Finally, Cheng called SSDC headquarters from the secret communications rig in his basement and told his story. SSDC researchers soon uncovered the Styles obituary, and SSDC moles in AMC cracked Mrs. Hansen's security programs on the Styles' account. Sensing a publicity as well as business coup, Cheng's controller ordered him to copy the documents, return the originals and do some follow-up investigations. The operative did so during the next week, and when he realized the nature of the Governor's scheme, he became even more frightened. In desperation, he foolishly turned to the friend he shared other secrets with, Debra King.

OUR HEROS

King clung to the most powerful person she knew as her double life began to crumble. She sought solace in the Governor. She informed him of Cheng's discoveries. Subsequently, Hansen ordered his Black Eridani enforcers, on loan from the Cartel, to Cheng's home to kill the family, retrieve whatever evidence the spy had gathered, and bring the "deadman" to him for questioning. One of the Swordsaints lost an ID medallion in the process of beheading Cheng's wife, and in his glory failed to notice this. Kim, interrupted in mid-transmission to SSDC headquarters, rushed upstairs and was easily subdued. The Governor tortured his "friend", discovered that his beautiful and lucrative plot would soon be exposed, then shot him in the mouth for talking too much. Hansen dumped the body in a shallow grave at Mindersong Park, next to his other victims.

The party should gather enough clues to unravel the Governor's scheme, starting at Cheng's house, under orders from SSDC superiors. A couple of days after the party arrives, the Governor announces his sudden retirement "for health reasons" and disappears. The Governor travels to the planet Jerusalem, and liquidates Styles' holdings. This takes a couple weeks. He then contacts the Rebels and flees to the sanctuary of the Pit on Bena 4. An SSDC operative working as a Customs Inspector on Jerusalem created an excuse to isolate Hansen enroute to Bena 4 and affixes an ultra-tiny micro-transmitter to his scalp during a "random personnel inspection."

Having pieced together Hansen's plot and gathered hard evidence, the PCs are ordered to retrieve Hansen for the greater glory of SSDC. The party is injected through an old sewer line into the Pit. There, they stumble upon the fiendish Rebel plan! Can they stop the Rebels from blowing up the entire city? Will they make it in time? Stay tuned!

PRELUDE TO ADVENTURE

WELCOME TO YOUR NEW LIFE

After months of applying, waiting, interviewing, waiting, and waiting some more, you were finally picked up by a mainstream company. Unfortunately, that company is Space Systems Development Corporation, or SSDC, the company with the highest attrition rate among mercenaries in the galaxies. Before and after boot camp, you boast about your coming adventures around the universe, battling the Rebels and slaying Arachnids. During boot camp, you are too busy trying to survive "lights out" to do much boasting, or talking of any kind. You quickly learn that questioning, or even failing to respond immediately to orders, and superiors, is not a wise move. Shortly after boot camp, you receive your shipping papers ordering you to your first duty station. Next stop, Naxtar in the Fornax galaxy.

You are conveyed to Naxtar on an outdated starfreighter. You had expected a sleek and deadly space destroyer. The trip is long, boring and uneventful. There isn't any blood curdling, heart pounding battle. You find yourself down 50 credits in what increasingly appears to be a crooked Slaps (poker-equivalent) game by the time you arrive at Starbase 391. The orbital shuttle takes you down to Naxtar, a high-tech industrialized world on the frontier. Transferring to yet another vehicle, a sky bus, you are taxied to SSDC sector command. There you spend another eternity being inprocessed with your operations team (the other PCs). You are assigned billeting quarters and informed that your personal equipment has arrived safely and on time (maybe this outfit does have something going on) and is stored in lockers at the training area.

A voice which reminds you of your basic training drill sergeant comes over the intercom and orders the team to report to the Operations Commander. You have barely had time to unpack. You board a turbo lift that whisks you up the outside of a building 200 stories high. Below, skimmers flit among the steel of skyscrapers and crowds pass along the skywalks between buildings. The people of Naxtar go about their daily lives, unaware and uncaring of your existence.

JOANHA STEEL

The party arrives on the Operations Entry level and is ushered into a brightly lit conference room. It is empty except for a long table, 10 body contour adjustable chairs, and a small stand holding bottles of Cizerack Mountain water (a bit of variety on the part of SSDC — such water is extremely expensive). After a few minutes, an attractive, but steel-eyed, Gen-Human female enters the room with a pencil-necked clerk at her elbow. The party has heard rumors about this combat operations director: She's a psycho !@#\$. The woman signs the document held by the pinhead and curtly dismisses him. She turns to the party:

"I am Joanha Steel, Sector Combat Operations Director. Don't get your briefs in an uproar, I like to personally greet the new blood when I can. Don't take it as a compliment, I need to know who I'm dealing with, and I already don't like the looks of you. Always remember, I am your boss."

The SCOD turns her back on the party and begins moving toward the window at the far end of the room.

"You recruits have signed on for a 6 year hitch with a company which has a 50% attrition rate. We are used to new faces and old body bags. If you don't follow orders, if you start thinking you know better, if you screw up in any way, you end up like this."

Steel spins abruptly, a Derringer .44 in her hand, and fires at the nearest character. Steel will not miss. Roll 2d4 damage and apply it to the chest area. If the rest of the party gets uppity, a pair of Ram guards in Street 2 with tasers enter the room to calm things. Steel can take care of herself, though. The party should not fight these people! If they persist, bring in a couple guards every round until the PCs surrender or are unconscious, then penalize them 200 experience points each (yes, experience awards can be negative).

Joanha will call a CODE 11 in the conference room on her headset if the PC dies. Within seconds, a medical team arrives to revive the party member. The PC will be ushered out on a gurney and will recover in the next couple of hours, albeit feeling a little weak.

If no one starts anything, or after things settle down, or after the PCs regain consciousness, Steel continues, still brandishing the pistol:

"Death happens quickly around here. Be prepared for it next time. Oh, and by the way, welcome to SSDC! Glad to have you aboard."

Steel pauses for a moment, a maniacal grin on her face. When everyone is settled again, she straightens, and becomes all business. Not for the first time, the party wonders what they have gotten themselves into.

"Your first mission is a simple one, sentients . . . A deep mole has been gathering information that will link AMC to the death of one of our operatives, and to illegal gun smuggling. For those meatheads among you (she stares pointedly at the dumbest in the party), AMC is our chief adversary. The mole is a human, name of Cheng, Kim Cheng. He apparently has uncovered enough evidence to bring the house down! You are to go to the planet Dnar, pick up Cheng, his family, and most definitely, his evidence, and return here."

Dnar is tolerant of outsiders and is primarily composed of Human types, about 75%, and a strong contingent of Orions at 12%. The rest are a mix. The planet is also under technical quarantine. Seems as if the Dnarons abused their technology by tossing off a couple a' nukes and got slapped down to a low non-nuke tech level 3.

You will be issued fake ID cards with a cover as arms dealers. This will allow you to carry one tech level 3 or lower archaic powder firearm. The rest of your equipment shall be smuggled into a safehouse. Once you land on the planet, you are to pass through Customs and proceed to the house. There you shall receive further orders. Your on-planet superior is Major Raul Merced. He will meet you at the house. But don't go crying to him all the time, he has his own problems. The house is there for your use and has a number of support services. It cost this company a very large sum of money to build and it can, under no circumstances, be compromised.

"This is a simple mission. Go to a planet and pick up some Humans and some documents. That's all. Don't #@%\$& it up!"

Take time to "dog" each one of the party members with warnings such as those given below. The sector commander will be blunt with Phentari, Orions, Pythons, and Chatilians, polite but stern with Mutzachan, Zen or Eridani, and condescending toward Human types.

Give each player a chance to develop and display his or her character's personality. Assign each player a roleplay rating from 1-25 and award now, or at the end of the session, that number times 20 in experience points.

"Phentari. This isn't your own private smorgasbord. I don't want to hear that you have picked up some lollipops and that children are missing from school.

Ram. If it moves, kill it. If it doesn't move, pick it up and kill it, doesn't apply here. You are not to go around squashing the denizens. You are to protect the party and only use combat as a last resort.

Orion. I had better not hear that the planet's gold reserves are missing. I'll make sure you spend the rest of your life making little rocks into pebbles, and pebbles into sand.

Eridani. You are honorable. I trust you'll make sure that there is no trouble.

As a Human, I expect you to perform well. Just remember to use your brain, as well as your muscle, when you approach a problem."

After Steel is finished, the party is sent directly to the armory to ensure proper packing of their equipment. There, they will have the option of purchasing any tech level 3 or lower sidearm. The cost will be deducted from their paychecks.



PLANETFALL

The party shuttles back to Starbase and re-boards the dilapidated freighter. The one day trip to Dnar seems to take 2 weeks. The ship docks at an orbiting spaceport. After gathering their personal items, the party exits along the umbilical causeway into the high-tech world.

Spaceport Phoenix Rising opens before you, a huge spinning structure filled with hundreds of travelers who scurry off to obviously important business. Most are Humans, but there is a smattering of other races. The port looks like an ultra-modern airport, complete with customer service counters, duty free shops, mobile walkways, tourists, etc. Children of the Mind's Eye (Hari Krishna equivalents) hand out pamphlets to your left. A pack of Mutzachans stand just beyond them, all babbling intensely and waving their arms wildly. They look like a big gyrating mushroom field. A neon, three dimensional, holographic arrow floats off to your right. Underneath, suspended by nothing, is the word "Customs."

The spaceport is the first time players will be free to do whatever they want. Adlib a high tech airport experience for a few minutes. There are vending machines, holographic displays, and robot baggage handlers who talk, dispense cigarettes, and sell liquor. Again, note how well the players display their character's personality and assign a roleplay rating from 1-25 as a basis for experience point awards. For example, an Orion Rogue who successfully picks the pockets of an unsuspecting passerby might receive a roleplay rating of 3 and earn 30 experience points. The same Orion who then puts the stolen wallet in another's pocket, and accuses the second sentient of stealing, might receive a roleplay rating of 8 and earn 80 experience points.

Inform one of the nastier members of the party, a Phentari or Chatilian, that they spot a well-dressed and well-rounded woman rushing toward them. She screams, "Your kind killed my husband, you wretched creature. I'll rip your heart out." She rushes the PC, arms flailing. If a fight ensues, Human security guards, wearing Bear armor and toting PC-6 pulse cannons, arrest the group and detain them for questioning. They are released only after their IDs have been thoroughly checked (and marked in the computer as suspicious). SSDC must pull a few strings also. Those party members causing trouble are given a black mark. Killing the woman is not good, and the entire group will spend the next 2-8 hours in Customs, being grilled over their arms dealer status. In the end, they are found innocent because she attacked them first. Not that the sector commander is going to care. Joanha Steel is informed of the mishap and her previous demeanor seems sunny compared to her ensuing vid-phone tirade. Bail will be much more costly for SSDC, and the troublemakers receive three black marks each. Also, further encounters with the police on Dnar will not go well. Award 200 experience points to each player if the party avoids major conflict altogether.

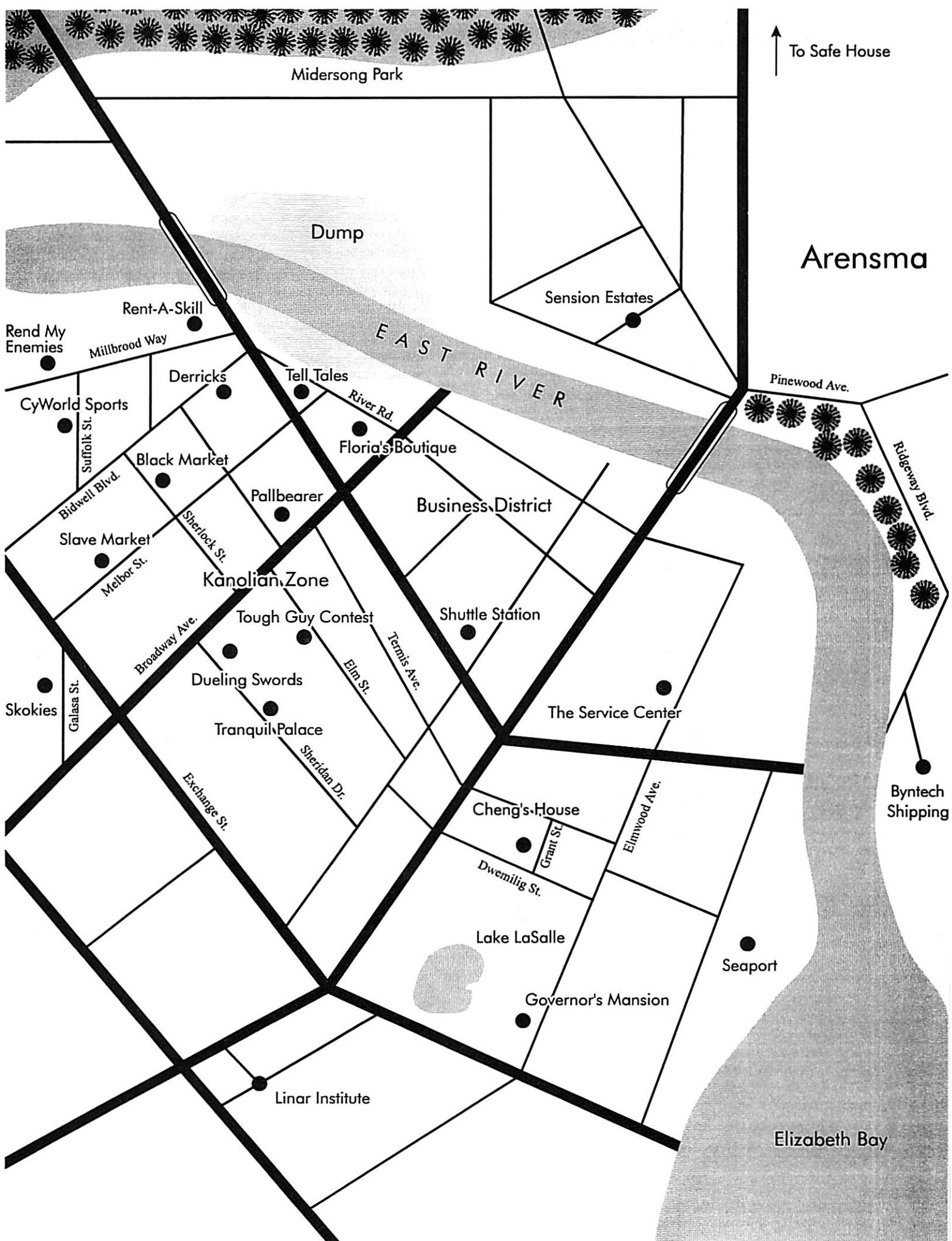
Finally, the party boards another shuttle for the Arensma business district. An hour later, the craft hovers into a modern, but definitely not high tech, planetside shuttle station.

Outside the station lies the heart of a tech level 3 city, complete with small skyscrapers and automobiles. A line of taxicabs runs along the curb. Most of their drivers are Human or Orion. At the far end, vehicles which look like stripped-down half tracks idle.

The party must get a ride to the safehouse. Hiring a taxi won't work because Ram Pythons, Pythons, and Cizerack are too large to fit into the vehicles. Most groups will be directed to the Alien Transport Vehicles, or ATVs at the end of the line.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	



Midersong Park

↑ To Safe House

Dump

Arensma

Sension Estates

Rend My Enemies

Rent-A-Skill

Millbrook Way

Derricks

Tell Tales

River Rd.

Florida's Boutique

Pinewood Ave.

CyWorld Sports

Black Market

Pallbearer

Business District

Slave Market

Kanolian Zone

Tough Guy Contest

Shuttle Station

Broadway Ave.

Dueling Swords

Tranquil Palace

The Service Center

Skokies

Melbor St.

Sheridan Dr.

Elm St.

Tennis Ave.

Cheng's House

Grant St.

Elmwood Ave.

Byntech Shipping

Exchange St.

Dwemilig St.

Lake LaSalle

Seaport

Governor's Mansion

Linar Institute

Elizabeth Bay

THE SAFE HOUSE

RURAL PENTHRA

Generally, the party will hand the ATV driver the address for the safehouse and the large vehicle will set off. (Otherwise, the Battle Master must ad lib until the party arrives at the safehouse).

The ATV rumbles through the business district and onto a limited access highway. After nearly a half hour, the vehicle exits at Evergreen Farms and turns left on a rural road. You see rich farmland sprouting every kind of food crop for miles in every direction. The ATV proceeds for another couple of kilometers, approaches a sprawling forest, and turns right on Spruce Lane. When a mailbox appears before a break in the trees, you stop. A sign on a gate slightly down the road claims: Sycamore Estates, an EOP Alien Employer. Tree Farms par Excellence.

The cabby demands 100cr and is on his way. If the party attempts to rough him up or stiff him in any way, he reports them to the police (see ARENSMA CITY LIMITS, RESPONSE TO HOSTILITIES). Corporal Krauss will approach from the gate, pay the cabby, and attempt to usher them down the road if they are loud. Such misbehavior deserves a black mark.

If the party simply pays the cabby, no one will approach until they begin walking down the dirt road toward the gate. A camouflaged Human, toting a Micron laser rifle, steps out from behind a tree and asks to see IDs. Although hard and alert, this is clearly not a "by-the-book" soldier. His uniform is stained, disheveled, and buttoned wrong. He also wears a two-day facial growth. Once he has checked the IDs, he raises his arm in the air and circles it twice (the okay sign to the troops in the woods). Award any player 50 experience points if he guesses this. Parties that go wild at this point and attack will be terminated by the 12 troops in the woods with AKMB armor and M-18L laser rifles.

Krauss suddenly sizes up the PCs:

"Two weeks left and look what they send me, a bunch of dead bodies just waiting to happen... Alright. Alright. My name is Corporal Matthew Krauss. Get your !@### in here. Now!! I'll be your direct liaison with the safehouse while you stay on Dnar. Or at least until they find your rotten corpses. Follow me."

Krauss leads the party down the dirt road for half a kilometer. Finally, a clearing appears with a huge mansion nestled in a bosom of shrubbery and trees. The brick building is quite spectacular and doesn't look anything like a safehouse. A couple of Humans appear from within a smaller building next to the mansion. They load a truck with potted trees. Krauss leads the party into the house, up the grand stairs and shows them to their rooms. The house appears to have guest quarters designed for aliens: sealed methane atmosphere rooms, largely furnished moist rooms for Pythons, soft rooms with numerous pillows for Cizeracks, austere cells for Eridani and Zen, etc. Each room has an attached bathroom. Krauss tells them to clean up, put on the uniforms in the closets, and report to the front conference room.

"You got 5 minutes to change, maggots, and four of 'em are gone! Now git! I said git movin'!!!!"

THE BRIEFING

Krauss lounges by the door as the party enters the conference room, his face twisted in disgust. Once the PCs are seated, a well built, ram-rod straight, immaculately dressed, pipe-smoking, balding man in his mid-fifties enters. His complexion is dark and his eyes hard and darker.

Although he wears no insignia, it is obvious that this is an officer who does not put up with any "bull". Even petulant Krauss straightens slightly.

"Men (even if there are Cizeracks or women in the party), my name is Major Raul Merced. I'll be blunt. I don't have time to wet-nurse a bunch of newbies through some insignificant courier mission. I want you to complete this job quickly, cleanly and quietly and get the %\$& off my planet. Screw ups will not be tolerated, and this house will not be compromised.

Alright, here's what we've got. (He unfolds a map of the Arensma area on the table). Downtown is here and here's this house. Cheng's neighborhood is here. Go to his house, pick up the operative and his family, then return. He's an art professor and will probably be carrying the materials in his art supply bag. Return all of the above to the safehouse. This is pretty basic.

*I have assigned you a van and a sedan. They are your responsibility. If you lose them, the cost will come out of your mission pay. Corporal Krauss here looks like a piece of *^#, but he's a competent soldier (you think this is probably the best a soldier could get out of the Major). He will give you Cheng's address and drive the van.*

I have been ordered to make the house's medical facilities available to you if needed. As for the local police, a bribe will sometimes work. Gauge the individual officer carefully. Otherwise, we have some influence with the authorities. If you need to, call this number. It will cost you though, so don't get caught. (The Major pauses, then begins again reluctantly).

I have also been ordered to provide you with these. (He nods to Krauss, who walks over to a bureau, takes out a small box and hands each PC a coin from that box). These are transporter locator keys. If you have secured Cheng's materials, and only if you have secured those materials, but are unable to return without compromising this house, press the coin. We will bring you in. Again, this will cost you. Any questions?"

The Major answers questions curtly. He has been authorized to release up to a month's advance pay to the PCs. The "get out of jail" phone call can be used twice. It costs the party 25,000cr per person freed. Once the question and answer session is finished, the Major sends the party off with Krauss to check their equipment. How the party chooses to equip and then approach Cheng's house is their decision.

After the party investigates Cheng's house and at other times in the module, the party should recontact Merced. His further orders are as follows. (The Battle Master should use Merced as a means to keep the party on the story line).

FURTHER ORDERS

Major Merced orders them to find out who killed Cheng's family, and to find Cheng. If the party shows him the photo of the Governor, he will be surprised at Hansen's stupidity but proclaims that photos can be touched up. The Major orders them to gather more proof implicating the Governor. If the party wants to know more about Arensma history or politics, he directs them to the newspapers or the Terrestrial Knowledge Service Center. The Major has no idea what the medallion is or represents. The Major directs them to the Zone if they mention that it is an Eridani motif.

The Major orders them to take no aggressive action against the Pharix Cartel, or the Black Market. If they want to talk to them, fine, but no fireworks. The Major contacts SSDC and obtains information about the Styles AMC account, should the party mention his name. He tells them that the account was hidden from normal accounting programs, and has had a wildly fluctuating, but always significant balance. He tells them that Hansen's wife is the AMC Comptroller for the subsector. Merced may decide to open Storage #2 to them if the party decides to investigate the BynTech warehouse.

The Major shuts down operations in 15 minutes and detonates the safe house, should its integrity be compromised. Fail safe explosives obliterate the place.

THE FACILITIES

Communications Room: This 10m by 10m room is in the basement, hidden behind a false wall. The communications network includes full on-planet capability as well as a tight band, coded interplanetary com-link. The safehouse transmits once a week at a pre-specified time. This message is then passed on up to sector HQ. Under certain circumstances, the Major will be willing to break communication protocol. This is dangerous though because frequent communications risk detection.

Transporter Room: There is a transporter room with six transport pads behind a fake wall in the library. The safehouse can teleport anything within 1m of a transport locator key back to the house in the event of a dire emergency. The pad has a range of 50km. The possibility of compromising the house's location through its use is far greater than that of communications. Transporters give off energy trails that can easily be detected. Anyone who is transported automatically receives 1 black mark.

Storage #1: Adjacent to the transporter room. All of the party's equipment is found here. Have each PC make a SS roll for each piece to determine if it was damaged or broken during the shipping. If so, the weapon is useless for the duration of the module, but can be repaired later. There is a door that leads out of the west wall of the storage room but it is locked.

Storage #2: The door on the west wall of the storage room opens up into this storage room. Inside is a polymizer with material to fix 67 points of AR. There is also a molten core mold with enough steel to repair 50 points of AI. 40 points of ablative lining protection are also stored here. A crate contains 2 M18L laser carbines, an M20 Blaster pulse cannon, 3 M85 fragment grenades, 2 M-80 smoke grenades, 1 flash grenade, a pair of long range binoculars, a magnetic compass, a light bridge, a bug unit, and two 50m coils of flex rope. Merced will only reveal the presence of the storage room if the party proves to be generally competent and winds up requiring this assistance.

Finally, the storage room contains 1 suit of Street 1 armor for each race type in the party. The Major will hand these out if requested, but the cost is deducted from the person's future paychecks at a rate of 20% per paycheck until the armor is paid off. There is also a baseball cap (5 absorption) for each race type.

Medical: The kitchen closet has a false back that opens into a medical facility. The facility is ultra-modern and well equipped, providing a +75 to surgery attempts and a +25 to resurrection rolls (within 5 minutes of death). There is also a cybernetic surgery and repair facility, with a number of cybernetic supplies (Battle Master's discretion). In addition, there are 4 MBRI's, 4 BRI's, 2 BRAs, 2 CRAs, and one radiation treatment serum.

Dark Room: This dark room maintains equipment so that film, videos, and holos may be quickly processed.



MR. CHENG'S NEIGHBORHOOD

THE APPROACH

Krauss pulls the van around to the front of the safehouse at 12:00 AM sharp. If the party wishes to take the car, Krauss will point to the garage around to the side (the party must mention the other vehicle, Krauss will not offer it). The night is clear, and cool. Only the chirp of the Kaynids (cricket-equivalents) can be heard. The party loads up. Ask each PC about their primary weapon and whether they are wearing armor. When they are ready, Krauss pulls away from the curb and heads toward town. He takes the expressway for 30 minutes (40km) and gets off at the Dwemilig Exit, a solid middle class neighborhood. The corporal heads toward the address and turns to ask where he should park. The party earns 1000 experience points for performing a detailed reconnaissance of the area before entering the premises.

There is a 10% chance per minute, while the PCs are in the area, that someone will turn down the street and drive by. If a "drive by" is rolled, there is a 25% chance that the driver lives on the street and will park at some house. A roll of 98 or higher indicates that the "drive by" is a police cruiser with one officer (see ARENSMA CITY LIMITS, RESPONSE TO HOSTILITIES, UNIT 1).

Regardless of who drives by, or who happens to be wandering on a midnight stroll (Battle Master's discretion), or who is drawn to investigate by an odd noise, PCs who are carrying arms, or not camouflaged, or not Human invite a 40% chance of detection, and a call to the police. If these PCs actively attempt to hide behind bushes or a house, the chance drops to 10%. PCs in armor (without the camouflage option) are noticed 80% of the time, and even when actively hiding, 30% of time they stick out. Shots or explosions automatically result in a call to the police.

EXPERIENCE AWARDS

GROUP EXPERIENCE

THE NEIGHBORHOOD

THE ELDERLY PIAZZA COUPLE (#3)

This planned encounter is designed to test the PCs cool. Professor Cheng's next door neighbors are an elderly couple, both 78 years old. Tonight they decided to "cut loose" and stay up late watching TV. As the group approaches Cheng's house, the woman will let Fee Fee, the poodle equivalent, out of the house from the back door. Fee Fee is not on a leash and will spot the group and begin barking loudly.

Mrs. Piazza will come to the front door and call for the dog but will return inside after a bit, should the party quickly and silently dispatch Fee Fee to poodle heaven. Killing Fee Fee isn't smart. The party must then dispose of the corpse because after a short while, the old lady will walk about the front yard calling to the dog. If the party doesn't kill the dog, the old lady will call out to the dog in a high-pitched, "Fee Fee, What are you barking at?" as she approaches. The party may hide in the bushes or enter Cheng's house to avoid detection. If they do, Mrs. Piazza will come out, pick up the dog and return home. She goes back inside without spotting the party. If they don't hide, or if they are wearing armor, use the percentages above for detection. Mrs. Piazza is old and frail and there is a 60% chance that she will have a heart attack if she spots a non-human or armored party member. Her husband follows her outside, if she doesn't return relatively soon.

Killing the old people is pointless and costs the party experience points. Mrs. Piazza's Body Points: 2; Mr. Piazza's Body Points: 3.

1,000 Experience Points: Avoid contact and don't kill Fee Fee.

500 Experience Points: Kill Fee Fee, avoid contact with the woman.

250 Experience Points: Kill the woman, but don't kill the man.

0 Experience Points: Kill both the woman and man.

EXPERIENCE AWARDS

GROUP EXPERIENCE

PROFESSOR CHENG'S HOUSE (#5)

The lights in the house are on and everything appears completely normal. The next door neighbor's lights are on as well as are a few others on the street. Otherwise, everyone appears to be sound asleep. An occasional car passes along nearby streets.

Professor Cheng lives in a solid middle class two story house. There is a second story balcony decorated with flowers and a barbecue pit. A hedge row extends across the front yard, broken by a gate. A walkway leads up steps to the front door. There is a stone wall off to the right which runs the length of the driveway and is the property boundary between Cheng's property and home #3. The lights are on upstairs and downstairs. A car is in the driveway.

The backyard is delineated by the Great Fence (see below) at the far end and low lying shrubs on the sides. The shrubs on the right side extend from the end of the stone wall near the garage. The shrubs on the left side are unbroken. A 20m tall pine tree and a tool shed stand in the backyard, along with a flower garden.

FIRST FLOOR

ANTECHAMBER: *The front door, unlocked and slightly ajar, opens inward into a small antechamber. This room is 2m long and 2m wide. There is an open glass door at the far end. The steps to the upstairs can be seen. The putrid smell is nearly overpowering.*

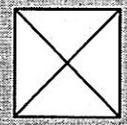
THE LIVING ROOM: *This room is in shambles. Broken furniture, books, and other household debris are strewn across the floor. Dried blood is splattered over the sofa which sits in front of a picture window, with curtains drawn, facing the street. A child is pinned to the east wall by a dagger which is stuck through its mouth into the wall itself. Flies cover the corpse and the room is filled with the sound of buzzing. The smell can now be identified.*

DINING ROOM: *The living room opens into the dining room through the north wall. Mrs. Cheng's body lies against the north wall, twisted into a gross configuration, and decapitated. The broken remains of expensive china and glassware line the floor. The dining room table has been flipped over and several of the chairs are broken. Scavengers can recover 2000cr worth of china. There is a strange metallic medallion gripped in the corpse's right hand which must be pried open due to rigor mortis. Each PC has a base 25% sighting*

KEY



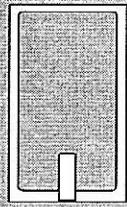
CAR



HOUSE



TREE



POOL



BRICK WALL

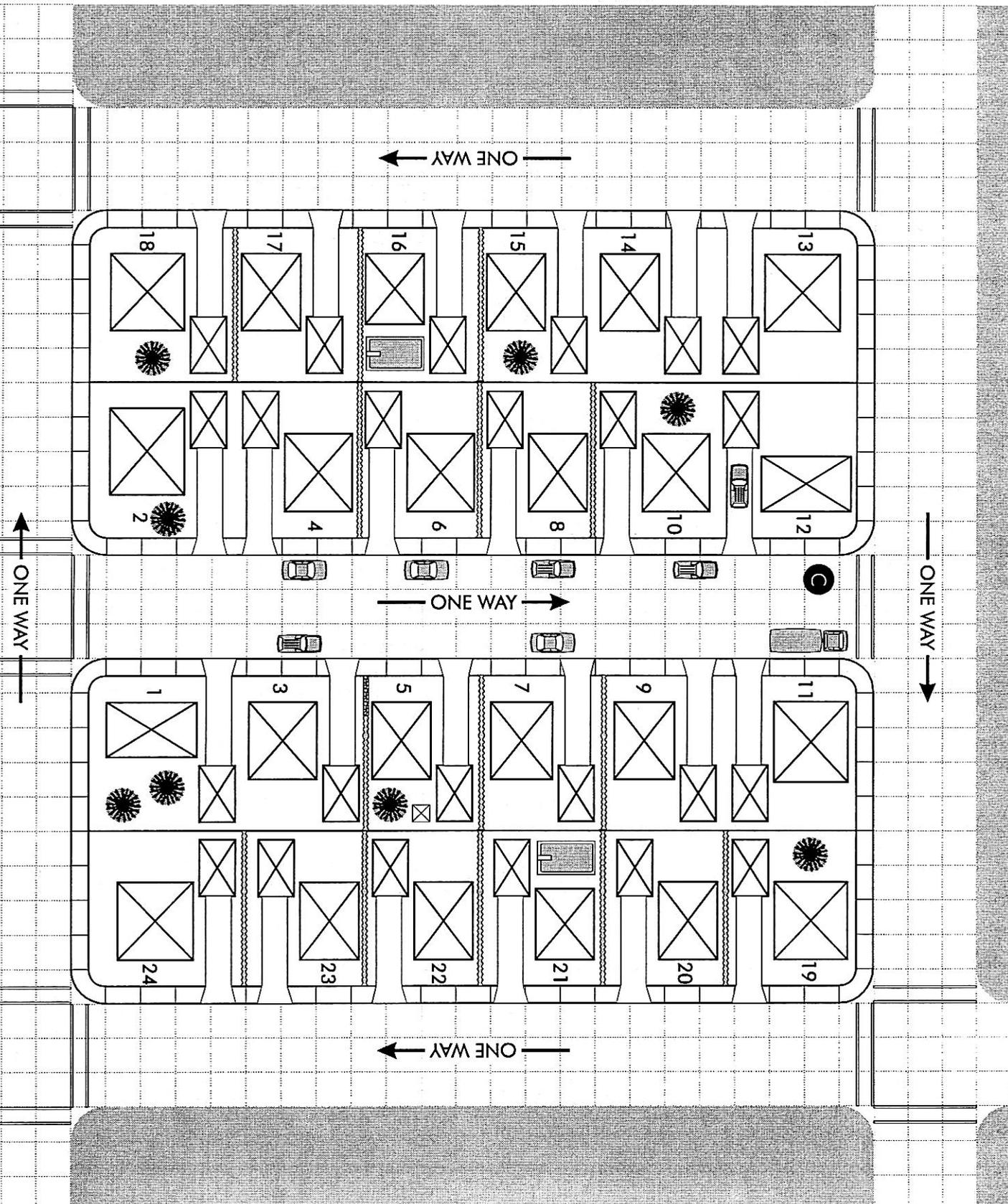


SHRUBBERY



CAUTION

MR. CHENG'S NEIGHBORHOOD



check (add sighting modifiers), or a level 2 difficulty Detect Concealment check, to notice the medallion. This increases to a base 35%, or level 0 Detect Concealment, if the room is entered. The base chance of detecting the medallion rises to 90%, if the body is studied. Sighting it is automatic with Detect Concealment skill.

The medallion has a raised skull-like face on one side and rune-like carvings on the other. It is made of platinum and is 4cm across. If examined by Orion, Eridani, or Phentari characters, have them make a Terrestrial Knowledge check. The following bonuses/penalties are applied to the checks: Phentari: -15, Orion: -25, Eridani: +10. Success reveals that the skull is a corrupted Eridani motif signifying laughing death. The runes are identifiable but mean nothing, as if the engraver strung together the letters "kqwpmt" (see GATHERING INFORMATION, THE MEDALLION).

SEWING ROOM: There is a small sewing room off the dining area. It has been quickly rummaged. Nothing of importance is in here.

THE KITCHEN: Like the other main rooms, the kitchen is a wreck. Glass, utensils, pots, pans, cleaning supplies, and canned goods are strewn everywhere. The refrigerator doors are open and most of the contents have been pulled from the shelves onto the floor. The floor is slick with creams, liquids, pastes and dry goods.

PCs are entitled to a base 20% Sighting check, or a level 2 Detect Concealment check, to locate a roll of film sealed in a zip lock bag partially sticking out of a slightly melted 2 liter carton of ice cream. An Intuition check at -30 suggests that when the raiders smashed the carton, the still frozen ice cream kept the bag concealed (see GATHERING INFORMATION, CHENG'S FILM). Award 100 experience points to any player that comes up with this explanation on his own. If they come up with it together, award each player 50 points.

A door opens up on the north wall to the back yard. A door on the west wall leads down to the basement.

EXPERIENCE AWARDS

PLAYER 1	PLAYER 4
PLAYER 2	PLAYER 5
PLAYER 3	PLAYER 6

CELLAR

BASEMENT: The basement is unfinished and filled with junk. A few of the boxes of old clothing, unused or broken pieces of furniture and piles of wood have been disturbed, but this area otherwise appears to have been given short shrift by the raiders. A washer and dryer stand undisturbed in the far corner. Only night vision, or some other form of enhanced sight, works in the basement. Without this aid, PCs not finding the light switch have a 15% chance per minute of knocking over something that makes a big noise (and may alert the neighbors). A base 35% sighting check, or level 1 difficulty Detect Concealment check, is needed to locate the light switch cord dangling from the ceiling.

A base -5% sighting check, or a level 5 difficulty Detect Concealment check, locates a secret panel behind the dryer that opens up into another room. The panel isn't completely shut. Characters must be actively searching the entire room with adequate lighting to spot the panel. Behind the panel is a lever. Search Time: 2-12 minutes.

COMMUNICATIONS ROOM: The lever opens a secret door on the north wall, revealing a secret communications room. An old base

station rig sits on a coffee-stained wooden table. A broken cup lies on the ground. The radio is on and its switches are set to transmit. There is a note pad on the table with the number 109 written on it. The frequency is 34221MHZ, the company secret transmission frequency. An Intuition check at -35 will reveal that Cheng must have been about ready to transmit when he was disturbed by something. He left the room in a hurry, brushing the cup to the floor and breaking it. There is cryptography equipment also inside this room.

Award 100 experience points to any player that comes up with the answer without an Intuition check within 2 minutes after giving the party the clues. If they come up with it together, award each player 50 experience points.

EXPERIENCE AWARDS

PLAYER 1	PLAYER 4
PLAYER 2	PLAYER 5
PLAYER 3	PLAYER 6

WINE CELLAR: There is a heavy, pine wood door with a padlock on the east wall of the basement. Inside, is a small wine rack set upon a old wooden shelf. The four bottles are covered with dust. They are:

WINES

Name-Year	Value
Selnwarey-2250	700cr
Blood Wine-2167	1,500cr
Antares Savignoin-2252	300cr
Orion Klistenar Red-2112	10,000cr

PCs are entitled to a Terrestrial Knowledge check (Orions +20) to see whether they know the apparent value of the bottles.

Note! The bottle of Klistenar is actually filled with a red, tasteless and odorless poison. The poison once was deadly, but has chemically broken down into a weaker form. Any PC who imbibes the liquid must make an SMR vs poison at a -15 or lose 1 body point per minute for 3-18 minutes. Their vision modifier decreases by 1-4 points permanently. The poison also induces stomach cramps and vomiting. Finally, affected persons must make a system shock roll every minute they sustain damage or lose consciousness. Carrying an unconscious party member increases the detection chance by 10% when outside.

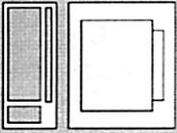
SECOND FLOOR

THE HALLWAY: An overhead light still burns in the hallway at the top of the landing. Some papers litter the carpeted floor in front of an open doorway.

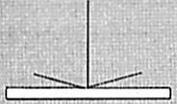
THE OFFICE: The office has been completely destroyed. A filing cabinet has been turned over in the center of the room. All of the desk drawers have been pulled out. A mood plant has been torn out of its pot and leans against the wall. Only the computer remains on top of the desk. All of the diskettes have been removed.

The computer is wired to explode if the keypad is used or moved more than 1cm. A level 4 difficulty Detect Concealment check reveals the wire. If triggered, the explosive damages anyone inside the room. Affected persons take 1 point of concussion damage to each part of the body and a random 8 fragments that do 1-6 points of damage each. The explosion blows the windows out onto the grass and street below. The neighborhood automatically wakes up and someone calls the police.

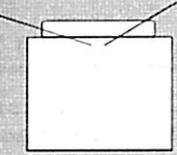
KEY



COMPUTER



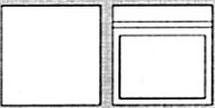
EASEL



TELEVISION



BLOODY CORPSE



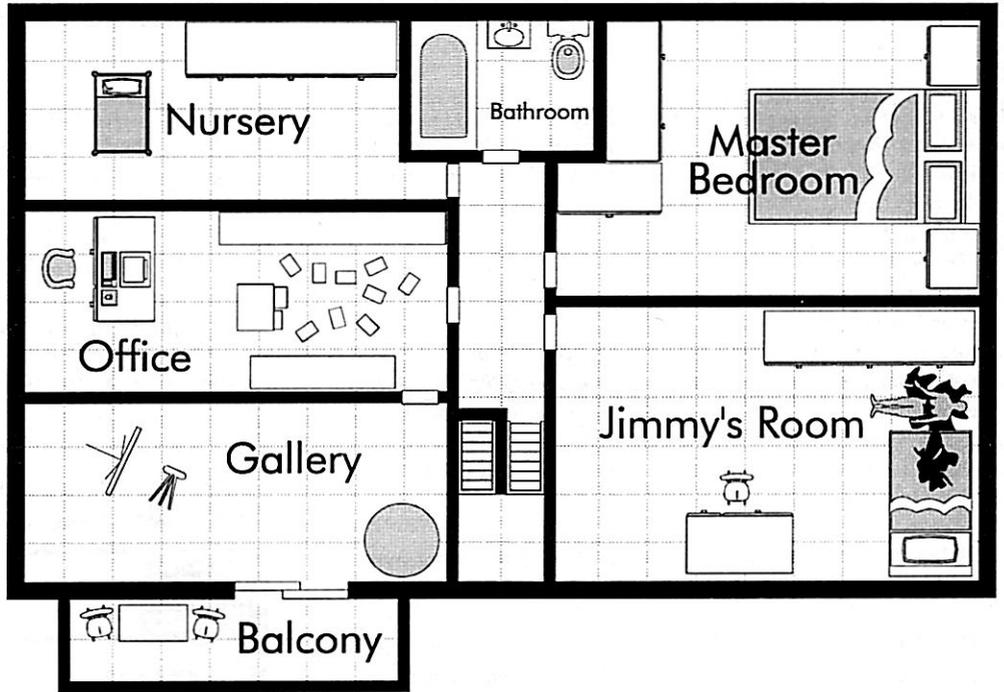
WASHER & DRYER



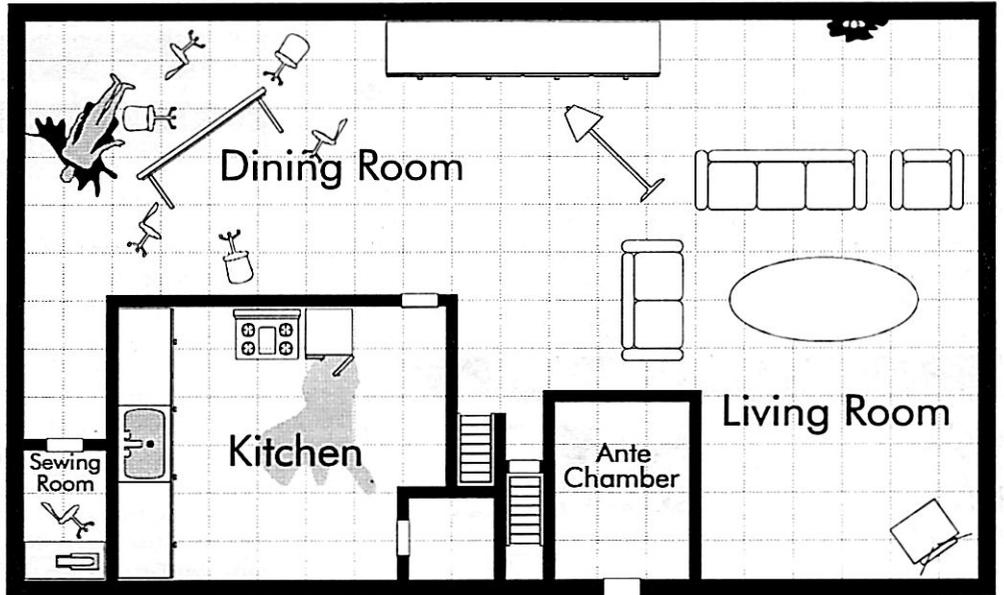
REFRIGERATOR

MR.
CHENG'S
HOUSE

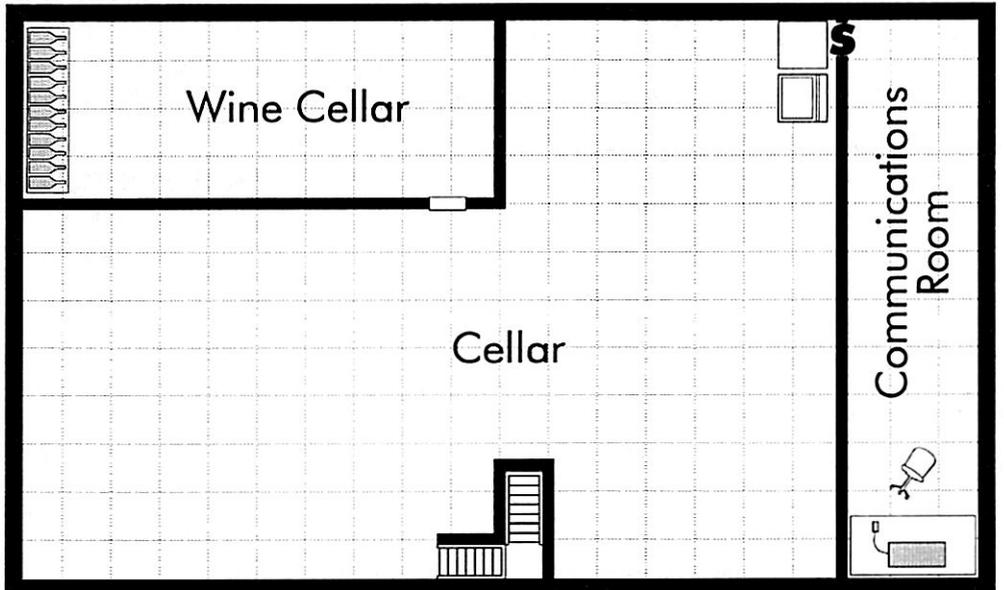
SECOND FLOOR



FIRST FLOOR



CELLAR



THE NURSERY: *The baby's room is completely untouched. The child's clothes and playthings are neatly arranged around the room. Inside the mattress is 5,000cr in small bills, and a mini-camera.*

JIMMY'S BEDROOM: *A teenager lies in a dried pool of blood at the foot of his bed. His hands still clutch the bed sheets which are half dragged off onto the floor. He was killed by a single sword thrust that severed his spine. There is a stain further up the bed sheet where the assailant obviously cleaned off his blade. The room has been partially ransacked.*

THE MASTER BEDROOM: *The master bedroom has been thoroughly torn up. Amongst the debris is a loaded .44cal. pistol, one box of ammo (50 rounds), jewelry, and other objects valued at 1,100cr.*

THE GALLERY: *Cheng built his own art studio to practice his craft. The easels have been turned over and some paint spilled. Hidden in a false bottom of an art supply bag are photocopies of the materials Cheng took from the governor (see GATHERING INFORMATION, THE GOVERNOR'S MATERIALS).*

Finding the medallion: 100

Finding the film: 250

Finding the communications room: 75

Finding the copies in the gallery: 250

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	

THE DETECTIVE'S HOUSE (#6)

A detective lives across the street from Cheng. He is watching late night cyball. Behind drawn curtains, the lights from the living room are visible from the front of the house. He immediately notices if there is any loud noise such as gun fire, an explosion, glass breaking, etc. The detective will use parked cars to hide his approach and characters must make a base 10% sighting check to detect him. He will yell something like "Halt, this is the police," when he reaches range bracket 3. The policeman will fire back at any aggressive action.

THE REST OF THE NEIGHBORHOOD

HOUSE #4: *A dog equivalent is chained up in the back yard and begins barking loudly if a loud noise is made. The couple occupying the house are fast asleep. There is a 10% chance per minute that they will get up to see what the disturbance is.*

HOUSE #7: *An in ground pool is being put into the backyard, which is surrounded by bushes some 2m tall. Anyone running through the bushes must make an agility check at -40 or fall into the pool and risk sustaining damage.*

Roll	Result
01-40	No Damage
41-80	1-6 points from protruding reinforcement rods
81-100	2-12 points from protruding reinforcement rods

HOUSE #8: *The garage has accidentally been left open in house 8. The owners are out for an evening at the local ballet equivalent. Party members can easily enter the house which is unlocked. Pillaging the house will uncover about 2,000cr in valuables (BMs adlib).*

HOME #11: *Several lights are on, but no one is home.*

HOME #16: *A group of adolescents, 4 boys and 4 girls, are hanging out in the backyard of this home, swimming in the pool. The lights are on in the pool area. The parents aren't home. If the party makes a disturbance, there is a 40% chance that 1-4 of the curious teenagers will sneak through the neighborhood backyards to investigate. If there are gunshots, most of the teenagers run inside and hide but there is a 20% chance that 1-2 of the boys will investigate.*

A base 15% hearing check reveals the kids' location as the party approaches Cheng's house. The base chance increases by 15% for each house closer that the party approaches.

The group receives 100 experience points if they notice, or encounter, but kill none of the children. They lose 100 experience points for each child killed.

Body Points:

Boy 1	3	Boy 2	4	Girl 1	2	Girl 2	2
Boy 3	3	Boy 4	5	Girl 3	3	Girl 4	3

HOME #24: *The occupants of this home are another elderly couple. They have left the back door open. PC must make a base 20% sighting check at a 20% to spot it if running through the backyard. Detection is automatic if someone is actively searching the area and not running. Killing each person here costs the party 400 experience points.*

EXPERIENCE AWARDS

GROUP EXPERIENCE

BAKER'S TRUCK: A delivery man lives in house #27. He leaves the keys to his bakery truck on the front seat so he won't lose them in the morning when he goes out to make his run. PCs who investigate the truck will automatically spot the keys. The truck can carry up to 20 size classes of individuals.

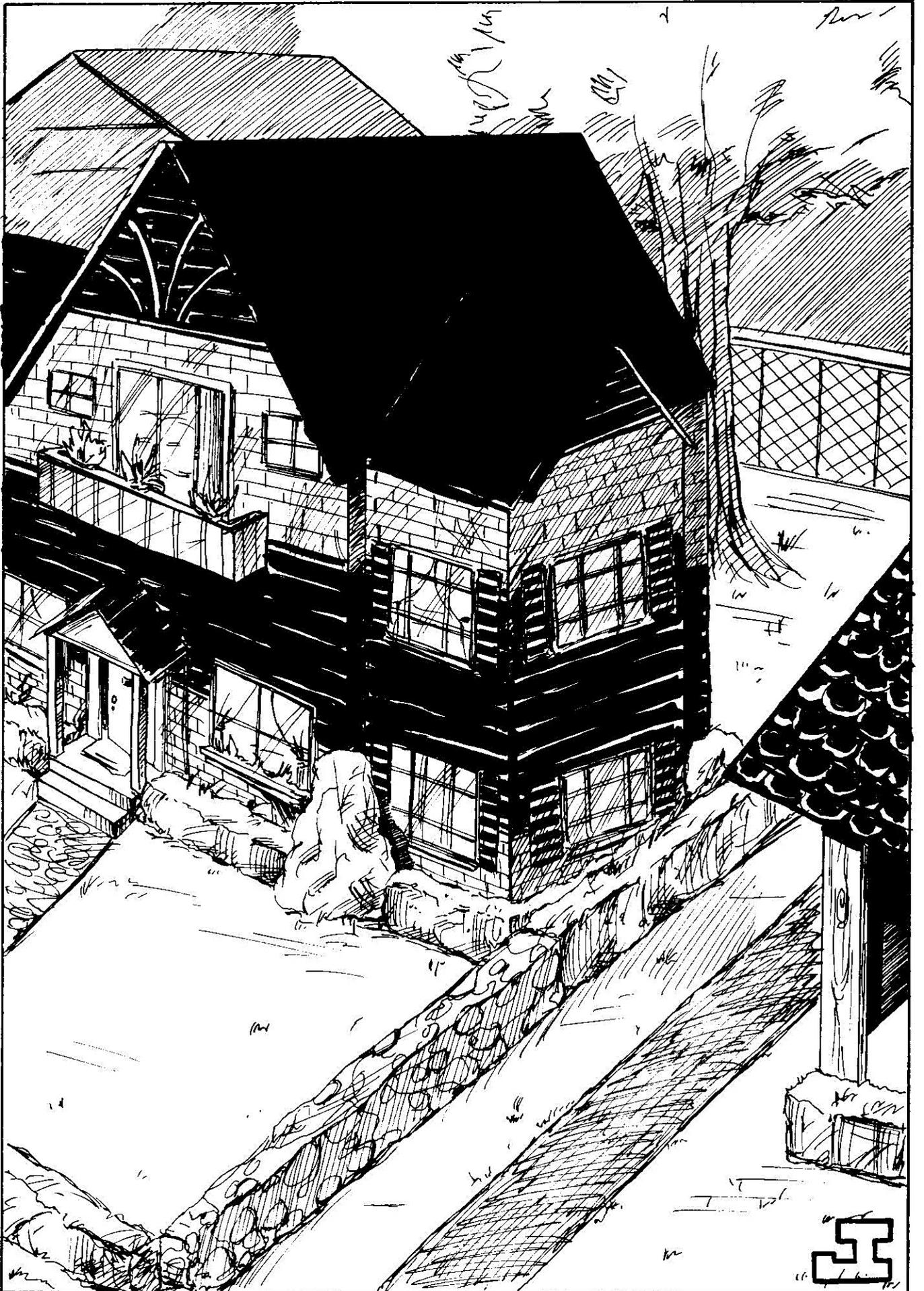
THE GREAT FENCE: *A 3m tall fence runs down the length of the backyards from Home #1 to #15. PCs must make level -4 climbing check (+40 in the PC's favor), or an agility check to climb the fence which takes 2-8 seconds.*

CAUTIONED AREA: *A city crew has been doing maintenance on a ruptured sewer line at the end of Grant Street. The area is cordoned off by large yellow pylon equivalents and a mesh fence which surrounds the hole. The manhole cover has been removed and a ladder extends down into the 3m deep hole. Any size class 4 character wearing armor, or a size class 6 character not wearing armor, can manage to get down into the sewers.*

The area is noticeable from the top of the street as a large backhoe equivalent and a sizeable amount of displaced dirt are nearby.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	



GATHERING INFORMATION

THE MEDALLION

Governor Hansen was assigned the contracts of several Black Eridani as part of his bargain with the Pharix Cartel (see THE KANOLIAN ZONE, THE ENFORCERS). In an arrogant and foolish display of vanity, Hansen decided to have special medallions made for "his" warriors. The Eridani wore these trinkets by Hansen's command. Otherwise, the enforcers gave the medallions little thought, and when one lost his at Cheng's house, it went unnoticed.

The medallions were crafted at Floria's Boutique in the Zone. Few who see the medallion will have any idea what it is. Those who do think it looks alien will direct the party to the Zone.

THE GOVERNOR'S MATERIALS

Cheng copied the materials he found at the Governor's pad. These documents cannot be used as evidence in court because they are photocopies. They do provide significant clues. If the party does not find them at Cheng's house (despite the Major's broad hint about art supplies), the Major secures them through operatives within the police department.

The Notebook: *These copied pages contain almost 100 names and figures. A newspaper search at the library reveals one name as Police Commissioner, another as the District Attorney of Arensma City. Three other prominent detectives are listed as well as most law enforcement officers in Arensma.*

The Shipping Invoices: *These invoices each reveal a delivery of 5-10 crates, labeled "canned food", to the BynTech Shipping Company warehouse located in the Senetal Industrial Park. A handwritten "Delivered" appears at the bottom of all but the most recent invoice. Each invoice includes a cargo shipping ID number.*

The Photos: *These seven grisly pictures show the Governor "wasting" people near open graves (see PLOT OVERVIEW, WHAT HAS GONE BEFORE). If the party asks about the background of the pictures, tell them it appears to be a forest. The ground is covered with pine needles and in at least one of the pictures, large flower petals appear. If the picture were not a photocopy, the petals would be bright red.*

CHENG'S FILM

The film hidden in the ice cream at Cheng's house contains pictures he took during his investigation.

- 1 An exit sign off of a highway reading Senetal Industrial Park (see BYNTECH SHIPPING COMPANY).
- 2 A paved road leading into an industrial complex. The complex is enclosed by a 5m high, triple fence with barbed wire lining the top. A sign on the lawn says "BynTech Shipping. The fast with the finest!" (see BYNTECH SHIPPING COMPANY).
- 3 A turnoff leading down a road into woods (see BYNTECH SHIPPING COMPANY).

- 4 A close-up of two Ratweiler equivalents roaming between two tall fences which appear to be 3m apart (see BYNTECH SHIPPING COMPANY).
- 5 A "hot" woman whose "set up" is something to be admired. She is walking toward the photographer showing her playful displeasure at being photographed. A jewelry store, Jewels International, is in the background. (This is a photo of Debbie King that Cheng took while shopping. Cheng took it on this roll to hide it from his wife. He believed it had nothing to do with the Governor).
- 6 A tractor trailer backed up to a loading bay at the complex seen in other pictures. Two armored guards wearing AKMB and carrying PC-6 pulse cannons (decidedly prohibited tech) watch carefully (see BYNTECH SHIPPING COMPANY).
- 7 A picture of a fancy government building taken from across the street. The 18 story structure is surrounded by still taller skyscrapers. Crossing to the roof of the government building looks possible if one had a light bridge and could gain access to one of the skyscraper windows facing the building. (This is Arensma City Hall. Any native could tell the PCs this. The Governor has an office here but otherwise this is a useless piece of information, otherwise known as a red herring).
- 8 Guards wearing police uniforms stand in front of the entrance of the building pictured in 7. They stand at the top of the steps with their hands folded behind their backs.
- 9 A hallway as seen from someone peeking around a corner. A gate blocks passage down the hallway (more red herring).
- 10 The Governor getting a drink of water at a fountain. The carpet is a deep red (still more red herring).

CURRENT TV AND NEWSPAPERS.

PCs can gain a considerable amount of information from the current newspapers and TV. The party arrives on planet on Sunday, April 14th, 2279. They learn the following stories as the days pass:

- 1 Governor Hansen announces the death of two of his aids in a shoot out at the Kanolian Bizarre, and accuses the legislature of failing to stop the rising violent crime rate. The Governor proposes a special task force, appointed by him, to stop such crimes. (The governor had the aids assassinated because they had uncovered his illegal operations accidentally. He is merely trying to discredit other politicians and find a scapegoat). Story airs Monday.
- 2 The Governor seen as a shoe-in for re-election. The report focuses on the low inflation and creation of new jobs. Cites the Governor's donations to charity. (The governor uses small amounts of his laundered gun money as donations). Story airs Tuesday.

- 1 Governor vetoes anti-crime package. Claims will not be an effective means to fight rising violence. Calls on Alliance matching funds for a special crime unit which he will appoint.
- 2 Governor suspected of torrid love affair with friend and social acquaintance Professor Debra King. Both categorically denied the rumor and label it an attempt by political opponents to smear the Governor's name.
- 3 Governor accused of receiving kickbacks from organized crime. Suspected of dealing with the Vertigly crime family.
- 4 Governor wins humanitarian award for continuing policies of emergency food shipments to alleviate Bena 4 food crisis.
- 5 Governor heads list of delegations from Dnar meeting with Beanese President to address food shortages on Bena 4.
- 6 Governor rumored to support opposition officials on Bena 4 as majority officials attempt to negotiate merger with the Alliance. Governor refuses comment about Beanese internal politics.
- 7 Governor pardons policeman for accidental shooting of a Phentari. Phentari delegation vows revenge.
- 8 With influx of cash to spend on ads and campaign appearances, Governor surges ahead in polls and wins re-election six years ago by landslide.
- 9 Governor backs bid by AMC to build ore processing plant on Mynes. Cites job creation and influx of future revenues as reason to sign treaty awarding AMC 1 trillion credits over the next five years in tax benefits for building the facility. Opposition accuses him of selling out the taxpayer.
- 10 Governor Hansen announces a working vacation, and high level discussions with the Governor of the State of Burgiss, at a family owned chalet located on Whiteface Mountain in Asal, Burgiss.

PCs can also search the Bena 4 information files and find out what is generally known about the planet:

- 1 Struggling over issue of joining the Alliance.
- 2 Large segments of population against joining the Alliance, are concerned about the basing of Alliance troops, and construction of Alliance mega-corporation weapons plants on Bena 4. Beanese are largely against weapons and the military. A vocal minority of officials are anti-Alliance.
- 3 A majority of politicians see the Alliance treaties as a means of protection and economic growth. They claim that millions of jobs will be created and additional food supplies may be secured.
- 4 Growth in population and restrictions against colonization off-planet have led to massive food shortages.

- 5 Recent outbreak of terrorist activities has increased tensions on planet.

RANDOM ENCOUNTERS

PCs may wish to obtain information about a variety of things by asking bystanders on the street, cabbies, bartenders, etc. The information available from these sources and the ease in obtaining depends on the neighborhood the PCs choose to visit.

Discretion is advised in any neighborhood. If PCs seek information and are not discreet, add a penalty of -05 to -15 to their persuasion rolls.

Note!!! These tables can be used to simulate random encounters in urban areas for all tech level 3-4 Human-based planets. The percentages may be modified to suit your needs as a Battle Master.

PROCEDURE

When a PC approaches someone, consult the neighborhood descriptions below to determine who they meet (see NPC ENCOUNTERED). Ad-lib the roleplaying, then have them make a Persuasion check. Take their persuasion statistic and adjust it according to the NPC reaction modifier listed for that NPC in the Neighborhood Tables and situational modifiers from the Situation Table. Apply the result to the table below.

PROBE RESULTS TABLE

Persuasion check made by 41 or more points: The NPC will give out 1-3 pieces of information.

Persuasion check made by 21-40 points: The NPC will reveal 1-2 pieces of information.

Persuasion check made 01-20 points: The NPC will reveal 1 piece of information.

Persuasion check failed by 01-10 points: The NPC has not been convinced to say anything. Reroll the persuasion check at a -10 if the PC wishes to seek more information.

Persuasion check failed by 11-20 points: The NPC is not interested in talking and will leave. Further checks at -25.

Persuasion check failed by 21-30 points: The NPC is hostile and outwardly aggressive and will demand that the PC leave them alone. Further checks at -50.

Persuasion check failed by 31-40 points: The NPC feels threatened and will use force if he is pushed further. Further checks at -90.

Persuasion check failed by more than 40 points: The NPC automatically uses force if possible.

SITUATION TABLE

Situation	Modifier
Minor Information Probe	-10
Major Information Probe	-25
Specific Information Probe	-60
NPC Slightly Intoxicated	+15
NPC Drunk	+30
Bribe (per 200cr)	+10
NPC Drugged	+40
NPC Captured	+90
NPC Tortured	+125
NPC Afraid	+50
Poor Roleplaying	-20
Fair Roleplaying	00
Good Roleplaying	+10
Excellent Roleplaying	+25

Note!!! NPCs encountered in bars have a 15% chance to be armed even when the Neighborhood Encounter Table lists them as unarmed.

Example: The party is in the Zone and Fredd the Python is trying to gain information about the medallion. A roll on the Zone Neighborhood Encounter Table reveals that Fredd approaches Henry the Mutzachan. Fredd is seeking major information and is roleplaying well. Henry has -20 to persuasion checks under his Neighborhood Encounter Table entry. Fredd's Persuasion Stat is 30. So, Fredd rolls against Persuasion Stat + NPC Persuasion Modifiers + Situation Modifiers (Major probe, good roleplaying), or $30 + (-20) + (-25) + 10 = -5$. Fredd must roll a one in order to convince Henry to tell him what he wants to know. Fredd rolls a 23. Henry replies "Go suck Cudda Lizards, ya big ape equivalent!"

Fredd picks him up by the head, threatens to give him the Death Knoogie and yells "Tell me everything you know, Melonbrain!"

Recalculating leads to a chance of: (Persuasion Stat) + (-20) (Encounter Table modifier) + 00 (non-specific probe) + 10 (still good roleplaying going on) + 50 (fear) - 50 (lasting result of first probe), = 20. Fredd rolls a 02. Henry tells Fredd one random piece of information and then Fredd kicks Henry's !@# for talkin' bad about Fredd's Cudda Lizard! Scientists claim an unidentified satellite reached low orbit the next day!

INFORMATION TABLE

The Battle Master can reveal information as suggested by the entry in the Neighborhood Encounter Table if a character makes a successful Persuasion check. The information provided should be appropriate to the situation or needs of the story line, or as rolled on the table below:

Roll	Result
01-25	No. Useful Information (Battle Master ad-lib)
26-50	False Information
51-90	Minor Information
91-100	Crucial Information

Note!!!: The Battle Master is always free to make up whatever information that seems sensible.

FALSE INFORMATION

- 1 Cheng was knocked off by the AMC.
- 2 The governor is a cyborg. His left arm mounts a pulse cannon.

- 3 The medallion was made at the spaceport.
- 4 Many in the Black Monday gang are cyborgs.
- 5 Weapons are being smuggled to Jerusalem to be used in the civil war there.
- 6 Cobalt the Orion knows information about the Governor and the disappearance of Cheng.
- 7 You can buy information from Grak the Ram Python who hangs out at the Pallbearer.
- 8 Cheng was killed by the Black Mondays. Their leader will show off the head if you ask nice.
- 9 The Black Market ordered Cheng's death.
- 10 You can obtain any information you need from Nigas the Chatilian.
- 11 Cheng is alive. He was seen at the Pallbearer last Tuesday. He killed his own wife and faked the whole episode. He is a double agent working for AMC.
- 12 Grak the Ram Python loves to discuss current affairs.

MINOR INFORMATION POOL

- 1 The Governor is somehow involved in the drug trade.
- 2 Some *&%-kicking Eridani work for the Pharixe Cartel.
- 3 The medallion is clearly hand crafted, probably at a jewelry shop in the Zone.
- 4 There is an undercover cop working the Zone. He is an Orion who goes by the name of Cobalt. The cop plays the bagpipes and pretends to drink a lot. He hangs out at the Pallbearer.
- 5 The Governor has a mistress, a gorgeous brunette.
- 6 BynTech gave significant bribes to secure the transport contract for the emergency food supplies.
- 7 The Black Monday gang is payrolled by the Pharixe Cartel.
- 8 You can get weapons on the Black Market. They work out of an abandoned building on Sherlock Street.
- 9 The bartender at the Pallbearer has direct links to the Black Market.
- 10 Some nasty Eridani in the Zone appear to be drugged and are very dangerous. They don't feel pain and nothing seems to stop them in a fight.
- 11 The Street Walker Nicholas Creeg sells sub grade-weapons (MN: reduced by 10) in the Zone. He is an independent arms dealer on the Black Market hit list.

- 12 The Great Pine Forest in Mindersong Park has huge trees which shed pine needles and flower petals in the fall.

CRUCIAL INFORMATION POOL

- 1 The Governor’s mistress used to fool around with a guy named Cheng.
- 2 The Governor had a crash pad in the Zone.
- 3 Weapons are being shipped out of Shuttle Station, dock 109.
- 4 Weapons are being smuggled to Bena 4.
- 5 The medallion looks like Zarga’s work at Floria’s Boutique.
- 6 The Pharixe Cartel often has business meetings at Stellar Lines restaurant on Flomosk Blvd.
- 7 The Pharixe Cartel is paying off the Governor.
- 8 The Pharixe Cartel is collecting weapons and shipping them to BynTech Shipping.
- 9 Weapons are being smuggled to Rebels who are carrying out a secret mission on Bena 4.
- 10 Illegal shipments are taken to Shuttle Station every other Thursday night at 10:00PM.

NPC ENCOUNTERED

RICH OR RURAL NEIGHBORHOODS

Any NPC encounter in rich or rural neighborhoods is 75% likely to ask the PCs’ business in the area and react hostilely to anything but the most convincing explanation. As soon as they get the chance, these citizens call the police. No non-Human or non-Orion are spoken to in a civilized manner. NPCs encountered are 95% Human, 5% Orion. 10% of the NPCs will know something about the Zone. All persuasion checks are made at a -40 penalty.

MIDDLE CLASS NEIGHBORHOODS

50% of the NPCs in these neighborhoods ask the PCs’ business and react in a hostile manner if they say something stupid. Otherwise, roll percentile dice: 80% are Human, 20% Orion. Consult the table below under the Human and Orion entries to determine specifics of individuals encountered.

THE ZONE

Roll on the tables below. If the NPC is armed, roll on the Armament Table. If Miscellaneous Equipment is indicated, roll on the Miscellaneous Equipment Table. **Note!!!** There is a higher than normal chance of encountering the “name” NPCs because of their high profile when out in public, because they are an integral part of the module, and because it took me too damn long to design them!

NOT SO RANDOM ZONE RANDOM ENCOUNTER TABLE

Roll	Result
1-10	Cobalt (see Kanolian Zone)
11-20	Grak (see Kanolian Zone)
21-30	Nigas (see Kanolian Zone)
31-40	Creeg (see Kanolian Zone)
41-50	Lollita (see Kanolian Zone)
51-100	Roll on Random Zone Encounter Table below

- 01 **Chatilian Empath:** Unarmed; 1+d4 Body Points; 4 Power Points; 2 random 1st energy bracket powers. Miscellaneous Equipment: 10%. 30% likely to possess a piece of information. -10 to persuasion checks. COH: 20-80cr.
- 02 **Chatilian Empath:** Armed; 1+d4 Body Points; 2 levels weapon skill. Miscellaneous Equipment: 20%. 9 Power Points; 3 random 1st and two 2nd energy bracket powers. One of the powers has offensive capabilities. 50% likely to possess a piece of information. -20 to persuasion checks. COH: 30-120cr.
- 03 **Chatilian Empath:** Armed; 2d4 Body Points; 4 levels weapon skill. Miscellaneous Equipment: 20%. 16 Power Points: 5 random 1st, three 2nd, and one 3rd energy bracket powers. 65% likely to possess a piece of information and 10% likely to know a piece of crucial information. -30 to Persuasion checks. COH: 50-200cr.
- 04 **Chatilian:** Unarmed; d4+1 Body Points. Miscellaneous Equipment: 10%. 10% likely to possess a crucial piece of information. -10 to Persuasion checks. COH: 10-40cr.
- 05 **Chatilian:** Armed; 3+d4 Body Points; 4 levels weapon skill. Miscellaneous Equipment: 25%. 10% likely to possess a crucial piece of information. -40 to Persuasion checks. COH: 10-40cr.
- 06 **Cizerack:** Unarmed; 10+d12 Body Points. Miscellaneous Equipment: 05%. N/A: 2 claw + 1 bite. D/A: 3-4/3-4/3-5. 20% likely to possess a piece of information. -20 to Persuasion checks. COH: 10-60cr.
- 07 **Cizerack:** Armed; 15+d10 Body Points; 2-4 levels weapon skill. Miscellaneous Equipment: 15%. N/A: 2 claw + 1 bite. D/A: 3-4/3-4/3-5. 35% likely to possess a piece of information. -30 to Persuasion checks. COH: 20-120cr.
- 08 **Eridani:** Armed with long sword, 3 levels of skill; 8+d10 Body Points; N/A: 1 per second with sword; D/A: 4-11. He knows 1-3 levels of another weapon skill. Miscellaneous Equipment: 15%. The Swordsaint is 30% likely to possess a piece of information and is 05% likely to possess a piece of crucial information. -35 to Persuasion checks. COH: 10-80cr.

- 09 **Eridani:** Armed with sword + some other non-archaic powder weapon. 8+d10 Body Points; N/A: 1 per second with sword (3 levels of skill); D/A: 3+d8. Knows 2-5 levels of another weapon skill. Miscellaneous Equipment: 05%. He is 30% likely to possess a piece of information and is 05% likely to possess a piece of crucial information. -40 to Persuasion checks. COH: 60-360cr.
- 10 **Eridani:** Armed with sword + some other non-archaic powder weapon. 10+d10 Body Points; N/A: 4/3 per second with sword (6 levels of skill); D/A: 3+d8. The Swordsaint maintains 2-5 levels of another weapon skill. Miscellaneous Equipment: 30%. He is 40% likely to possess a piece of information. -35 to Persuasion checks. COH: 50-300cr.
- 11 **Eridani:** Armed with sword + some other non-archaic powder weapon. 10+d10 Body Points. N/A: 5/3 per second with sword (9 levels of skill). D/A: 6-13 (5+d8). 2-5 levels of other weapon skill. Miscellaneous Equipment: 30%. He is 40% likely to possess a piece of information and is 10% likely to possess a piece of crucial information. -50 to Persuasion checks. COH: 50-300cr.
- 12 **Black Eridani (see THE ENFORCERS):** Armed with sword + some other non-archaic powder weapon. 10+d10 Body Points. N/A: 4/3 per second with sword. D/A: 6-11 (5+d8). Miscellaneous Equipment: 20%. There is a 50% chance that he will attack any person who asks the wrong questions outright. The other 50% of the time he will give no answer, but will report the matter and wait for further instructions. COH: 50-300cr.
- 13-15 **Gen-Human:** Unarmed; 4+d4 Body Points. He is 10% likely to possess a piece of information. -10 to Persuasion checks. COH: 40-240cr.
- 16-18 **Gen-Human:** Unarmed; 4+d4 Body Points. He is 10% likely to possess a piece of information. +10 to Persuasion checks. COH: 20-160cr.
- 19-20 **Gen Human:** Armed. 4+d4 Body Points; 1-3 levels weapon skill. Miscellaneous Equipment: 20%. 20% likely to possess a piece of information. -20 to Persuasion checks. COH: 20-160cr.
- 21-22 **Gen Human:** Armed; 7+d6 Body Points; 1-3 levels weapon skill. Miscellaneous Equipment: 25%. He is 30% likely to possess a piece of information. -25 to Persuasion checks. COH: 30-180cr.
- 23-28 **Human:** Unarmed; 2+d6 Body Points. He is 15% likely to possess a piece of information. -20 to Persuasion checks. COH: 20-80cr.
- 29-34 **Human:** Unarmed; 2+d6 Body Points. He is 20% likely to possess a piece of information. -10 to Persuasion checks. COH: 20-80cr.
- 35-39 **Human:** Unarmed; 2+d6 Body Points. He is 35% likely to possess a piece of information. +20 to Persuasion checks. COH: 20-80cr.
- 40-45 **Human:** Armed; 2+d6 Body Points. 1-3 levels weapon skill. Miscellaneous Equipment: 15%. He is 20% likely to possess a piece of information. -20 to Persuasion checks. COH: 10-80cr.
- 46-50 **Human:** Armed; 5+d8 Body Points. 2-5 levels weapon skill. Miscellaneous Equipment: 30%. He is 40% likely to possess a piece of information. -30 to Persuasion checks. COH: 20-80cr.
- 51-55 **Human:** Armed; Black Marketeer. 5+d8 Body Points. 3-7 levels weapon skill. Miscellaneous Equipment: 60% (Add +20 to dice rolls). He is 80% likely to possess a piece of information other than that about the Black Market. -70 to Persuasion checks. COH: 20-120cr.
- 56-60 **Human:** Drug Dealer. Armed; (-20 to all dice rolls). 2+d4 Body Points: 2-5 levels of weapon skill. Miscellaneous Equipment: 05% (-25 to all dice rolls). He is 65% likely to possess a piece of information. -50 to Persuasion checks. COH: 30-180cr.
- 61-70 **Human:** Prostitute. Armed. (-25 to all dice rolls). 2+d4 Body Points. 1-3 levels of weapon skill. Miscellaneous Equipment: 05% (-25 to all dice rolls). She is 60% likely to possess a piece of information. -40 to Persuasion checks. COH: 30-180cr.
- 71 **Mutzachan Energy Controller:** Unarmed, 1+d4 Body Points, 4 power points. 2 random 1st level powers. Miscellaneous Equipment: 10%. 20% likely to possess a piece of information. -10 to persuasion rolls. COH: 60-600cr.
- 72 **Mutzachan Energy Controller:** Armed with archaic powder or archaic hand weapon; 1+d4 Body Points. 2 levels of weapon skill. Miscellaneous Equipment: 20%. Knows three 1st level powers and two second level powers. 8 power points. One of the powers has offensive capabilities. 40% likely to possess a piece of information. -20 to Persuasion checks. COH: 30-180cr.
- 73 **Mutzachan Energy Controller:** Armed with archaic powder or archaic hand weapon only. 2d4 Body Points. 4 levels of weapon skill. Miscellaneous Equipment: 20%. 15 Power points. Knows five 1st, three 2nd, and one 3rd energy bracket power. 60% likely to possess a piece of information and 10% likely to know a piece of crucial information. -20 to Persuasion checks. COH: 60-360cr.
- 74 **Mutzachan:** Unarmed. 1+d4 Body Points. Miscellaneous Equipment: 10%. He is 05% likely to possess a crucial piece of information. +00 to Persuasion checks. COH: 60-360cr.

- 75 **Mutzachan:** Armed with archaic powder or archaic hand weapon; 3+d4 Body Points. 4 levels of weapon skill. Miscellaneous Equipment: 35%. He is 10% likely to possess a crucial piece of information. -10 to Persuasion checks. COH: 50-300cr.
- 76-77 **Orion Rogue:** Armed; 2+d6 Body Points. 1-3 levels weapon skill. Miscellaneous Equipment: 15%. He is 30% likely to possess a piece of information. -10 to Persuasion checks. COH: 40-240cr.
- 78-79 **Orion Rogue:** Armed; 5+d8 Body Points. 2-5 levels of weapon skill. Miscellaneous Equipment: 30%. He is 45% likely to possess a piece of information. -20 to Persuasion checks. COH: 20-200cr.
- 80-81 **Orion Rogue:** Drug Dealer. Armed (-20 to all dice rolls); 2+d4 Body Points. 2-5 levels of weapon skill. Miscellaneous Equipment: 05% (+10 to all dice rolls). He is 75% likely to possess a piece of information. -40 to Persuasion checks. COH:30-300cr.
- 82-83 **Orion Rogue:** Prostitute. 2+d4 Body Points. 1-3 levels of weapon skill. Miscellaneous Equipment: 15% (-15 to all dice rolls). She is 65% likely to possess a piece of information. -30 to Persuasion checks. COH: 40-240cr.
- 84-85 **Orion Rogue:** Prostitute. Armed; (-25 to all dice rolls). 2+d4 Body Points. 1-3 levels of weapon skill. Miscellaneous Equipment: 15% (-15 to all dice rolls). She is 65% likely to possess a piece of information. -30 to Persuasion checks. COH: 40-240cr.
- 86-87 **Phentari:** Armed; 10+d16 Body Points. 1-4 levels weapon skill. Miscellaneous Equipment: 15%. He is 35% likely to possess a piece of information, and is 15% likely to possess a piece of crucial information. -50 to Persuasion checks. COH: 30-180cr.
- 88 **Phentari:** Armed; 10+d10 Body Points. 2-5 levels of weapon skill. Miscellaneous Equipment: 30%. He is 50% likely to possess a piece of information and is 20% likely to possess a piece of crucial information. -60 to Persuasion checks. COH: 30-180cr.
- 89 **Phentari Bounty Hunter:** Armed (+25 to dice rolls). 10+d10 Body Points. 2-5 levels of weapon skill. Miscellaneous Equipment: 90%. He is 80% likely to possess a piece of information and is 40% likely to possess a piece of crucial information. There is a 35% chance that he will follow a person that asks too many questions. He is 50% likely to attack if threatened. COH: 30-120cr.
- 90 **Python Lizard:** Armed 20% of the time. 20+d10 Body Points; N/A: 4/3 per second with claws, etc. D/A:9-11/9-11/9-10/9-10. Miscellaneous Equipment: 25%. He is 25% likely to possess a piece of information. -35 to Persuasion checks. COH: 50-300cr.
- 91 **Ram Python:** Armed with sword + some other weapon. 20+d10 Body Points; N/A: 4/3 per second with claws, etc. D/A:12-13. Miscellaneous Equipment: 30%. The Ram is 10% likely to possess a piece of information. -35 to Persuasion checks. COH: 20-120cr.
- 92 **Ram Python:** Armed with Ioken (4 levels of skill). Roll once for some other weapon. 22+d10 Body Points; N/A: 3 per 12 seconds with Ioken. D/A: 2d6 + 1. Miscellaneous Equipment: 30%. He is 20% likely to possess a piece of information. -50 to Persuasion checks. COH: 10-100cr.
- 93-94 **Zen Rigeln Healer:** Unarmed; 4+d6 Body Points. 4 power points. Knows 2 random 1st level powers. Miscellaneous Equipment: 10%. 1-2 BRIs, 10% likely to possess a piece of information. +10 to persuasion rolls. COH: 40-160cr.
- 95 **Zen Rigeln Healer:** Unarmed; 4d4 Body Points. Miscellaneous Equipment: 20%. 12 power points. Knows five 1st, three 2nd, and one 3rd energy bracket power. 10% likely to possess a piece of information and 10% likely to know a piece of crucial information. Roll 2 times on (medical) Miscellaneous Table. +10 to Persuasion checks. COH: 50-200cr.
- 96 **Zen Rigeln:** Unarmed. 4+d6 Body Points. Miscellaneous Equipment: 10%. He is 05% likely to possess a piece of information. +20 to Persuasion checks. Roll 2 times on (medical) Miscellaneous Table. COH: 30-180cr.
- 97-98 **Zen Rigeln:** Armed. 2+2d4 Body Points. Miscellaneous Equipment: 25%. He is 20% likely to possess a crucial piece of information. Roll 4 times on (medical) Miscellaneous Table. -20 to Persuasion checks. COH: 20-120cr.
- 99-100 **Tza Zen Rigeln Anti-Healer:** Armed. 2+2d4 Body Points. 1-4 levels of weapon skill. 5 power points, knows 3 1st energy bracket powers and one 2nd level matrix. Miscellaneous Equipment: 25%. He is 20% likely to possess a crucial piece of information. -20 to Persuasion checks.



BYNTECH SHIPPING COMPANY

The BynTech Company is ostensibly a shipping firm that distributes food all over the subsector. It maintains over 2000 facilities on some 100 worlds and is protected by The BynTech Starfleet, a formidable navy, boasting some 500 vessels. The corporate headquarters is located on Dnar at Resallea, some 4000km away from Arensma, on the continent of Roe. There are 5 Dnar shipping points, one per continent. The nearest shipping point is located in the Senetal Industrial Park. The plant is located in the great forests to the northwest of downtown Arensma.

In reality, BynTech is a covert operation assisting the Rebels. The Senetal facility is run by Senior Vice President David Duke, whose job is to distribute arms to local Rebel organizations, as well as run a profitable operation. Duke pays kickbacks to the Penthra Police Commissioner, as well as the Governor, for their cooperation.

THE APPROACH

The PCs must travel the highway to the Pinewood Exit to reach the Senetal plant. They enter on Ridgeway Blvd. which winds along through heavy pine forests to the back gate of the park. The approach is easily recognized from the pictures found at Cheng's house.

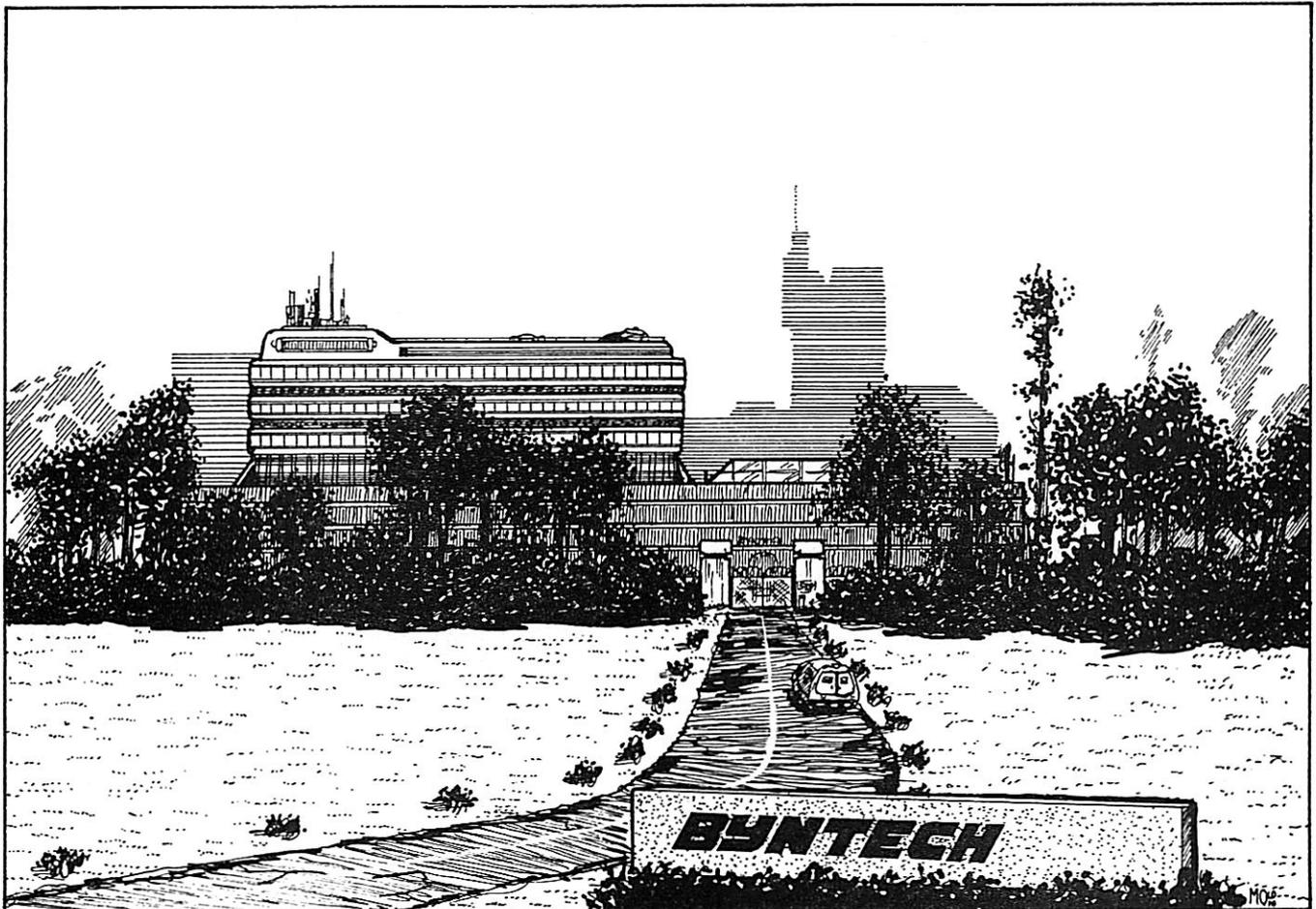
Eighteen wheeler equivalents continually move through this area 30 hours a day. Roll once per hour to determine if a truck arrives. A result of 70-95 indicates one truck; 96-00 indicates 1-3 trucks. They load up or drop off crates at the warehouse, then depart for individual distribution centers or at the spaceport shuttle station. The warehouse

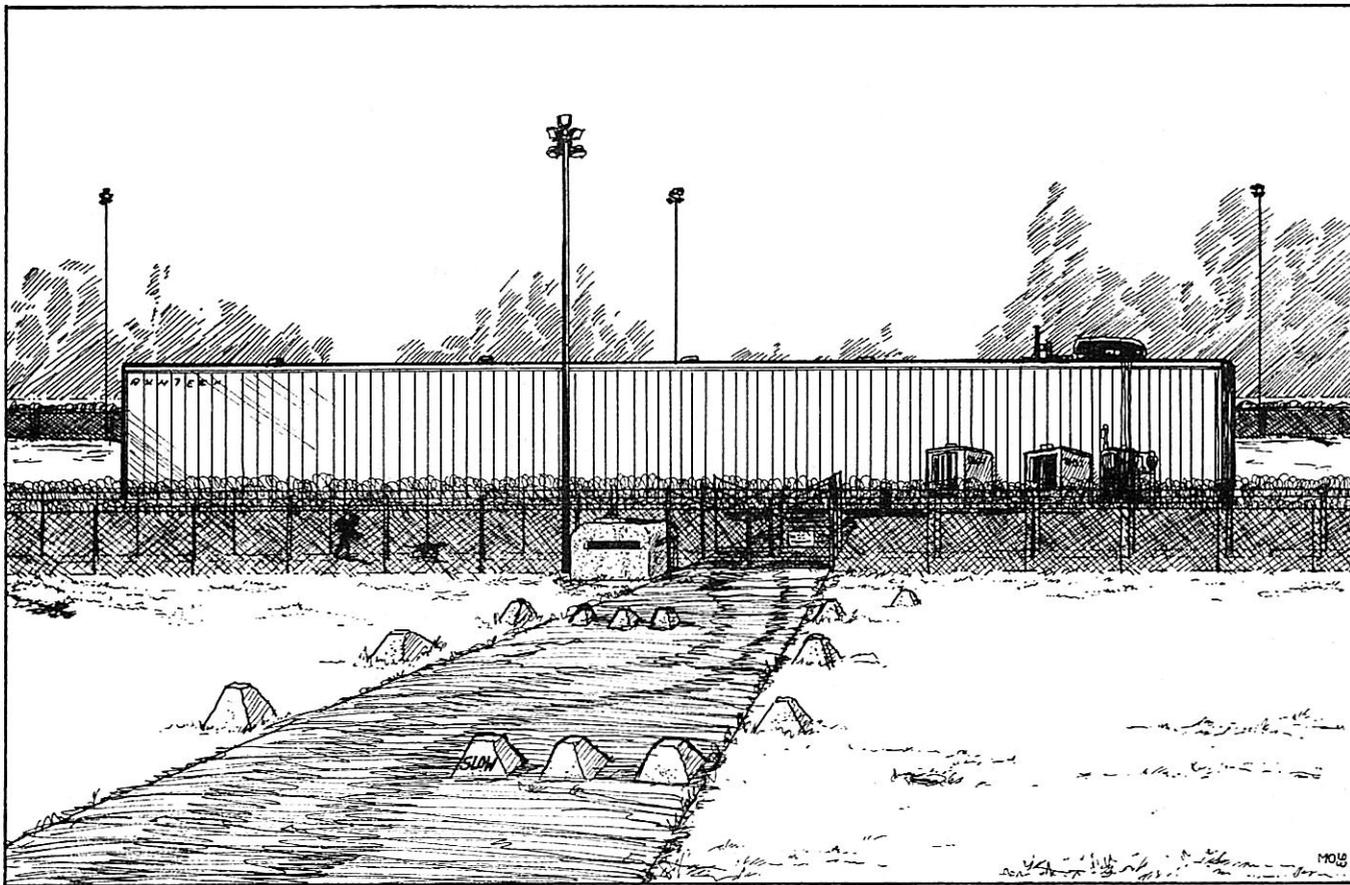
itself sits back in a field that is surrounded by high-intensity lights, a large flat grass area, and coiled barbed wire. A marble placard proclaims, "BynTech Shipping Company. The Fast with the Finest!" There is another sign warning, "Private Property. Trespassers will be prosecuted to the fullest extent of the law. Trespassers who enter this property after nightfall will be shot on sight!"

Infrared detection beams are set up on posts at 20m intervals throughout the woods which surround the building. Each post projects three beams, running parallel to the ground at intervals of 0.5m to a height of 1.5m. The posts circle the complex and if the beam is broken at any point, silent alarms and a remote TV screen are activated inside the guard house. The remote cameras are built into the trunks of surrounding trees. An infrared detection device or level 5 Detect Security check (level 8 at night) uncovers the presence of the devices. Deactivating the posts requires a level 2 check, and bypassing a level 5 check. The party can climb over the devices by using the low lying branches to vault over the beams. This requires a level -1 Climbing check, or an Agility check at -30%. Once the PCs have circumvented the beams, they can proceed to the edge of the clearing without further delay.

THE EXTERNAL DEFENSES

50m of open space stretches from the surrounding pine woods to the first of three fences. Each fence is 4m high, topped with barbed wire, and completely surrounds the compound. The fences are 3m





apart. Guard dog equivalents wander back and forth between the first two fences and a single guard (with a radio) circles between the second and third fence. The fences are only broken in one place, the entrance gate. A 2m by 2m guard house, made of concrete (THR: 7), controls the gate and a guard is always on duty here.

A 100m wide field of finely trimmed grass circles the warehouse building. A single paved road runs through the gate to the warehouse loading dock, which is barred by heavy doors after 10PM. The warehouse has no windows and only one other entrance, a single normal-sized door around the side of the building.

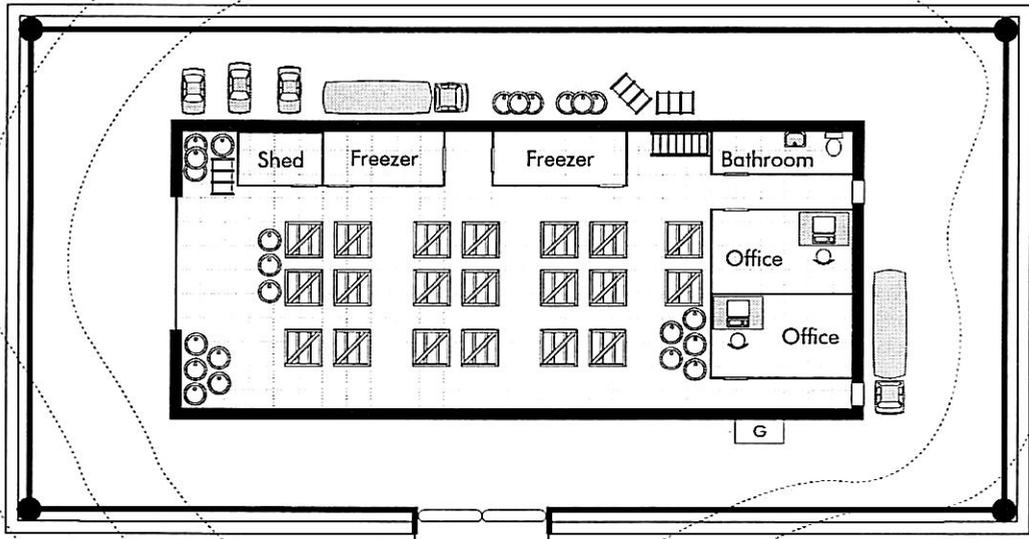
Crossing the clearing is a difficult matter. Powerful flood lights illuminate the entire area at night. Any PC who attempts to cross the clearing has a 50% chance of being noticed, unless he or she is wearing a camouflage unit. Also, a character without camouflage must make a level 4 Infiltration check (level 6 Stealth) to pass unseen to the first fence. There is still a 15% chance of detection, even with a camouflage unit. The dog equivalents smell the intruders 40% of the time and begin barking. Usually, the party must take out the walking guard, the guard at the gate post, and the dog equivalents to get through unnoticed. If the dog equivalents or the walking guard have not been neutralized before the first fence is crossed, they attack. The gate guard sounds the alarm, calls the police, and joins the fray.

A PC who listens carefully at the edge of the woods (base -20%), or at the fence barricade hears the tell-tale hum of electricity running through the third fence. A level -1 Detect Security check or Sighting check at 50% plus modifiers reveals a small electrical generator that powers the fence. Firing at it incurs a -30 penalty to the UAN. The generator casing has a threshold of 5; 5 points of penetrative damage knocks out the unit. Any PC who touches the third fence before it is nullified suffers 2-12 points of electrical damage.

Remember: electrical damage bypasses threshold and does straight damage to the absorption polymers. Armor must make an SMR vs electrical attack forms. PCs are entitled to an SMR vs electrical attack forms to halve the body points damage.

More nastiness awaits once the fences are crossed because the field leading up to the warehouse is mined. The asphalt driveway leading up to the loading dock is also mined. Characters who conduct surveillance while a truck arrives, and make an unmodified Intuition check, notice that the guards always call in before they or any vehicle travels down the road. The field can be turned on or off from the warehouse. Absent a perceived threat to BynTech interests, the field is inactive. Helps to cut back on the body bags for employees who have a brain cramp! Someone noticing the PCs' visit to Cheng's house or a PC altercation with the police is not considered a threat to warrant activating the field. However, any altercation with the Black Mondays, or with Black Eridani, or any other sign that indicates that the weapons smuggling operation has been compromised results in continual mine field activation. The mines are 360 degree claymores (no smoke). A plastic explosive detector automatically reveals the presence of the minefield. There is a 20% chance per 5m of stepping on a mine.

The field is also protected by remote laser gun turrets that are hidden just beneath the surface of the ground. Motion detectors lining the area activate the lasers turrets (treat as M18-Ls, modify base accuracy only by situational modifiers). Anytime a PC walks on the field, 1-3 lasers fire at him. And yes, the laser turrets remain activated when the minefield is deactivated. PCs who enter the field, and are under fire, can make an Intuition check at a -40 penalty to realize that no mines are placed within 3m of a laser turret. PCs may also make an unmodified Intuition check to remind them that smoke defeats lasers.



KEY



CRATE



GENERATOR



GUARD HOUSE



DRUM

BynTech Shipping

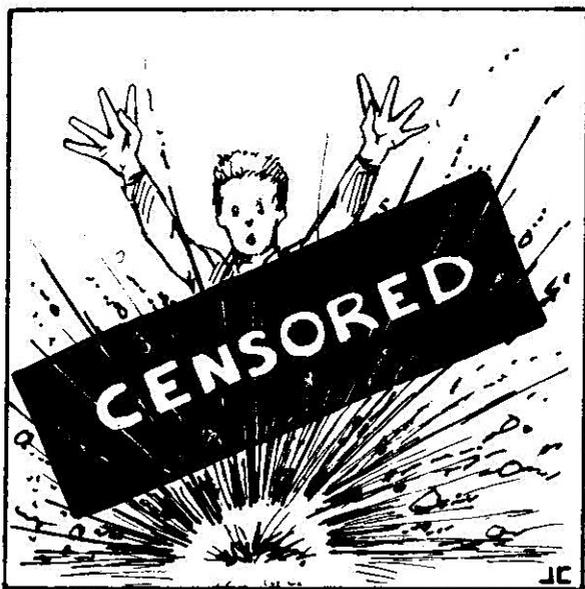
THE WAREHOUSE

The warehouse is a simple design, 30 meters wide, and 120 meters long. The warehouse is locked at all times, unless a vehicle is arriving for pick up. It is filled with a variety of foods destined to a variety of cultures throughout the subsector.

Two armed guards, wearing AKMB, are stationed inside. The guards sound a silent alarm to the police in the event of an attack. Wait 3-12 minutes before rolling on the Rural Neighborhood Police Response Table (see ARENSMA CITY LIMITS). **It is important that you monitor the time that elapses once the guards sound the alarm.** The guards engage any assaulting force and fight to the death.

Some 50 other employees carry out a variety of functions during the day. Most are unaware of the weapons. They believe that the guards are there to protect against Rebel attacks designed to knock out food supplies to warring worlds. (In actuality, two staged attacks were made against the facility to justify the security).

The warehouse is filled with boxes and crates of packaged goods. Freezers contain more food. There is a 01% chance per 2 minutes of searching, per person, to find a crate full of weapons. There are 20 M-18L rifles, 50 plasma grenades, 10 M-20 Blaster pulse cannons, 5 motion detectors, 5 LAW rockets, and 12 Claymore 3 mines. These crates are labelled "food shipments" and are destined for Bena 4.



Successfully defeating the guards allows the group to access the warehouse office. There is a 25% chance per minute of searching that they find a piece of useful information. Roll randomly on the table below to determine what is found.

1. Filing Cabinet 1: Departure manifest. The manifest reveals that the shipment of canned goods has arrived at the warehouse and is scheduled to be sent to Bena 4 tomorrow.
2. Filing Cabinet 2: Location manifest. The manifest reveals the warehouse floor location of the shipment of goods to Bena 4 tomorrow.
3. Desk 2: The name of the Branderson Company is written on a memo pad. (Has nothing to do with the module).

4. A level 2 Detect Concealment reveals a cache of 500cr in small chits in a false bottom of a desk.
5. A loaded .44 magnum, in the drawer of a desk.

COMPUTER #1

6. Requires a level 3 Computer Operations check and level 2 Defeat Security, or level 4 Bypass Security check to access. Rebel contact phone numbers on Bena 4. Total time to access information: 3-5 minutes.

COMPUTER #2

7. Requires level 3 operate Computer check and level 5 Defeat Security, or level 7 Bypass Security check. Pharix Cartel phone number. Total time to access information: 3-5 minutes.

GUARD HOUSE GUARD

Race: Human; **Body Points:** 6; **IM:** 0; **COH:** 10-40cr

Vital Statistics: All vital statistics are assumed to be an average of 50.

SKILLS	LVL	UPS
Laser	5	BW

WEAPON

BS-2 Laser: ROF: 2; Q: 10; D/A: 2-7

UAN: 98/88/80/65/40; **MN:** 98; **SS:** 85

ARMOR

BP-2 Flak Jacket: AI: 20; THR: 4; AR: 4; FIR: 40; CLD: 40

EQUIPMENT

Hand Radio

PERIMETER GUARD

Race: Human; **Body Points:** 9; **IM:** 0; **COH:** 10-40cr

Vital Statistics: All vital statistics are an average of 50.

SKILLS	LVL	UPS
Laser	5	BW

WEAPON

M-16L: ROF: 2; Q: 10; D/A: 2-7

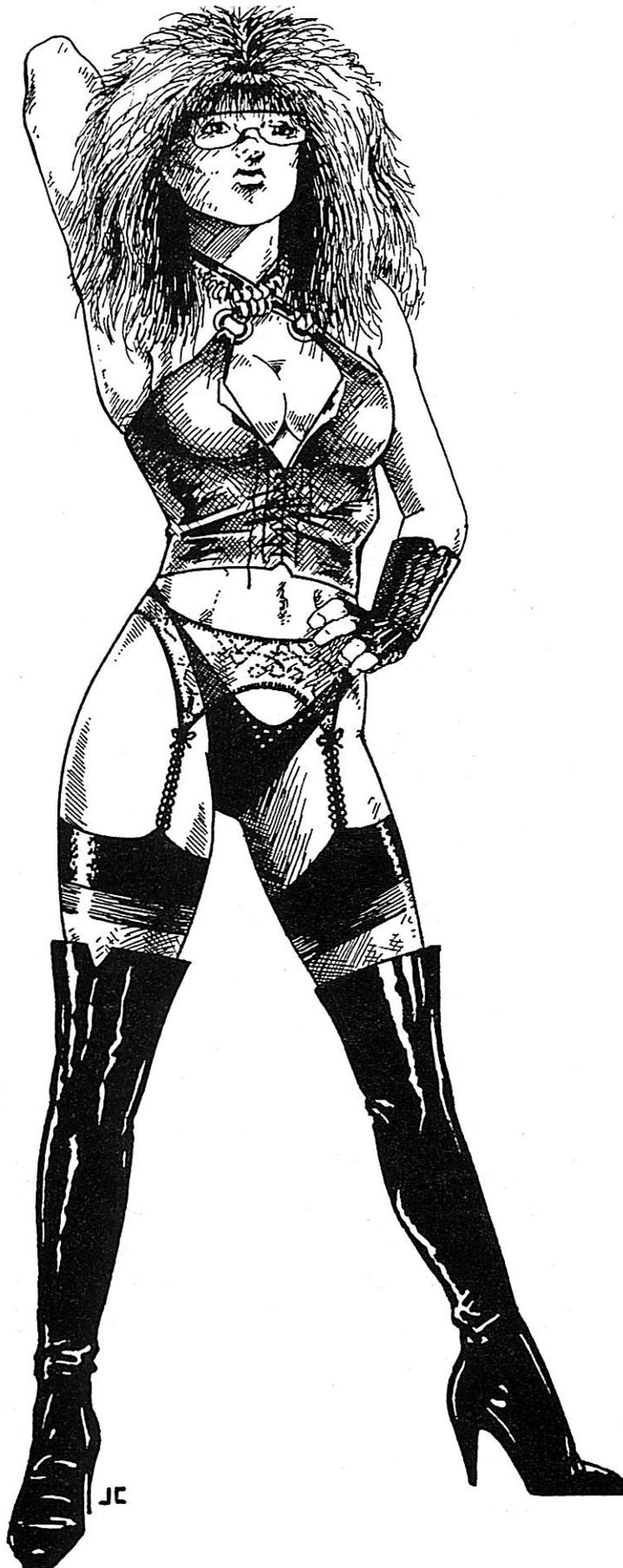
UAN: 95/95/92/84/78/30/10 **MN:** 98; **SS:** 85

ARMOR

BP-2 Flak Jacket: AI: 20; THR: 4; AR: 4; FIR: 40; CLD: 40

EQUIPMENT

Hand Radio



RATWEILER EQUIVALENTS

Origin: Genessee Dog Manufacturers
Habitat: Any
Occurrence: Prolific
No. Hanging Out: 2-12
Body Points: 2-5
Movement: 12/20/50
Initiative Mod: -2
Defensive Mod: -20
Threshold: Nil
N/A: 1/sec
D/A: 1-6
Attack Number: 85
Special Attacks: Nil
Special Defenses: Nil
I.Q.: 10-40
Experience: 75

WAREHOUSE GUARD #1

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are an average of 50.

SKILLS	LVL	UPS
Laser	5	BW

WEAPON

M-16L: ROF: 2; Q: 10; D/A: 2-7
UAN: 95/95/92/84/78/30/10, MN: 98; SS: 85

ARMOR

AKMB: AI: 120; THR: 4; AR: 40; FIR: 40; CLD: 40
AKMH: AI: 8; THR: 7; AR: 6; FIR: 50; CLD: 55

WAREHOUSE GUARD #2

Race: Human; **Body Points:** 12; **IM:** 0; **COH:** 10-40cr
Vital Statistics: All vital statistics are an average of 60.

SKILLS	LVL	UPS
Laser	5	BW

WEAPON

CBM2: ROF: 6; Q: 30; D/A: 2-8
UAN: 118/106/80/55/23/-20, MN: 98; SS: 98

ARMOR

AKMB: AI: 120; THR: 4; AR: 40; FIR: 40; CLD: 40
AKMH: AI: 8; THR: 7; AR: 6; FIR: 50; CLD: 55

MINEFIELD INFORMATION

Claymore 3: D/A: 3-18/3-18
M-18L: ROF: 2; D/A: 2-8; Q: 20; **UAN:** 97/95/91

TOTAL EXPERIENCE

Negotiating Minefield:	400	Negotiating Detection Beams:	250
Extended Surveillance:	150	Per Piece of Information:	150
Stationary Guard:	100	Roving Guard:	150
Warehouse Guard #1:	1,200	Warehouse Guard #2:	1,200
Alarm Never Sounded:	multiply experience by 1.5		

THE KANOLIAN ZONE

Every city has a dark side, a place where danger lurks, where fear wakes with the fall of night and begins to stalk the shadows. Safety is kept by the bed side. "Safety" is always loaded. The dark side of Arensma is a seedy section of town known as the Zone, short for War Zone. The Zone is home to the indigent, the misfit, the mercenary, and the cold hearted murderer. It is a place where the bad people go, the "cool" people go, the adventurous people go. The Zone is a place where the majority of the alien populace dwell, and exists as a sort of sanctuary for those criminals wishing to remain anonymous. It is a place where Battlelords come to have some fun.

For the most part, the Zone is a slum, a dilapidated place in dire need of repairs. The streets are dark. Street lamps which have not been shot out are few and far between. Most lots have buildings crumbling slowly from years of decay, or former buildings burned to the foundation. Others are empty, except for mounds of debris and piles of garbage best left undisturbed.

Not everyone in the Zone is a criminal. Some common people, those too poor to move elsewhere, eke out a meager living amidst drugs, prostitution, and rampant crime. Small Mom and Pop stores reveal hard-working citizens giving a day's work for half a day's pay. These people mind their own business. During the day, the streets are crowded, but none too friendly. During the night, the streets are packed with throngs of "vampires," who are decidedly unfriendly.

The Zone is a triangular area, some 15 blocks in each direction. The East River lies to the north, the skyscrapers of downtown run northeast to south, while Exchange Street closes it off from the west.

The party must enter the zone if they wish to determine the identity of the medallion. Few people wear armor here and blatant armament invites trouble. Any person openly wearing armor is penalized during random encounter persuasion checks by 25 points (see GATHERING INFORMATION, RANDOM ENCOUNTERS).

THE BIZARRE

This ongoing street event occurs in the heart of the Zone. It includes outdoor shops, cafes, and crowds where sidewalk vendors ply their trade. Sentients from all over the subsector come to this place to shop and hang out with the "Cool", as the prosperous and influential aliens of the Zone are called. Pick pockets run with vengeance here. One can get just about anything alien at the Bizarre, from rare Dematrain ale, to Keltrin ice, to Xanorg silks. Every type of food imaginable is served up at small alien eateries. Treats range from Brul, a rare avocado-equivalent Eridani delicacy, to Hor, a Cajun-equivalent style fish from the seas of Pythos. Small watering holes await the lips of those ready to party. The most infamous is the Pallbearer, with a free nightly floor show where someone invariably gets slain. The Black Monday gang can be seen on almost every street corner here. These young, predominantly Human thugs wear black, full length, leather jackets, and maintain a semblance of order throughout the area (see BLACK MONDAYS). All the "name" NPCs hang out here as well.

Party members should be encouraged to explore the area, and roleplay their response to amenities normally found only on their home worlds. Given below is a menu of what characters can find while visiting the Bizarre. Assign a roleplay rating for encounters in the area from 1-25 and multiply the result by 10 points to get the roleplaying award.

THINGS TO SEE AND DO AT THE BIZARRE

CyWorld Sports: CyWorld Sports is the city's arena for Cyball games. Contests are held every Monday and Wednesday nights. Tickets: 50cr. Located on Suffolk.

Derrick's: Run by reputed Pharixe Cartel kingpin, Derrick Reginald. This establishment for the wealthy is a great dance club, with holo-projection screens, rotating dance floor, mood plants, etc. Located on Bidwell Blvd. Opens at 10PM nightly.

Dueling Sword: This gym caters to Eridani needs. Swordsaints can pick up archaic hand weapons at half price. Sanctioned sword duels only are viewed live. Archaic hand weapon holo-training is available for 5cr a minute. Located at Sheridan Drive and Broadway. Open 30 hours a day.

Gross Me Out: Orions hang out here. Every night at 11 o'clock, the person who eats the most disgusting food or non-food wins 1000cr. Crowd applause judges. Located in the Sneaker's Palace on the Apogee Way.

Floria's Boutique: Produces rare and beautiful customized jewelry (see FLORIA'S BOUTIQUE). Located at River Rd and Broadway.

OK Corral: A dangerous spot where enemies can come to settle it all over a beer and a gun. The OK Corral doubles as a gambling joint where people come to bet on who will survive real gun battles. All duels are sanctioned. Get there early because lines often extend around the block. Found on Melbor, near River Road.

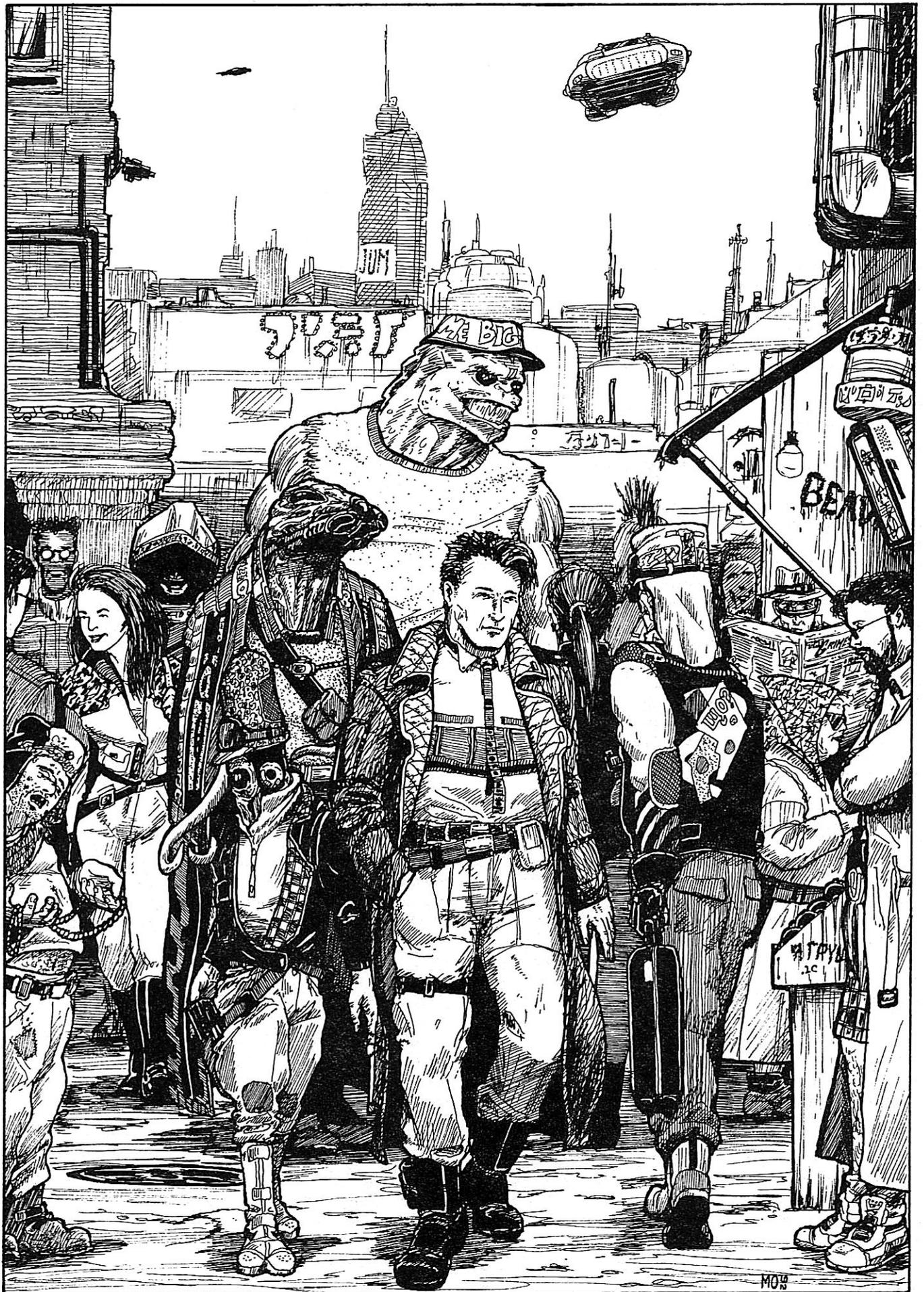
Phena Protection Agency: An office where Phentari can come to obtain the services of a bounty hunter, or seek asylum from hostile aggressors. The property is actually Phentari Government owned land and an Alliance court order is necessary to extradite personnel. Open 30 hours a day! On River Rd. at the edge of the business district.

Rend My Enemies: This movie shows every Saturday and Sunday at the Knar Theater. The picture is a biography which explores the development of a young Phentari's methodology of torture and dismemberment. Narrated by the famous Arknon Phentari. Absolutely Wonderful! Located on the Millbrook Way.

Rent-A-Skill: The Rent-A-Skill store is located on Millbrook Way (see Battlelords). Open daily from 9:00AM to 5:00PM.

Slave Markets: The market sells slaves, known as Unreals, for low prices. The auction begins at noon every day and continues until 6PM. Many Phentari come here to purchase dinner "on the hoof." Located on Melbor St.

Sharkies: A yuppie type establishment known as a great pick up spot. This swank bar/restaurant is a place where many business deals are consummated over sushi and chablis. Remember to bring lots o' cash because the price of drinks is twice the norm. Located on Galasa Street. Open 30 hours a day.



Tall Tales: Orions, and other outrageous storytellers, get together every Thursday night at this place to recall their adventures. Winner gets 500cr (use Bard skill, or Persuasion (-30), to determine the victor. Each player decides difficulty level of his story). Crowd applause judges. Located at Melbor and River Road.

Tranquil Palace: A place where mostly Chatilians come to lay in "Quiet Booths" and listen to soothing music, or nothing at all. The Palace is located on Sheridan Dr. Costs 15cr per hour.

Tough Guy Drinking Contest: The sentient who drinks the most Orion Utaban Scotch in 30 minutes wins 500cr. Contests run every night at 10:00PM at the Wicked Wonton Bar on Elm St.

EXPERIENCE AWARDS

PLAYER 1	PLAYER 4
PLAYER 2	PLAYER 5
PLAYER 3	PLAYER 6

WE'RE NOT IN KANSAS ANYMORE

This encounter is designed to reveal the "colorful" nature of the Zone in general and the vicious nature of the Cartel enforcers, the Black Eridani. The first time any of the group enter the Zone, things appear normal. Crowds bustle by, including a variety of alien types, minding their own business. Then all of a sudden:

There is a huge explosion and the sound of glass shattering. Next, you are spattered by something wet which forces you to blink involuntarily and stagger backwards. Your body reflexively takes up a defensive position and when you open your eyes, a broken body lies embedded in the windshield of a nearby car. Part of the body lies on the front seat. All around you, people stare up into the sunlight. You do as well, squinting to see the assailant. The silhouette of some being wearing a mohawk crouches on the rooftop above. A longsword swings dangerously from its waist. Before you can react further, the figure emits a deep-throated wail of anger, turns, and disappears.

The crowd stands stunned for a few moments, some shaking their heads, before returning to their business. People begin murmuring:

**That guy should have taken flying lessons.

**If that was my car, I'd really be mad.

**Ouch!!! Dude messed with the wrong people. Shouldn't play with Black Eridani.

**I told you that the Cartel doesn't play games.

Then, a strange looking creature appears out of the crowd, shrouded beneath a silken black cloak. The hood is drawn up to cover the face. A strange golden medallion (nothing like the one you carry) hangs from a heavy chain centered on the chest. Raspy breathing noises emerge from the cloak. It approaches you and says:

"Call for assistance. I shall attempt to bring him back". You catch a partial glimpse of the creature's face. It is covered with puss and green welted lesions. The being places a hand on the chest of the corpse and begins to hum. A moment later, the body stirs. Without a word, the being turns and walks away.

The specter stops and responds to any questions asked. He claims to be a Sye-Men. Otherwise, a Terrestrial Knowledge check reveals the same thing. If there is a Zen Rigel in the party, pull him aside as soon as the Sye-Men approaches. Inform him about the race and its relation to the Zen. Sye-Men and Zens are cousins and enemies. Both

originated from the Motaran Rift. Assign the Zen a roleplay rating from 1-25 and multiply the result by 10.

Note: The Sye-Men's services can be purchased by the party at a rate of 15,000cr per life restored.

THE PALLBEARER

There is no map for this encounter. The largest and most noticeable of the establishments in the Bizarre is the infamous Pallbearer Bar and Grill. The bar is nothing but a huge warehouse. It is always packed with the most rowdy, dangerous and fun loving people any axe murderer could ever hope to meet! There is an 80% chance of finding any of the Major NPCs here on any given night. The bar is dark, lights turned down low to provide anonymity and a sense of danger. The probability that any person encountered has a weapon is increased by 15%. People keep their hands in their pockets to prevent pick-pocketing and to hold cold steel. The crowd is friendly, as long as you don't cross them and it is quite common for a fool to get gutted or shot while in the bar. By the way, the definition of fool is getting caught at whatever wrong thing you happen to be doing.

The bodies are ceremoniously dumped in the alleyway out back by the Ram Python doorman, who carries the corpses over his head until he reaches the door and tosses them into the street. The police eventually respond with ambulances and cart the victim off to the morgue. Half the time, they don't even enter the premises to make a report. They merely annotate "Pallbearer" on their reports and head out to the donut-equivalent shop where the real action is!

Phetus the Phentari is the bartender at the Grill. He is a quiet type that does his job with a sense of pride. He is off limits (i.e. killing him is the worst thing that someone could possibly do). Phetus works for the Black Market, which pays kickbacks to the police to keep the Pallbearer open. Persons seeking equipment can come here and speak to the Phentari.

Allow PCs to interact here and flirt with danger while in the Pallbearer Bar and Grill. Assign them a roleplay rating from 1-25 and multiply the result by 20.

EXPERIENCE AWARDS

PLAYER 1	PLAYER 4
PLAYER 2	PLAYER 5
PLAYER 3	PLAYER 6

PHETUS PHENTARI (LIKES FINGER FOOD)

Race: Phentari; **Body Points:** 15; **IM:** 0; **COH:** 100-600cr

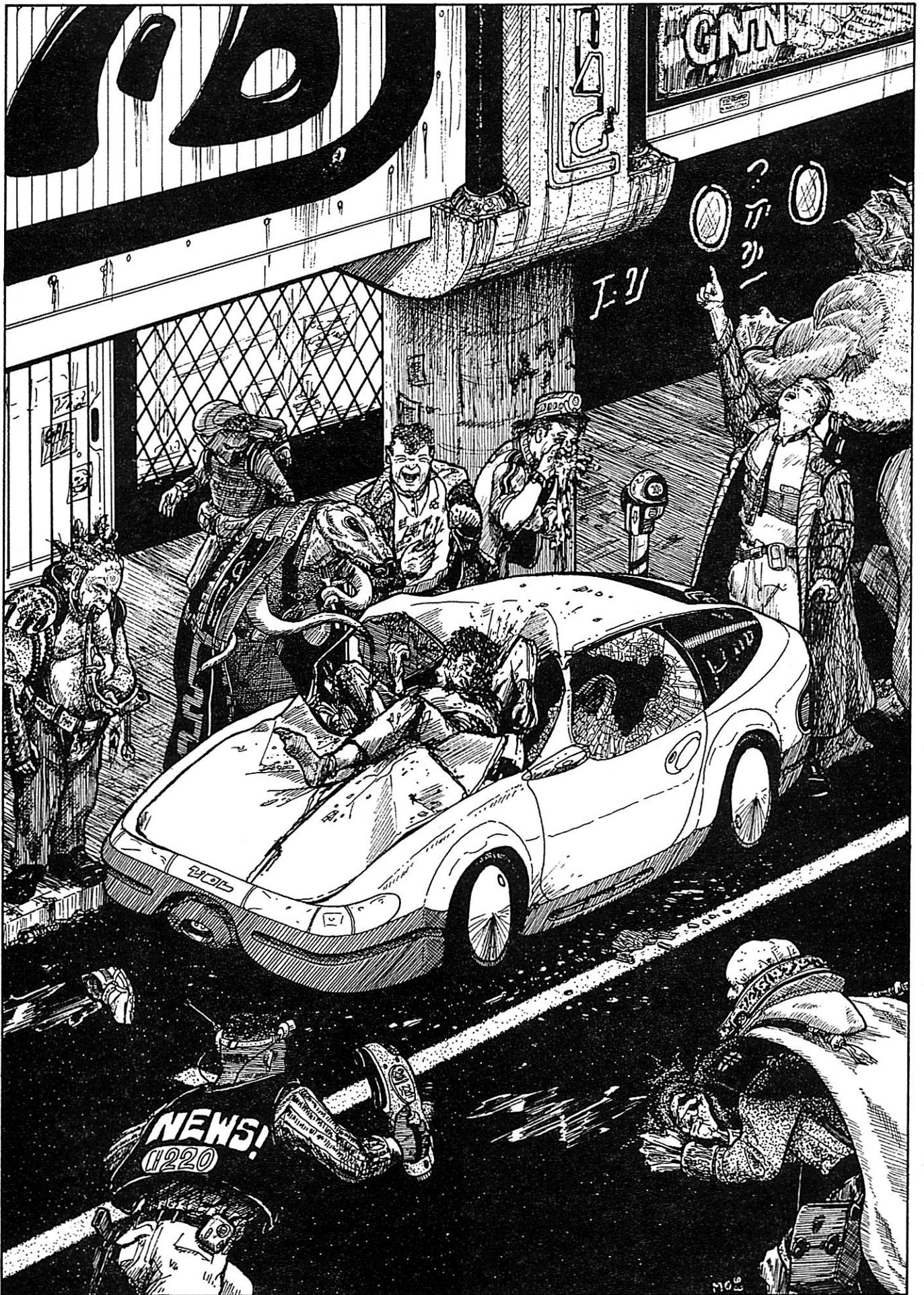
Vital Statistics: STR: 49; MD: 115; IQ: 80; AGL: 45; CON: 63; AGR: 104; IN: 110; CHR: 50

SKILL	LVL	UPS
Laser	7	BW
Bribery	12	BW
Escape	7	115
Forgery	5	110
Interrogation	7	130
Pick Locks	6	130
Pick Pocket	6	130
Intelligence	5	120
Throwing	4	BW

WEAPONS

4 Tenteclax 3: ROF: 1; D/A: 2-8; Q: 10

UAN: 124/114/104/39/54; SS: 70; MN: 96



2 Super Plasma Grenades: D/A: 4-24/4-24
UAN: 106/96/76/66/56/46

ARMOR

Wingala Nairasu Street Clothes Armor: THR: 3; AR: 100
Protection PDS: 50 points

EQUIPMENT

Mental Screen; Mood Discriminator

DOORMAN

Race: Ram Python; Body Points: 45; IM: 0; COH: 20-80cr
Vital Statistics: STR: 134; MD: 45; IQ: 45; AGL: 70; CON: 125;
AGR: 140; CHR: -30; IN: 40

SKILL	LVL	UPS
Pulse	5	BW
Body Points	5	N/A
Tracking	7	120

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 105/83/48/28/-02; MN: 97; SS: 85

ARMOR

Skinsuit Street Clothes Armor: AR: 60
Protection PDS: 50 points

EQUIPMENT

Mood Discriminator

BOUNCER #1

Race: Ram Python; Body Points: 38; IM: 0; COH: 30-120cr
Vital Statistics: STR: 130; MD: 55; IQ: 50; AGL: 60; CON: 122;
AGR: 120; CHR: 00; IN: 53

SKILL	LVL	UPS
Pulse	7	BW
Body Points	5	N/A
Tracking	7	120

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 105/83/48/28/-02; MN: 97; SS: 85

ARMOR

Skinsuit Street Clothes Armor: AR: 60
Protection PDS: 50 points

EQUIPMENT

Mood Discriminator

BOUNCER #2

Race: Ram Python; Body Points: 34; IM: -1; COH: 20-80cr
Vital Statistics: STR: 127; MD: 49; IQ: 46; AGL: 79; CON: 112;
AGR: 110; CHR: 02; IN: 53

SKILL	LVL	UPS
Pulse	7	BW
Tracking	7	120

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 105/83/48/28/-02; MN: 97; SS: 85

ARMOR

Skinsuit Street Clothes Armor: AR: 60
Protection PDS: 50 points

EQUIPMENT

Mood Discriminator

EXPERIENCE

Phetus Phentari: 4,600

Doorman: 5,200

Bouncer #1: 4,800

Bouncer #1: 4,400

FLORIA'S BOUTIQUE

Floria's Boutique is located along the Bizarre on Broadway. The party should eventually be directed here if they are tracking the origin of the medallion. Five other jewelry crafting boutiques exist in the Zone and the Battle Master may wish to direct the party (through NPCs) to them all. Ad-lib roleplay the PCs through those places not in the story line.

Floria's Boutique occupies the first floor of a run down building. A bold neon sign hangs above the entrance, claiming "If it can be made, it must be crafted. Floria's Boutique. EXOTIC CUSTOMIZED JEWELRY." There is a butcher shop next door, and a barber shop on the other side. Across the street, an old abandoned building sags. Award 500 experience to the group if they reconnoiter the area and boutique before entering. Surveillance reveals a front and back door, the back accessible by an alleyway that runs the length of the block behind the building.

The store front includes a door and a plate glass window surrounded by stained glass zodiac symbols. Several manikins stand behind the clear glass, clad only in necklaces, rings, brooches and other jewelry. The shop is guarded by a reasonably sophisticated window and door security system. Any forced entry activates an alarm, which attracts the Black Mondays, and the police (a Unit 3 responds). A successful level 3 Detect Security check reveals these facts. The security system can be disabled (level 5 difficulty) by cutting the proper wires that run to a utility pole in the back of the building. A hidden video camera in the eye of the manikin records the street in front. It requires a level 4 Detect Security check to notice this fact. The camera can only be deactivated and the security tape erased from inside.

A counter faces the front doorway and the display case beneath it is filled with jewelry. There is a variety of gaudy clothing hanging from racks which cover most of the floor space. A small dressing room stands off to one side. A single door behind the counter accesses the back of the store. The store's decorations and sale items follow a mystical, fortune-teller motif.

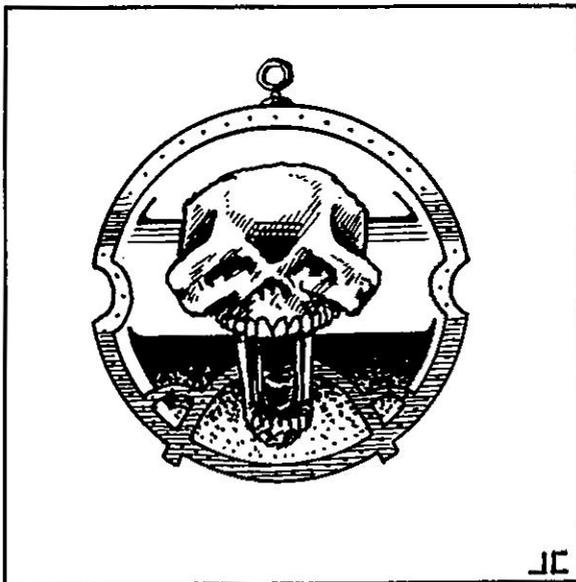
The jewelry in the window and under the counter is mostly fake, other than some semi-precious stones. Party members who collect this stuff gain roughly 50cr worth of junk. The real jewelry is hidden in the back room, in a wall safe.

The back room is filled with clothing stock. There is an office area in the corner with a desk, a sewing machine, and file cabinets.

Two files are of immediate interest. The first bears the Governor's signature and contains an order form for 10 medallions. A sketch, exactly like the medallion the PCs hold, accompanies it. There also is a credit card slip with the Governor's name on it. Another file bears Cheng's name and contains an invoice for a hand-made necklace, valued at 2000cr, and a delivery form for the address of one Debra King. Searching further uncovers a large file labelled King with numerous purchases. Apparently, King was a regular customer. Finally, a level 7 Detect Concealment check uncovers a wall safe behind a false panel. One must successfully negotiate a level 8 Pick Locks check to access to 20,000cr in chits and jewelry contained within the vault.

The store opens at 10:00AM and promptly closes at 6:00PM. A large Human woman who calls herself Zarga the Knowing, runs the boutique. A younger, but just as overweight Human woman named Jennifer Duly, assists her. Both women wear long flowing colored dresses, plenty of scarves, and huge amounts of junk jewelry. Zarga is a verbose, obscure, comic soul, crystal type, while Jennifer is surly. If the PCs seek something of value, Zarga will tell them that what they desire can be ordered and picked up from one to seven days later, depending on how unique the item is.

Every day at precisely noon, Zarga sends Jennifer to a deli around the corner to pick up lunch. This takes 10-40 minutes. Furthermore, there is a 35% chance per day that an elegant female pulls up in a sports car and enters the store. PCs recognize her as the woman depicted as the Governor's mistress in the papers, and the woman waving in Cheng's pictures, Debra King. Zarga and Debra are close friends. It was Debra who introduced Zarga to the Governor and Cheng.



PHARIXE CARTEL

The Pharixe Cartel is based in the Zone at Arensma. The Cartel deals in drugs, weapons, and vice. It provides protection to shopkeepers, store owners, and citizens of the Zone. In return, no one talks about it. The Cartel pays the Black Mondays to patrol the Zone and deal with minor disturbances. The Mondays report any major problems to the Cartel which dispatches its enforcers to make the problem go away. The enforcers are a group of Black Eridani.

The Pharixe Cartel struck a deal with Governor Hansen. They provided shipments of weapons in exchange for removing any serious police presence in the Zone, and a partial blind eye toward Cartel operations outside the Zone. Furthermore, the police would not raid Cartel operations, nor would they stop street girls from "doing their thing." The Governor also would veto any anti-drug legislation.

Although important to the overall plot, the Cartel provides no information to the party. The group should be encouraged not to dig too deep into Cartel business, subtly, and if necessary, not so subtly. If PCs persist, simply throw the "book" at them. I suggest using assault teams of Black Eridani Eradicators with Kodiak armor, 10,000cr worth of armor options, and 50,000cr worth of weapons!

BLACK MONDAYS

The Black Mondays took their name from the infamous Black Monday terrorist unit that operates universe-wide. The gang is on the payroll of the Pharixe Cartel, and acts as that organization's ears, eyes, and Zone police force. The Mondays work the streets, controlling the prostitution, making drug deals, mugging passersby, and watching to make sure that no one moves in on their territory.

The group is exclusively composed of Humans, and is led by Jamie Snipes. The Black Mondays are easily distinguished by their black leather coats. Each coat contains 20 points of absorption, 5 in each area. The Mondays hang out in groups of 3-6 and are ubiquitous throughout the zone. These punks are always looking for a fight and ready to take on just about anybody, short of Ram Python types. The gang prefers and usually gets numerical superiority over its victims.

There is a 10% chance per day, for each day, that the party operates in the Zone as a group (3 or more), that one of the Mondays will notice that they aren't regulars and start trouble. There is a 40% chance per day of encountering the gang if the party carries out some overt violent act. Roll a d4+2 to determine how many members are encountered.

The leader of the group will swagger up to the most threatening member of the party and shove the PC around a bit. He will ask for all of that sentient's money. If he or she doesn't comply, the thug will pull out a weapon and start shooting. The others will attack as well, using vehicles and pedestrians as cover. Roll on Armament Table 1 to determine the weapon type carried by each gang member. Each is assumed to possess 5 levels of that weapon skill.

If the gang takes the party down, they bring the survivors to the Pharixe Cartel. (The Battle Master should have fun devising some insidious way to free the party, perhaps as Cartel operators looking for the Governor). If the party blows the Mondays away or escapes, have the gang survivors call in. Enforcers will keep a close watch for the party to return to the area. If encountered a second time, roll the standard number of members, but roll on Armament Table 2 to determine the weapons carried. After 2 minutes, Black Eridani show up.

BLACK MONDAYS

Race: Human; **Body Points:** 2+d6; **IM:** 50; **COH:** 10-80cr
Vital Statistics: All stats are assumed to be an average of 50

SKILLS	LVL	UPS
As Required		

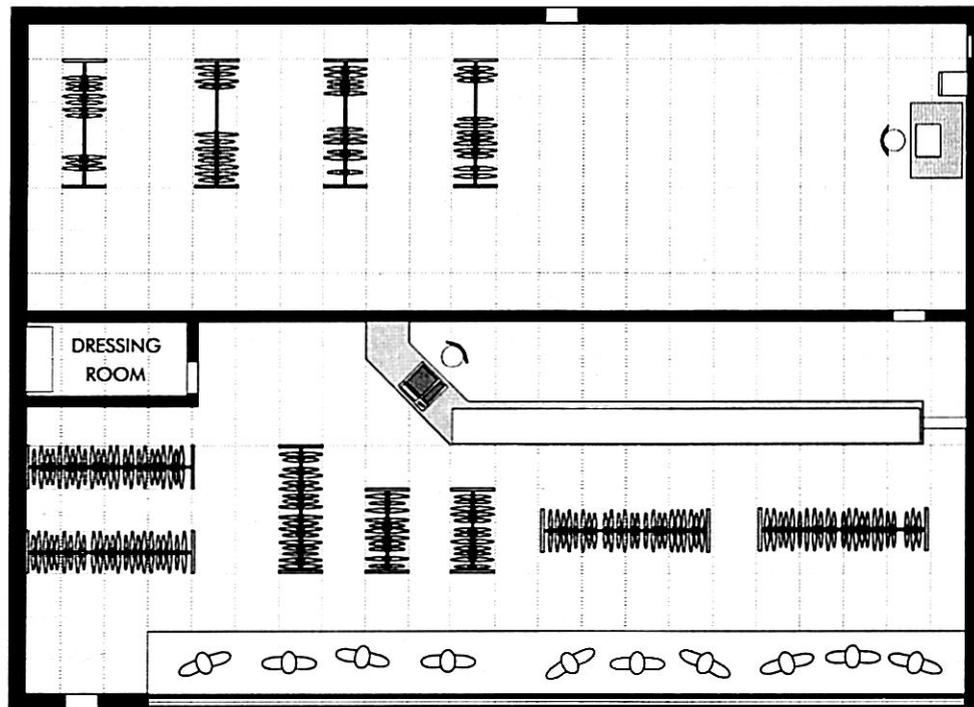
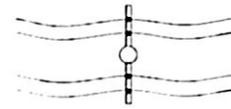
WEAPONS, ARMOR, AND EQUIPMENT

As Required

Experience: 100-600



FLORIA'S BOUTIQUE



THE ENFORCERS

The Pharix Cartel's Enforcers in the Zone are Black Eridani. Black Eridani are designed and produced by the Phentari, based on normal Swordsaint genetic patterns. The Phentari take particular joy in the thought of eradicating Eridani with Black Eridani.

These psychotic beings are created to be easily controlled by those that hold their "contracts". They can be programmed to attack specific races. Black Eridani do not feel pain. They fight into negative body points up to their Death's Door. Only bone criticals affect them and then only agility is reduced, not the desire to kill. If an instant death critical is rolled against a Black Eridani, make a SS roll. Success indicates that the Enforcer continues to fight, even though dead on his feet, for 1-6 minutes more. All Black Eridani fight in a continuous state of berserk. They gain berserker bonuses, but no penalties. They never try to parry or block. They just try to hack things into little pieces. The exception is the Liquidator class. Once given a target, these relentless beings act as efficient killers, thinking before attacking.

There are three types of Black Eridani currently working for the Cartel: Killers, Eradicators, and Liquidators. Black Eridani are armed by the Cartel according to their value and cost. If the party encounters the enforcers, 1-3 are present. The first time the party meets Killers, the second time Eradicators, and the third time Liquidators.

KILLER

Race: Black Eridani; **Model No** 397-A; **Body Points:** 21-27 **IM:** -2; **COH:** 10-40cr
Vital Statistics: STR: 110; MD: 70; IQ: 40; AGL: 100
 CON: 120; AGR: 130; IN: 15; CHR: -30

SKILLS	LVL	UPS
AHW	6	BW
HTH	6	BW
Body Points	3	N/A

WEAPONS

Long Sword: N/A: 1/sec; D/A: 8-15 (7+d8); UAN: 111

ARMOR

Street 1: AI: 20; THR: 3; AR: 10

ERADICATOR

Race: Black Eridani; **Model No** 398-A; **Body Points:** 21-26 (20+d6);
IM: -3; **COH:** 20-120cr
Vital Statistics: STR: 110; MD: 70; IQ: 50; AGL: 120; CON: 120
 AGR: 140; IN: 30; CHR: -30

SKILLS	LVL	UPS
AHW	8	BW
APW	6	BW
Body Points	3	N/A

WEAPON

Long Sword: N/A: 1/sec; D/A: 8-15 (7+d8)
 UAN: 119; IM: -2
RoadBlocker: ROF: 1; D/A: 4-16; Q: 12
 UAN: 115/105/85/65/35; MN: 99; SS: 97

ARMOR

Street 1: AI: 20; THR: 3; AR: 10

LIQUIDATOR

Race: Black Eridani; **Model No** 420-D; **Body Points:** 31-36(30+d6);
IM: -3; **COH:** 30-180cr
Vital Statistics: STR: 150; MD: 100; IQ: 60; AGL: 120; CON: 150;
AGR: 150; **IN:** 50; **CHR:** -30

SKILLS	LVL	UPS
AHW	12	BW
Plasma	10	BW
Tracking	10	150
Concealment	10	150
Det. Concealment	8	150
Throwing	6	BW
Demolitions	7	120
Body Points	6	N/A

WEAPON

Long Sword: N/A: 5/3 per sec; **D/A:** 13-20 (12+d8)
UAN: 139; **IM:**-3
Plasma Pistol: **ROF:** 2; **D/A:** 2-12; **Q:** 15
UAN: 116/90/81/53 **MN:** 97; **SS:** 90
2 Plasma Grenades: **D/A:** 4-16/3-18
UAN: 131/121/101/81/71/61/51/41

ARMOR

Streetwise: AI: 80; **THR:** 6; **AR:** 100; **FIR:** 70; **CLD:** 70
Baseball Cap (improved): **AR:** 20

NOTE!!! Unlike the other types of Black Eridani, the Liquidator waits in hiding until it gains the advantage, then leaps out and attacks with a sword in one hand while firing the static pistol with the other.

- Killer Eridani: 2,200
- Eradicator Eridani: 4,000
- Liquidator Eridani: 6,500

BLACK MARKET

The Black Market runs its operations out of a basement complex on Sherlock Street and maintains contacts all over Dnar. An uneasy peace is kept between the Black Market and the Pharixe Cartel. Two years ago, a street war between the two organizations cost the lives of some 38 people.

PCs can get just about anything they want from the Market (see Availability of Items, Battlelords of the 23rd Century, on page 232. Costs are triple base price). The Market's main contact is Phetus the Phentari, who works at the Pallbearer Bar and Grill (see PALL-BEARER). There is a 50% chance that any person who knows of the Black Market will direct the group to Phetus.

Again, you might run a party who is stupid enough to attack the Black Market operations headquarters. If they do this, butcher them where they stand!

COBALT

Cobalt is a tough undercover agent sent in by the Alliance Special Task Force On Crime to infiltrate the Zone and monitor Pharixe Cartel activities. When Black Market informants in the Alliance hierarchy uncovered his mission, he quietly worked out a deal with the Market. He doesn't inform on any of them and they don't "waste him." There is a 25,000cr bounty on his head, but so far no one from the Cartel has

made him yet.

Cobalt watched one too many super-cop movies while back on Taos 4. He is all too serious, seldom smiles, and intends to take down the entire drug ring singlehandedly. This Orion comes from a long line of distinguished policemen. His grandfather and father both worked for Invisible Wind, the Orion's version of the Secret Police. Cobalt intends to lock up, or take out, any criminal that he can. He reports weekly to the local Galactic Police commander. Cobalt is suspicious if questioned. He will investigate the PCs, compromise their cover, and arrest them if possible, if he thinks they are involved in questionable activities.

Cobalt's cover is that of a drunken, loser Orion who drains life from a bottle while he plays the "Blues" on his bagpipes. He performs for small change at the Pallbearer every night, or simply sits with the many seedy looking drunks at the bar. The undercover cop keeps a quick draw holster in the lining of his bagpipes (-3 to initiative).

Cobalt won't intervene in bar altercations. He merely pushes the mini-camcorder button on his bagpipes and records the events, then sends them to police headquarters on his next report.

NOTABLE STATEMENTS:

Life Sucks. Then you get hired by SSDC.
 Hey Buddy. Can you buy me a drink?
 There once was an Eridani from Zun, who I shot in the head just for fun . . .

COBALT

Race: Orion; **Body Points:** 11; **IM:** 0; **COH:** 20-80cr
Vital Statistics: STR: 70; MD: 81 IQ: 73; AGL: 70; CON: 86;
CHR: 80; **IN:** 84

SKILLS	LVL	UPS
Beam Weapons	5	BW
Tracking	5	105
Intelligence	4	95
HTH	4	BW

WEAPONS

BS-2: **ROF:** 2; **D/A:** 2-7; **Q:** 10
UAN: 108/98/90/75/50; **MN:** 98; **SS:** 85

ARMOR

Street 2: **AI:** 40; **THR:** 4; **AR:** 40. 4 points of ablative liner in each section of the body

EQUIPMENT

Miscellaneous Equipment: Sonic amplifier; mini-camcorder, Quick draw holster (-3 to initiative)
Medical: 2 MBRIs

Experience: 1,100

GRAK THE RAM PYTHON

Grak the Ram Python is an irascible creature who loves nothing better than to break the bones of any stranger who walks up to him and tries to get him to sell information about anything! Grak is too stupid to understand that Nigas the Chatilian is directing sentients his way for that very purpose. Satisfying his own warped sense of humor, Nigas tells sentients that Grak is smarter than he looks and possesses tons of information about what goes on in the Zone.

Grak acts about as dumb as a Python can get, and that is pretty stupid! Actually, he is smart for a Ram Python, just dumb for everybody else. He loves to eat, arm wrestle, beat up little weaklings, and kill things. He prides himself on his arm wrestling prowess and can be found in the Pallbearer every night beating on opponents. Grak has won 237 times, lost twice and amassed a broken arm count of 46. Despite this, he always seems to find an opponent, maybe because the bar offers a 2,000cr reward for beating him. The management loves him and caters to his every whim because the Ram draws a crowd and almost never loses the bar's money. As for Grak, well, he gets to show off how strong he is and that makes him happy.

Grak only speaks to someone who beats him in arm wrestling or who once was a famous cyball player. Grak wears the Caylon Slayer cyball shirt and demands that the cyball game be on while he is in the bar. If a non-famous cyball player party member approaches Grak for information without offering to arm wrestle him, he merely attempts to break 1-4 bones (does 2 body points of damage per bone break. Roll random location).

Grak fires his cybernetic arm shotgun cannon when in combat. That is the trick. Both of his arms are cybernetic. Adjudicate an arm wrestling match by having the participants roll initiative and then attempt to roll under two times their strength skill bonus. Whoever rolls three successes first, wins.

NOTABLE STATEMENTS:

Me buy you cast for broken arm.
Me kick your !!@# into orbit!
Grak love arm wrestling and cyball.

GRAK THE RAM PYTHON

Race: Ram Python; **Body Points:** 39; **IM:** 0; **N/A:** 2 claw/one bite/one tail; **D/A:** 10-11(d2+9)/10-11/10-12(d3+9)/10-12; **COH:** 200-1200cr.

Vital Statistics: STR: 135; IQ: 39; AGL: 65; CON: 121; AGR: 137; CHR:-20; INT: 38

SKILLS	LVL	UPS
APW	4	BW

WEAPONS

Cybernetic Shotgun: ROF: 1; Q: 6; D/A: 3-12

UAN: 116/88/21/-19

Plasma Grenade hanging on chain around neck: D/A: 4-16/3-18

UAN: 84/70/54/44/34/24

ARMOR

Baseball Cap: AR: 5

Experience: 1,500

NIGAS THE CHATILIAN

This arrogant Chatilian has a tremendous superiority complex. He has never been wrong a day in his life and is forever berating someone in some pompous intellectual way. Nigas is quite at home here in the ghetto, where he doesn't have to compete with intelligent sentients.

Nigas seems to know everything that is going on because of his ability to read minds. He is employed by the Pharix Cartel to spy on others and to report what he finds. Nigas hates other Chatilians because he sees them as a threat to his methods and livelihood. He also dislikes the Mutzachans because he almost always loses arguments

with the methodical race. He dislikes Ram Pythons and Pythons because they are so completely irrational it is hard to manipulate them. It was a Ram Python that tore off his left thumb during an argument over counting to 10!

Nigas belittles and mocks the party if they approach him for information. If they persist, but do not offer a bribe and flattery, he then leads them on a wild goose chase by giving them false information (roll twice on the False Information Table). The Chatilian particularly likes to send sentients to Grak. He is 10% likely to provide a piece of true information, per 100cr bribe received (roll once on the Minor Information Table) when flattered and bribed. This swindler provides 1-2 crucial clues from the appropriate table if offered 2,000 or more credits.

Nigas doesn't take well to being threatened and if provoked, he plays along until he is out of danger. Afterward, he stalks the party to get revenge. If placed between a rock and a hard place, the Chatilian provides 1-2 clues from the Minor Information Table and 1-3 from the Crucial Information Table.

NOTABLE STATEMENTS:

Is that a Python in your pocket, or are you just glad to see me!
I'm great. I know it. You stink. You know it!
Don't threaten me or you'll regret it.

NIGAS THE CHATILIAN

Race: Chatilian; **Body Points:** 5; **IM:** 0; **Title:** Mentalist; **Crystal:** Bloodstone; **Powers Points:** 13; **COH:** 60-360cr

Vital Statistics: STR: 42; MD: 51; IQ: 93; AGL: 50; CON: 46; CHR: 15; IN: 84

POWER	BRKT
ESP	1
Clairaudience	1
Clairvoyance	1
Stun	1
Psychometry	2
Confusion	2
Ego Whip	2

SKILL	LVL	UPS
Tracking	3	100
Street Smarts	5	120
Pick Locks	3	80
Camouflage	4	110

WEAPONS

Pocket Killer: ROF: 1; D/A: 4-16; Q: 1

UAN: 102/102/57/17; MN: 97; SS: 60

ARMOR

Street Clothes: Pants: AR: 20; Sweater: AR: 40

EQUIPMENT

Miscellaneous Equipment: Mood Discriminator; Transceiver

Medical: 1 BRI

Experience: 1,700

THE STREET WALKER (NICHOLAS CREEG)

Nicholas Creeg is a low-life pimp who makes his living off other people's addictions. He works some 10 different girls in the area with an iron fist and their job is to bring in the money while he plays the part of the smart, worldly, streetwise man. Creeg takes care of his ladies, not because they are living beings, but because they turn a profit only if relatively undamaged. He will kill any sentient that works over one of his girls or "forgets" to pay after services are rendered. Creeg retains the assistance of Nug the Python Lizard as his enforcer. Nug never leaves Creeg's side and is quite noticeable in his Bear armor.

Nicholas is an impeccable dresser, to whom fashion is a must. He sticks out of the crowd, always wearing a neon skinsuit and talking loud so that others will notice him. Creeg is legendary in the Zone for his sale of cheap, illegal firearms (-10%). The Street Walker will do anything for money and that is his weakness. He hates to be upstaged by those who appear to be more affluent than himself.

Creeg makes weekly payoffs to the Cartel. That is the only reason why no one has smeared him all over the wall. Creeg is a veritable library of information. He sells it at the rate of one piece of "good news" for 500cr. He knows 2-5 pieces of minor information.

NOTABLE STATEMENTS:

I'm the man, you know. You know what I'm sayin'. There ain't nothin' that goes down here that I ain't aware of.

Don't forget to pay my ladies or you gets the Nug. You know what I mean. Don't I look good?

(Some incomprehensible jive nonsense that makes no sense to anyone).

NICHOLAS CREEG

Race: Human; **Body Points:** 5; **IM:** 0; **COH:** 400-1600cr
Vital Statistics: STR: 50; MD: 52; IQ: 55; AGL: 56; CON: 50; AGR: 58; CHR: -30; IN: 40

SKILLS	LVL	UPS
AP Weapons	5	BW
Street Smarts	7	120

WEAPONS

Night Stalker: ROF: 2; D/A: 4-16; Q: 6
UAN: 85/80/65/57/42/25/00; MN: 99; SS: 100

NUG PYTHON

Race: Python Lizard; **Body Points:** 25; **IM:** 0; **N/A:** 2 claws/one bite/one tail; **D/A:** 9-10/9-10/9-11/9-11. **COH:** 2 Python Lizard peso equivalents. Worth about as much as a peso is today.

Vital Statistics: STR: 140; MD: 72; IQ: 35; AGL: 66; CON: 120; AGR: 128; CHR: -50; IN: 03

SKILLS	LVL	UPS
Pulse Weapons	5	BW

WEAPONS

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 101/79/44/24/-06; MN: 95; SS: 85

EQUIPMENT

Medical: 2MBRIs

Experience: 2,400

LOLLITA

Lollita's real name is Susan Caine. She is a teenage problem child who ran away from home to prove a point. Now she makes her living on the streets during the day, and at both the Pallbearer and Dueling Swords at night. Lollita is tough, savvy, and has not been on the streets long enough to have lost her good looks. She wears tight clothes, spiked heels, glowing nylon fishnet stockings, a short black skirt, and too much makeup. She is an independent conducting her own business with some protection provided by the bartender at the Pallbearer.

Behind Lollita's tough demeanor is a frightened teenage girl who has seen too much. She is aware of the depravity that is her life and wishes nothing more than to be married, raise a family and have a home in the suburbs. She studies books about medicine and dreams of one day being a top cyber-neural surgeon. Lollita is insecure, and wants desperately for a man to show her compassion and understanding. She misses the father figure from her childhood. Her own stepfather was never around, spending his life away on a MAT (Mining Away Team). If a character treats her as a lady, have them make a charisma check at -20 to find out whether or not she falls for them. If treated fairly, there is a 25% chance that she will offer assistance if the party promises to help her get off the planet (she is wanted for plying her trades and can't get past Customs). Lollita knows 1-2 pieces of minor information, and there is a 50% chance that she knows a piece of crucial information.

She lives in a small one bedroom apartment. If services are rendered, she will take the PC there. He will notice that the place is immaculate and that the shelves are filled with books on medicine.

NOTABLE STATEMENTS:

Hey baby. Do you want to get lucky. If you got the chit, I might give you a little bit!

I wish I could get out of this place.

Do you really think I'm pretty?

LOLLITA

Race: Gen-Human; **Body Points:** 4; **IM:** 0; **COH:** 100-600cr
Vital Statistics: STR: 32; MD: 51; IQ: 93; AGL: 50; CON: 36; AGR: 45; CHR: 80; INT: 62

SKILLS	LVL	UPS
AP Weapons	5	BW
Basic Medical	7	140
Paramedic	5	120
Disease Diagnosis	4	110
Poisons	5	120
Streets Smarts	5	120

WEAPONS

Derringer: ROF: 1; D/A: 2-8; Q: 2
UAN: 88/75/60/25/-10; MN: 98; SS: 100

EQUIPMENT

Medical On Person: 1BRI;
At Apartment: 2BRIs; 1MBRI; White Count Injection; 5 Slap Bandages; Paramedic Kit.

Experience: -500

OTHER ARENSMA LOCATIONS

THE MINDERSONG PARK GRAVES

Mindersong Park is famous for its giant pine trees which grow upwards of 50m. The historical landmark is located in the parklands northwest of downtown Arensma. The Great Pine Forest lies in the center of the park, accessible by walkways that wind their way through this majestic beauty. A rushing stream adds a soothing sound which echoes through the massive tree trunks.

The photos that Cheng copied from the Governor's crash pad are clues that lead to Mindersong Park. The trunk of a large pine tree and flower petals are visible in the background. Someone can describe what they see to a passerby (showing the pictures would probably be a bad idea), who immediately recognizes the famous flowering Great Pine Forest. The other clue is the map in Cheng's desk at his office.

Anyone entering the forest is entitled to a Intuition check at -20 to realize that the path nears the creek in only two places. The most likely spot to hide a body, without risking detection, would be along the creek away from the paths. Characters have a 05% chance per day, per sentient searching, to find the grave sites. Add an additional 05% per day after the first. The effects are cumulative and there is also a 01% chance per day, per sentient, of being spotted by a pedestrian walking through the woods. A passerby who stumbles upon the group immediately notifies the authorities (see ARENSMA CITY LIMITS, RESPONSE TO HOSTILITIES, RURAL NEIGHBORHOOD).

The bodies are badly decomposed, except for Cheng's and the SSDC agent's. A level 3 Forensics check reveals that all the corpses were strangled, then killed by laser shots to the head office. The residual traces from the strangulation can later be matched with the finger nail DNA sample taken from the Governor. At least one of the victims' bodies must be brought back to the safehouse in order to secure this evidence. If the PCs attempt to transport the bodies out of the Forest, there is a 20% chance that a pedestrian notices.

THE LINAR INSTITUTE

The Linar Institute is a fine arts college located in the suburbs of Arensma. Its campus is 75 acres of rolling hills, tree lined paths, carefully landscaped grounds, and pleasantly situated buildings. The university grounds bustle with students moving between classes, and hanging out on the lawns. Linar has an enrollment of 7,500, some 200 are aliens, the rest are Humans or Orions.

The party's presence, unless composed exclusively of Humans or Orions, draws stares from the kids on campus. There is a 25% chance per hour that two campus police will stop them and ask them a variety of questions, demanding to see ID. If the PCs show their arms dealer IDs, the wanna-be campus police have a macho attack (for some reason they don't think a college campus is any place for arms dealers) and attempt to drag the group to campus police HQ for questioning.

CAMPUS POLICE (ALL)

Race: Human; **Body Points:** 4-9; **IM:** +1; **COH:** 10-40cr

Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Laser	5	BW
AHW	4	BW
APW	4	BW

WEAPONS

Billy Club: N/A: 2/3; D/A: d6+1; UAN: 91

.38 cal.: ROF: 1; D/A: 2-7; Q: 6

UAN: 91/86/81/36/01 MN: 99; SS: 100

EQUIPMENT

Hand Radio

Experience: 200

PROFESSOR CHENG'S OFFICE

Professor Cheng's office is on the 3rd floor of the Art Expression building. Any student has a 50% chance to know this.

The office itself is locked and requires a level 3 Pick Locks check to access. Cheng was an impeccably neat man and his office reflects this, all things in their place, the desk top orderly. Shelves filled with books line the walls and a fish tank sits on a bureau.

The party quickly finds a pad with several hastily scribbled notes. There is the number 109 (represents the shipping dock at the shuttle station), a phone number for the shuttle station, and the words, "Must talk to Debbie." An Intuition check at -10 reveals that the professor must have been doodling unconsciously when he wrote the last words.

PCs scanning the top of the desk have a base chance of 10%, plus their vision modifiers, to notice an office phone list. A Deborah Weinstein is listed in the Blagget Building on the 7th floor (ad-lib if PCs investigate here) and a Debra King is listed in the Art Expression building on the 2nd floor. It requires 1-4 minutes looking through the desk to find a folded map of the Arensma area, located back deep in the center drawer. The BynTech Shipping warehouse and Mindersong Park are circled. Also, hidden in a memo pad is a picture of Debbie King and Cheng together (this photo can be compared to those developed from Cheng's film and the newspaper photos).

PROFESSOR KING'S OFFICE

Professor King's office is located on the 2nd floor of the Art Expression building. There is a cubby hole containing a stack of correspondence just outside the room. King wanted the mail delivered. The examiner can make a Intuition check at -10 to notice the return address is Debbie's home address.

Debbie King's office is locked securely and PCs must make a level 5 Pick Locks check to enter. The party immediately notices why there is extra security once inside. King has a taste for, and apparently the means, to acquire expensive art work. A 21st Century painting from Lae Cheng, depicting the fall of Earth, as well as a holo-illusion from Chanceau, hang on office walls. A bust of Markuss, Lord of the Council of Timar, decorates King's desk. The value of the painting, holo-illusion, and bust are worth 900, 1,000, and 2,200cr respectively. PCs can make a Terrestrial Knowledge check at -20 to know this.

There is a note on the desk. It reads "I don't know if you will find this. I called the service, but I'm too afraid to call your home or office. I love you, but this is too much for me. I have gone up to the lodge".

THE GOVERNOR'S MANSION

The party may attempt to reconnoitre the Governor's Mansion which is located in Benton Hills, south of downtown. The house sits at the end of Roledo Drive, a posh and ritzy strip that winds its way into

the hills above the city. A "drive-by" reveals that the place is a fortress. The PCs get the distinct impression that secret police lurk behind every tree, ready to pounce on any suspicious move. Any attempt to enter the premises would probably result in their incarceration.

PROFESSOR KING'S HOME

Debra King lives on the 16th floor of the trendy Sension Estates in New Promise, a suburb of Arensma. There is no map for this encounter. The condominium complex is a 20 story, L shaped high rise, that looks out over the East River opposite the Business district. The building is accessible at only two points, the parking garage and the lobby. A uniformed guard works out of a small brick shack at the entrance to the underground (Threshold: 9). He sits in the booth and checks the ID of each person before they enter, regardless of whether he has seen their face a thousand times before. The card is run through a special scanner to check its validity. Any problem or suspicious activity results in a call to the police (see ARENSMA CITY LIMITS, RESPONSE TO HOSTILITIES, MIDDLE CLASS NEIGHBORHOOD). If the party conducts surveillance, there is a 20% chance per minute that someone will drive up to the guard shack and go through the entrance ritual. Once inside, a sign points in the direction of the elevator which is some 25m away.

A doorman checks IDs at the front lobby. He too will call the cops if something suspicious occurs. Once past the doorman, the lobby area opens into a bar/lounge. Both are always filled with businessmen relaxing. The elevators are beyond.

The entry guards are not the only security present. Four external cameras monitor the grounds, one at the garage, one at the front entrance, and one by the pool in back. The last camera looks out over

the lawn on the side of the building opposite the garage. Internal units monitor the floor of each wing of the building. The camera displays are located in a room off the lobby, where a guard is always on duty. Two more guards rove the halls. All guards are armed and carry radios.

SECURITY GUARDS (ALL)

Race: Human; Body Points: 6; IM: 0; COH: 10-40

Vital Statistics: All stats are considered to be an average of 50

SKILLS	LVL	UPS
APW	4	BW

WEAPONS

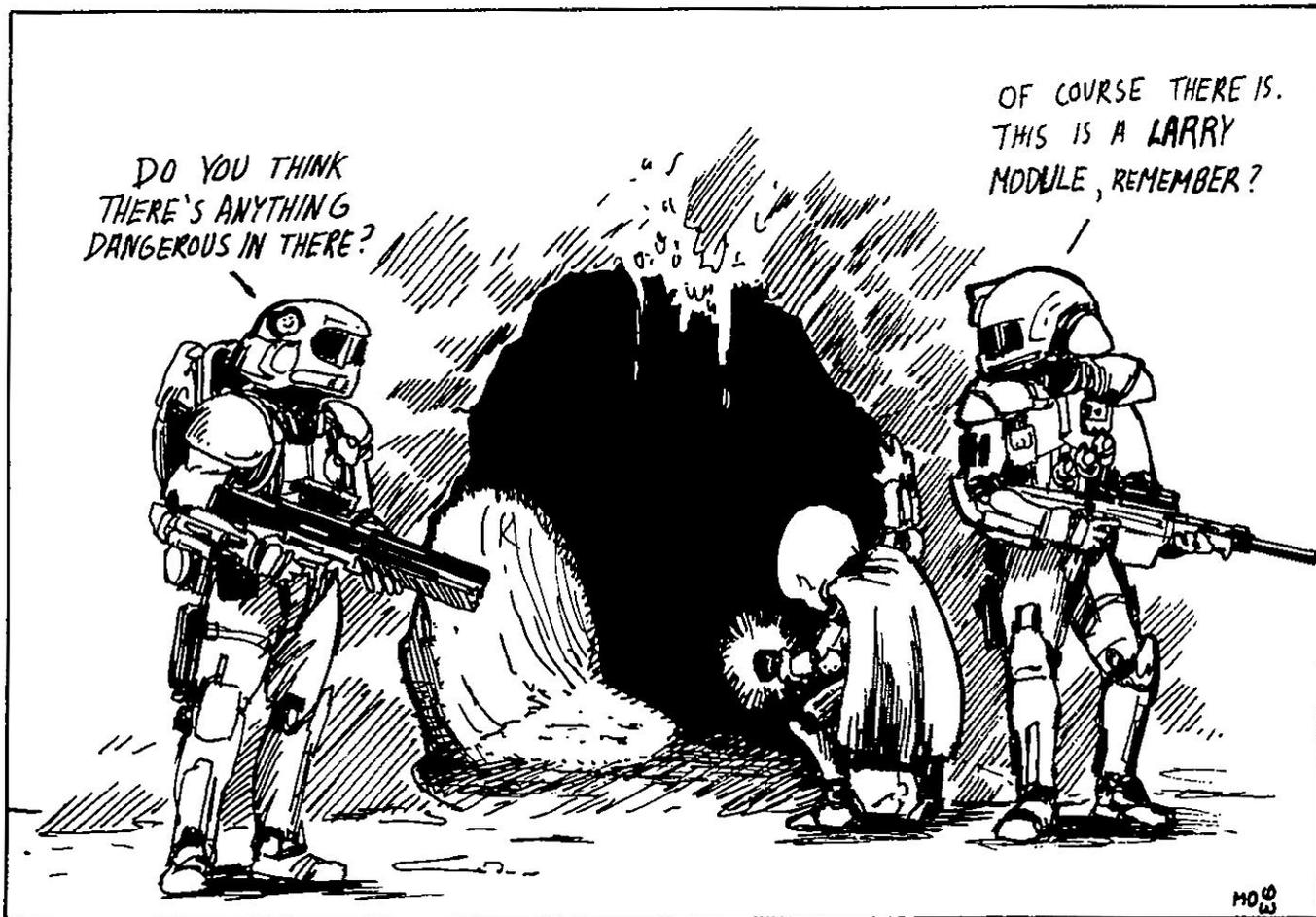
38 cal.: ROF: 1; D/A: 1-6; Q: 5+1

UAN: 91/86/81/36/01; MN: 99; SS: 100.

Experience Points: 125

A level 4 Pick Locks check is required get past King's apartment door. PCs may make a Strength check to force open the door at a -30 penalty. This makes a lot of noise and 1-3 persons will look out to see what the commotion is. They call security, who then notify the police.

Debbie lives in a neat, split level condominium with two bedrooms, a living room, dining room, and kitchen. Jewelry and other valuables in the home are worth 3,000cr. A note, similar to the one she left in her office, lies on the dining room table. There is a telephone bill with a long distance phone number to the state of Burgiss on the desk in the living room. SSDC can get the address if given a copy of the phone number.



DO YOU THINK THERE'S ANYTHING DANGEROUS IN THERE?

OF COURSE THERE IS. THIS IS A LARRY MODULE, REMEMBER?

MO 45

ARENSMA CITY LIMITS

THE CAPITAL DISTRICT

Arensma is the capital city of the agriculturally rich country of Pentra. This metropolis has a population of over 1.5 million in the capital district. The infamous Kanolian Zone lies to the west of the business district, separated by an expressway. The East River runs along the north and the east side of these neighborhoods and then opens up into the Elizabeth Bay. Southwest of this area is a wealthy suburb. The city dump straddles the river northwest of the Zone. Further northwest lies acres of protected parkland. In the other directions, suburbia radiates out from the center of the city until it gradually dissipates into prosperous farmland.

NEIGHBORHOODS

The Arensma area neighborhoods are described in more detail below. For random encounters in these areas, see INFORMATION GATHERING.

WEALTHY

Business District: The downtown area is filled with towering skyscrapers, monumental government buildings, expansive marble plazas, and expensive "name shops". Commercial enterprises boom here and numerous residential highrises are interspersed amongst well kept parks. The planned encounters downtown are the Shuttle Station and the Terrestrial Knowledge Service Center.

Southwest Residential District: This area along Elizabeth Bay contains stately townhouses, walled mansions, exquisite garden parks, and wide boulevards. The Governor's Mansion is the only planned encounter here.

MIDDLE CLASS

Affluent Districts: Roughly half of the suburban sprawl surrounding the Arensma city limits is composed of affluent housing developments. Shopping megaplexes, college campuses, and low rise professional offices can be found here.

Cheng's house, King's apartment, and the Linar Institute are located in these areas.

Working Class Districts: The rest of the suburban sprawl includes solid but lower income subdivisions, strip malls, small groceries, store front offices, and heavy industry complexes.

RURAL

Parklands and Commercial Complexes: This protected area is mostly wild. Limited access highways lead to numerous park service areas, with helpful rangers, food service, nature displays, and camping supplies. Sightseeing and hiking trails lead from these stations. The highways also have exits for a number of office complexes and light industrial parks. No pollutive industry is allowed. Mindersong Park and BynTech Shipping are located here.

Farms: Pentra's rich soil forms the base of its prosperity and economic might. Huge mechanized agri-business plantations are interspaced with mid-level farms. Few single family farms exist. Every so often, an eccentric rich person builds a homestead in these parts. The Safehouse is located here.

POOR

The Kanolian Zone: This dilapidated cesspool of humans and aliens is a world all its own (see THE KANOLIAN ZONE).

LAW ENFORCEMENT

The party's goal should be to move through the Arensma area, do their job and leave without raising much alarm. Most parties will slip up somewhere. Should gunfire, large explosions, or traffic accidents occur, someone will probably call the police. Even simply peculiar or suspicious behavior (including the wearing of armor) will lead a local to make such a call. The response of the police forces depends on the crime witnessed, or the suspicion relayed, and the status of the neighborhood.

Dnar law enforcement involves a four-step chain of response, designed to meet any level of crime with the appropriate level of force. At the lowest level, the most numerous forces are the standard police. The police are responsible for the containment of all local and domestic problems, except those classed as terrorist activities. A mercenary group in armor blowing holes in a neighborhood is considered a terrorist act! If a stronger response is required, the Combat Assault Suppression Teams, known as CASTs, take over. CASTs track, monitor, and engage all mercenary groups. Each city maintains at least 2 of these units.

Serious mayhem calls for the Urban Combat Assault Teams (U-CATs) or Alliance Marines.

THE U-CAT

High density population centers of the future are plagued with the festering sore of violence. Authorities do their best to keep the streets safe, to lock up criminals, and to protect the innocent. Sometimes, the task becomes impossible, the problems far too complicated. Sometimes, the perpetrators are better armed than the police, because the "bad guys" have better communications networks and far superior information systems. The criminals melt into the backdrop of concrete and garbage, leaving another body torn apart on a dark city street. Fear prevents witnesses from coming forth. Retribution is all too possible. The salaries of the peace keepers aren't high enough to make grizzled veterans lay it on the line. It is a way to wind up very dead. A badge is a nice thing. A coffin is not.

To handle these situations, all heavily populated, tech level 3+ planets maintain special crack para-military units called U-CATs, Urban Combat Assault Teams. These specialized combat units wear heavy battle armor, employ sophisticated weaponry, and utilize advanced combat tactics necessary to defeat crack mercenary, gangster, or terrorist units. The U-CAT has limited access to top secret government information networks, police data bases, and corporate information pools. The team maintains a high degree of readiness, training constantly for a variety of hostile scenarios. Its response time to any problem is, at most, a matter of hours.

The U-CAT is payrolled by the planet and makes its home on the spaceport above. A planet normally maintains two such units, although up to four teams may be found on a particularly dangerous world. The local Police Commissioner contacts the Planetary Governor in the event that an emergency has been declared. The Governor consults a top Alliance planetary official who monitors the situation and deploys the U-CAT upon a determination that the threat cannot be contained.

The U-CAT is on call thirty hours of a Standard Day and can be ready to deploy in moments. Once an Alliance official places the order, the group scrambles. The members meet at the spaceport staging area, where they gain access to the armory, draw weapons, and check the latest intelligence briefs. They then travel to the launch-pad where their Thorkriste Gunship waits, all fueled up and ready to go. The team usually reaches the LZ in minutes and begins carrying out operations.

U-CATs follow a Standard Operating Procedure (SOP) that details its reaction to virtually any type of situation. The team's primary objective is to neutralize any active threat in an expeditious manner. Protecting the civilian populace is the second greatest concern. Any U-CAT that acts indiscriminately, and causes unwarranted injury and/or death to the planet's inhabitants, can be brought up on charges of second degree murder. The exception to this is the case of hostages. The U-CAT is, under no circumstances, to bargain for the safety of any hostage. Hostages are considered casualties of war and are dispensable. Finally, the team must limit the destruction of plant and property to a minimum. The federal government must make any reparations required, and the team's actions are closely reviewed to determine if a financial penalty on team members is warranted.

THE ALLIANCE MILITARY

The continual state of readiness and combat expertise of the U-CAT often precludes bringing in the military. However, if the U-CAT can not control the situation, and/or suffers heavy losses, the top Alliance official turns to off-planet forces. At this level of escalation, the official often declares the battle zone an Alliance Disaster Area. The Marines and Galactic Storm Troopers can now be called into action.

Crack federal units employ any means necessary, short of nuclear compromise, to defeat the belligerents, including tanks and heavy armor. A full military response is measured in days or weeks.

RESPONSE TO HOSTILITIES

Given below is a flowchart revealing police responses to gunfire or a call for aid. First, determine the current neighborhood affected. Next, roll for the time that elapses before the first unit arrives on the scene. Roll for time elapsed between that unit and the Second Unit. After that unit responds, roll three times on the Additional Units Table, waiting the indicated time between rolls. If the situation is still not under control (the party has not escaped, been killed or captured), bring in the CAST. If that's not enough bring on the U-CAT.

The Battle Master must use discretion when adjudicating the police response. These forces are trained and smart; if the party is obviously superior, the police will take up defensive positions and wait for the heavy guns. This staged police response may be used in any tech level 3-4 world, modified according to the Battle Master's taste in weaponry and equipment.

FIRST ARRIVAL UNIT TABLES

(Response time expressed in minutes)

WEALTHY NEIGHBORHOOD(D2)

Roll	Result
1-80	Unit 1
81-90	Unit 2
91-100	Unit 3

MIDDLE CLASS NEIGHBORHOOD(D4)

Roll	Result
1-60	Unit 1
61-90	Unit 2
91-100	Unit 3

RURAL NEIGHBORHOOD(D10)

Roll	Result
1-20	Unit 1
21-80	Unit 2
81-100	Unit 3

SECOND ARRIVAL UNIT TABLES

WEALTHY NEIGHBORHOOD(D4)

Roll	Result
1-40	Unit 1
41-60	Unit 2
61-75	Unit 3
76-85	Unit 4
86-100	Unit 5

MIDDLE CLASS NEIGHBORHOOD(D6)

Roll	Result
1-30	Unit 1
31-70	Unit 2
71-80	Unit 3
81-90	Unit 4
91-100	Unit 5

RURAL NEIGHBORHOOD(D10)

Roll	Result
1-20	Unit 1
21-40	Unit 2
41-50	Unit 3
51-70	Unit 4
71-90	Unit 5
91-100	Unit 6

ADDITIONAL UNIT TABLES

WEALTHY NEIGHBORHOOD(D6)

Roll	Result
1-10	Unit 1
11-50	Unit 2
51-60	Unit 3
61-70	Unit 4
71-80	Unit 5
81-90	Unit 6
91-100	Unit 7

MIDDLE CLASS NEIGHBORHOOD(D8)

Roll	Result
1-20	Unit 1
21-60	Unit 2
61-75	Unit 3
76-80	Unit 4
81-90	Unit 5
91-95	Unit 6
96-100	Unit 7

RURAL NEIGHBORHOOD(D10)

Roll	Result
1-10	Unit 1
11-40	Unit 2
41-60	Unit 3
61-80	Unit 5
81-90	Unit 6
91-100	Unit 7

If the PCs create a distraction somewhere else in the city, then add two minutes to each response time

UNIT 1

The police car arrives once shots are fired. The lone patrolman is carrying a Beretta 9mm. He will pull up directly in front of the party and engage them.

OFFICER

Race: Human; **Body Points:** 5; **IM:** 0; **COH:** 10-40cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
APW	5	BW
Tracking	4	90
Sighting	4	N/A
Auto	8	130

WEAPONS

Beretta 9mm: ROF: 3; D/A: 1-6; Q: 15+1
UAN: 102/92/84/59/49/09; **MN:** 98; **SS:** 100

Experience: 400

UNIT 2

There is a Remington M870 riot control shotgun in the trunk of the vehicle. The officers will pull this out if they have a chance before engaging the party. If first on the scene, the officers take an aggressive posture, pulling the car up in front of the party and using its cover only if needed. If, however, they are the second squad car to arrive on the scene, they will stop 10-40m away and take up defensive positions.

OFFICER #1

Race: Human; **Body Points:** 5; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
APW	5	BW
Tracking	4	90
Sighting	4	N/A
Auto	8	130

WEAPONS

38 cal.: ROF: 1; D/A: 1-6; Q: 6
UAN: 95/90/85/40/05; **MN:** 99; **SS:** 100
M870: ROF: 1; D/A: 3-12; Q: 5+1
UAN: 120/92/25/-15; **MN:** 97; **SS:** 100

Experience: 420

OFFICER #2

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
APW	5	BW
Tracking	4	90
Sighting	4	N/A
Auto	9	140

WEAPONS

38 cal.: ROF: 1; D/A: 1-6; Q: 6
UAN: 95/90/85/40/05; **MN:** 99; **SS:** 100

Experience: 420

UNIT 3

The car contains a single patrolman. He is carrying a BS-2 and is wearing Street 2 armor with 2 points of ablative liner in each spot (stops lasers). He carries a lighting flare on his person. There is a PC-6 pulse cannon in the trunk of the vehicle.

If this unit arrives first, the policeman will assume an aggressive posture. Otherwise, he will assume position behind the car before taking any shots.

OFFICER

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 65

SKILLS	LVL	UPS
Tracking	4	95
Laser	5	BW
Pulse Cannon	4	BW
Auto	7	120

WEAPONS

BS-2: ROF: 2; D/A: 2-7; Q: 10
UAN: 106/96/88/73/58; **MN:** 98; **SS:** 85
PC-6: ROF: 1; D/A: 3-18; Q: 25
UAN: 81/48/16/-14; **MN:** 98; **SS:** 79

ARMOR

Street 2: **AI:** 40; **THR:** 4; **AR:** 4; **FIR:** 40; **CLD:** 40; 2 points of ablative liner in each section of the body

EQUIPMENT

Lighting Flare: Negates darkness sighting checks within 20m radius for 10 minutes.

Experience: 1,000

UNIT 4

Two Unit 2s respond.

UNIT 5

A Unit 5 is composed of a Unit 3 and a Unit 4. All three cars arrive on the scene within seconds of each other.

UNIT 6

A CAST team arrives in an armored SWAT van. This 4 member unit is composed of two riflemen, one demolitions expert, and a squad leader. The CAST will automatically take an aggressive posture.

RIFLEMAN #1

Race: Human; **Body Points:** 6; **IM:** 0; **COH:** 20-80cr
Vital Statistics: All vital statistics are assumed to be an average of 65

SKILLS	LVL	UPS
Pulse Cannon	2	BW
Laser	7	BW
AP Weapons	4	BW
Tracking	5	105
Throwing	5	BW
Defeat Security	5	105
Concealment	7	125
Detect Conceal	7	125
Climbing	7	130
Repelling	7	130

WEAPONS

M16-L: ROF: 1; D/A: 2-8; Q: 30
UAN: 103/103/100/94/86/38/08; **MN:** 95; **SS:** 97
2 M-95 Grenades: D/A: 2-8/2-12
UAN: 100/90/70/50/40/30/20/10

ARMOR

AKMB: AI: 120; **THR:** 4; **AR:** 40; **EMP:** 30; **FIR:** 60; **CLD:** 60
Ablative Liner: 2 points in each area of the body and head.
AKMH: AI: 8; **THR:** 7; **AR:** 6; **EMP:** 35; **FIR:** 50; **CLD:** 55; **CRT:** 45

EQUIPMENT

Sonic Amplifier

Experience: 2,200

RIFLEMAN #2

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 20-120cr
Vital Statistics: All vital statistics assumed to be 65

SKILLS	LVL	UPS
Laser	6	BW
AP Weapons	4	BW
Tracking	5	105
Throwing	5	BW
Concealment	7	125
Detect Concealment	7	125
Climbing	7	130
Repelling	7	130

WEAPONS

M-16L: ROF: 1; D/A: 2-8; Q: 30
UAN: 99/99/96/90/82/34/04; **MN:** 95; **SS:** 97
Anaconda: ROF: 1; Q: 13+1; D/A: 4-10 (2d4+2)
UAN: 100/90/70/55/45/15; **MN:** 100; **SS:** 100
2 M-95 Grenades: UAN: 100/90/70/50/40/30/20/10

ARMOR

AKMB: AI: 120; **THR:** 4; **AR:** 40; **EMP:** 30; **FIR:** 60 **CLD:** 60
Ablative Liner: 2 points in each area of the body and head.
AKMH: AI: 8; **THR:** 7; **AR:** 6; **EMP:** 35; **FIR:** 50; **CLD:** 55 **CRT:** 45

Experience: 2,250

DEMOLITIONS EXPERT

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 20-80cr
Vital Statistics: All vital statistics are assumed to be an average of 65

SKILLS	LVL	UPS
Pulse Cannon	6	BW
Demolitions	6	115
Direct Fire	5	BW
Basic Med	3	85
Throwing	4	BW
Concealment	7	125
Detect Concealment	7	125
Climbing	7	130
Repelling	7	130

WEAPONS

M-20 Blaster: ROF: 1; D/A: 4-24, Q: 25
UAN: 101/79/44/24/-06; **MN:** 97; **SS:** 85
2 M-95 Grenades: D/A: 2-8/2-12
UAN: 100/90/70/50/40
LAW: D/A: 10-80
UAN: 103/80/60/30/20; **MN:** 95; **SS:** 98

ARMOR

AKMB: AI: 120; **THR:** 4; **AR:** 40; **EMP:** 30; **FIR:** 60; **CLD:** 60
Ablative Liner: 2 points in each area of the body and head.
AKMH: AI: 8; **THR:** 7; **AR:** 6; **EMP:** 35; **FIR:** 50; **CLD:** 55 **CRT:** 45

EQUIPMENT

2 M-80 Smoke Grenades, 2 T-3 Blinder

Experience: 4,000

SQUAD LEADER

Race: Gen-Human; **Body Points:** 12; **IM:** 0; **COH:** 20-70cr
Vital Statistics: All vital statistics are assumed to be an average of 75

SKILLS	LVL	UPS
Mil. Leadership	5	N/A
Base Communications	5	115
Beam	6	BW
Throwing	6	BW
Paramedic	5	155
Detect Security	10	155

ARENSMA CITY LIMITS

SKILLS	LVL	UPS
Defeat Security	10	130
Intelligence	6	120
Climbing	7	132
Repelling	7	132

WEAPONS

MC-6: ROF: 2; D/A: 2-8, Q: 10

UAN: 97/94/86/79/59/34/09 MN: 94; SS: 90

2 clips of ammo

Plasma Grenade: D/A: 4-16/3-18 UAN:100/90/70/50/40/30/20/10

ARMOR

Protecon: AI: 110; THR: 4; AR: 80; FIR: 50; CLD: 50; CRT: 65

Ablative Liner: 3 points in each area of the body and head.

Shalkon: AI: 10; THR: 10; AR: 8; EMP: 70; FIR: 60; CLD: 55

CRT: 75

Experience: 4,000

UNIT 7 (U-CAT)

The following information lists the abilities, armor, and standard operation procedures for the U-CAT.

PILOT (SEE THORKRISTE GUNSHIP)

Race: Gen Human; **Body Points:** 11; **IM:** 0, **COH:** 20-120cr

Vital Statistics: All vital statistics are an average of 70

SKILLS	LVL	UPS
Sighting	11	+49
Pilot Helicopter	10	150
Direct Fire	10	BW
AP Gunnery	10	BW
Beam	6	BW

WEAPONS (HELICOPTER, ANTI-TANK RANGES)

30mm Chain Gun: ROF: 8; D/A: 6-36; Q: 240

UAN: 155/120/98/80/60/43/20/-10; MN: 100; SS: 100

Rockets: ROF: 3; D/A: 10-80; Q: 24; UAN: 120/100/96

WEAPONS

MC-6: ROF: 2; D/A: 2-8; Q: 10

UAN: 97/94/86/79/59/34/09 MN: 94 SS: 90

2 clips of ammo

ARMOR

Bear: AI: 100; THR: 5; AR: 130; EMP: 50; FIR: 60; CLD: 60; CRT: 90

Armor Options: 4 Points of ablative liner in all head and body locations; thermal imager; night vision goggles

MOH: AI: 18; THR: 10; AR: 25; EMP: 70; FIR: 75; CLD: 80;

CRT: 90

EQUIPMENT

Sonic Amplification System: 125/120/100/90/60/30;

Combat Doctrine: The pilot of the U-CAT flies the troops into the hostile area and drops them off at a prescribed LZ, then provides cover fire while the unit takes up position on the ground below. Once the troops are dispersed, the pilot's next responsibility is to locate the

hostile forces from the air. The pilot employs the multi-optics helmet, complete with night vision, infrared imaging and sonic amplification system to pinpoint enemy activity. The gunship pilot acts as the eyes for the unit, relaying enemy movements and positions.

The gunship never fires its heavy weapons on enemy positions, unless they are out in the open and/or the ground leader calls for such an attack. The pilot is instructed to direct free-fire, if and when members of the U-CAT are in imminent danger.

Experience: 20,000 (including gunship)

SYSTEMS ANALYST

Race: Mutzachan; **Body Points:** 13; **IM:** 0; **COH:**30-120cr

Vital Statistics: STR: 45; IQ: 115; AGL: 50; MD: 62; CON: 47;

AGR: 50; CHR: 66; INT: 93

SKILLS	LVL	UPS
Body Points	4	N/A
Interplanetary Comlink	9	111
Repair Communications	8	155
Computers (Bypass)	8	155
Computers (Defeat Sec)	8	155
Computers (Operate)	12	195
Computers (Program)	12	195
Robotics (Identify)	7	145
Robotics (Alteration)	8	145
APW	7	BW
Throwing	5	BW

WEAPONS

M-16: ROF: 3; D/A: 2-8; Q: 25

UAN: 100/90/80/60/50/25/05; MN: 96; SS: 97

2 M-95 Grenades: D/A: 2-8/2-12

UAN: 100/90/70/50/34/30/20/10;

ARMOR

Bear: AI: 100; THR: 5; AR: 130; EMP: 50; FIR: 60; CLD: 60 CRT: 90

Armor Options: Environmental containment; QSU; camouflage unit; search light. 4 points of ablative liner in all head and body locations.

DH-2: AI: 12; THR: 12; AR: 5; EMP: 50; FIR: 80; CLD: 80; CRT: 85

EQUIPMENT

Medical: 2 BRJ; 1 White Count Unit; 1 CRA; 1 BRA; perceptual enhancement injection.

Personal Equipment: Binoculars; magnetic compass; vibro rod; body computer; 2 M-80 smoke grenades

Combat Doctrine: The systems analyst actually performs a dual function. His first and foremost responsibility is to relay all pertinent information about the encounter to the central command post at the spaceport. This material is automatically fed to main frame computers at Central Intelligence Division on New Washington, where it is disseminated to Alliance authorities. The analyst remains in close contact with the team leader while functioning in this capacity.

The more notable responsibility of the systems analyst is the interference with electronic systems on the battlefield so as to reduce the capabilities of hostiles. The analyst acts to defeat security systems, operate computers, and knock out robots. In this case, the analyst and the demolitions expert act together to defeat potential hazards and clear the operations area. The other members of the U-CAT provide cover while the team operates.

Some Mutzachan system analysts are matrix controllers and generally are of the 9th level of skill.

Experience: 6,500

SNIPER

Race: Phentari; **Body Points:** 16; **IM:** 0; **COH:** 20-120cr

Vital Statistics: STR: 55; IQ: 80; AGL: 65; MD: 112; CON: 70; AGR: 99; CHR: -23; INT: 104

SKILLS	LVL	UPS
Beam	10	BW
Throwing	5	BW
Infiltration	8	140
Pick Locks	8	140
Mapping	8	140
Concealment	10	160
Stealth	5	100
Navigation (Land)	6	120
Survival (Urban)	6	120
Sec. Systems (Act)	8	140
Sec. Systems (Bypass)	8	140

WEAPONS

RKM 2000: ROF: 3; D/A: 3-12; Q: 25

UAN: 157/157/155/150/140/105/65; MN: 99; SS: 99

2 M-95 Grenades: D/A: 2-8/2-12

UAN: 100/90/70/50/34/30/20/10

ARMOR

Bear: AI: 100; THR: 5; AR: 130; EMP: 50; FIR: 60; CLD: 60 CRT: 90

Armor Options: Environmental containment; QSU; camouflage unit; search light; infrared dampener; and 10 points of ablative liner in all head and body locations.

DH-2: AI: 12; THR: 12; AR: 5; EMP: 50; FIR: 80; CLD: 80 CRT: 85

EQUIPMENT

Medical: 2 BRIs; 1 White Count Unit; 1 BRA; 1 CRA

Personal Equipment: IR Binoculars; 2 M80 smoke grenades

Combat Doctrine: The sniper is possibly the most feared person of the U-CAT. Immediately after the team lands, the sniper seeks the most advantageous position to engage the enemy, usually a tree, rooftop, or elevated window. His job is to pin down enemy movements, or engage and terminate strategic targets, such as terrorist leaders, radiomen, heavy weapons operators, etc. Urban scrim netting is used to break up outlines and cover up the sniper's position. The sniper seldom if ever engages the enemy at close range.

Experience: 10,000

GROUND ASSAULT SPECIALIST

Race: Ram Python; **Body Points:** 35; **IM:** 0; **COH:** 20-120cr

Vital Statistics: STR: 140; IQ: 45; AGL: 75; MD: 46; CON: 137; AGR: 122; CHR: 03; INT: 50

SKILLS	LVL	UPS
Pulse	9	BW
Direct Fire	4	BW
Camouflage	7	120
Detect Concealment	9	140
Infiltration	8	130
Throwing	7	BW

WEAPONS

RP-4 Masher: ROF: 1 D/A: 5-30/6-60; Q: 25

UAN: 118/108/46/26/-09; MN: 97; SS: 85

2 Interfon Arm Rockets: D/A: 3-18; UAN: 96/86/66/26

2 Yo Momma Arm Rockets: D/A: 6-36; UAN: 90/76/46/36

2 Plasma Grenades: D/A: 4-16/3-18

UAN: 132/122/102/82/72/62/52/42

ARMOR

Kodiak: AI: 150; THR: 6; AR: 150; EMP: 65; FIR: 65; CLD: 65 CRT: 100

Armor Options: Environmental containment; QSU; camouflage unit; search light; infrared dampener; and 12 points of ablative liner in all head and body locations.

DH-2: AI: 12; THR: 12; AR: 5; EMP: 50; FIR: 80; CLD: 80 CRT: 85

EQUIPMENT

Medical: 2 MBRI; 1 White Count Unit; 1 CRA; 1BRA

Combat Doctrine: This is probably the most demanding and least rewarding of all the jobs on the U-CAT. Close assault specialists have the highest mortality rating of all team members. Their job is to engage and defeat the enemy at close range. Normally, the CAS is a Python type, Cizerack, or an Eridani.

The pilot and ground team determine the location and disposition of enemy forces. Once the engagement parameters have been established, the specialist advances under the cover of smoke or night to the primary target, that with the highest offensive potential. The rest of the team lays down suppression fire to prevent the enemy from engaging the specialist en masse. The CAS terminates the problem, then moves on to the next target.

If a retreat is announced, the CAS remains behind to provide cover fire.

Experience: 18,000

HEAVY WEAPONS EXPERT

Race: Eridani; **Body Points:** 16; **IM:** 0; **COH:** 40-240cr

Vital Statistics: STR: 101; IQ: 72; AGL: 113; MD: 82; CON: 111; AGR: 115; CHR: 35; INT: 48

ARENSMA CITY LIMITS

SKILLS	LVL	UPS
AHW	11	BW
Omega	8	BW
Direct Fire	6	BW
Indirect Fire	7	BW
Throwing	6	BW
Stealth	8	142
Detect Concealment	7	120
Concealment	6	120
Infiltration	8	120
Rappelling	8	142
Climbing	8	142

WEAPONS

Valley Green OX: ROF: 1; D/A: 5-30; Q: 25

UAN: 104/79/49/04; MN: 97; SS: 90

M110: ROF: 1/6; D/A: 4-24/3-18; Q: 10

UAN: 108/98/83/48/28/08; MN: 98; SS: 99

Long Sword: N/A: 4/3; D/A: 4-11;

UAN: 133; Par: 91; Dis: 69; SS: 70

2 Interfon Arm Rockets: D/A: 3-18; UAN: 96/86/66/26

2 Yo Momma Arm Rockets: D/A: 6-36; UAN: 90/76/46/36

2 Plasma Grenades: D/A: 4-16/3-18

UAN: 129/119/99/79/59

ARMOR

**Kodiak: AI: 150; THR: 6; AR: 150; EMP: 65; FIR: 65; CLD: 65
CRT: 100**

Armor Options: Environmental containment; QSU; camouflage unit; search light; infrared dampener; and 8 points of ablative liner in all head and body locations.

DH-2: AI: 12; THR: 12; AR: 5; EMP: 50; FIR: 80; CLD: 80; CRT: 85

EQUIPMENT

Medical: 2 MBRIs; 1 White Count Unit; 1 CRA; 1 BRA; methane injection; 1 reflex tablet

Combat Doctrine: The heavy weapons expert is the ground muscle of the U-CAT. His primary function is to knock out hardened targets or those unaffected by normal fire. The pilot, called "Sky", relays information to the group concerning the whereabouts of "bunkers", those hardened areas inhabited by enemy troops. The heavy weapons expert advances behind the close assault specialist to the bunker, under the cover of smoke and suppression fire. He then takes up the most advantageous position to engage the enemy without compromising himself. The HWE must be alert for civilian targets and always attempt to eliminate any potential threat to innocents. Often, the U-CAT will forgo the use of heavy weapons in order to avoid harming civilians.

The secondary function of the HWE is to act as a close assault specialist and all HWE have been trained to do so.

Experience: 18,000

DEMOLITIONS EXPERT

Race: Orion; Body Points: 8; IM: 0; COH: 30-180cr

Vital Statistics: STR: 56; IQ: 70; AGL: 75; MD: 99; CON: 51;

AGR: 80; INT: 90; CHR: 85

SKILLS	LVL	UPS
GAUSS	6	BW
Throwing	6	BW
Demolitions	9	160
Engineering (civil)	7	120
Engineering (elec.)	7	120
Infiltration	9	140
Concealment	6	110
Pick Locks	7	135
Mapping	7	120
Navigation (land)	8	130

WEAPONS

GAUSS 1: ROF: 1; D/A: var; Q: 10;

UAN: 118/108/108/88/68/38/28; MN: 98; SS: 93; 2 Anti-polymer rounds; 1 anti-polymer plus round; 5 armor piercing rounds; 3 high explosive rounds; 1 signature round

ARMOR

**Kodiak: AI: 150; THR: 6; AR: 150; EMP: 65; FIR: 65; CLD: 65
CRT: 100**

Armor Options: Environmental containment; QSU; camouflage unit; search light; infrared dampener; and 6 points of ablative liner in all head and body locations.

DH-2: AI: 12; THR: 12; AR: 5; EMP: 50; FIR: 80; CLD: 80 CRT: 85

EQUIPMENT

Medical: 2 MBRIs; 1 White Count Unit; 1 CRA; 1 BRA

Combat Doctrine: The demolitions expert is usually called the "Idiot" or the "Wacko" by the team, because you have to be extremely stupid to play with volatile liquids that could blow you to smithereens while a hail of gunfire is raining down around you! By the way, Smithereens is 20 miles outside of Chicago. The demolitions expert is in charge of eliminating those obstacles that can not be engaged by the heavy weapons expert, or whose destruction must be carried out in a precise and timely manner. The "wacko" usually advances into areas already secured by the CAS and the HWE.

The Demolitions expert also maintains pronounced, yet limited, sniper capabilities. He sometimes uses his GAUSS rifle to take out targets that are impervious to lasers.

Experience: 9,000

TEAM LEADER

Race: Gen Human; Body Points: 9; IM: 0; COH: 30-120cr

Vital Statistics: STR: 85; IQ: 80; AGL: 65; MD: 100; CON: 70;

AGR: 85; CHR: 83; INT: 104

SKILLS	LVL	UPS
Beam	10	BW
Throwing	5	BW
Infiltration	8	140
Pick Locks	8	140
Mapping	12	140
Concealment	10	160
Stealth	5	100
Navigation (Land)	6	120
Military Leadership	12	N/A

WEAPON

Savage-C: ROF: 3; D/A: 3-12; Q: 15
UAN: 121/119/116/106/101/61/41; MN: 99; SS: 90

ARMOR

Kodiak: AI: 150; THR: 6; AR: 150; EMP: 65; FIR: 65; CLD: 65
CRT: 100

Armor Options: Environmental containment; QSU; camouflage unit; search light; infrared dampener; and 6 points of ablative liner in all head and body locations.

Survivor: AI: 18; THR: 10; AR: 25; ELE: 70; EMP: 70; FIR: 75
CLD: 80; CRT: 90

EQUIPMENT

Medical: 2 MBRIs; 1 White Count Unit; 1 CRA; 1BRA

Combat Doctrine: The team leader is responsible for actions of the U-CAT. He directs troop actions, while maintaining constant communication with the city authorities and Alliance military officials.

Experience: 15,000

AFTERMATH

The police will provide medical assistance to any person that they encounter who is wounded but not dead. If the party surrenders quickly, or while only engaged with the local police, SSDC may be able to spring them (see SAFEHOUSE). If a CAST or U-CAT is needed, the party will probably rot in jail. Even if SSDC can, and wants

to, bend arms enough to save this obviously unstable crew, they will be escorted off-planet under heavily armed guard. If the authorities get even a whiff of these PCs near the planet, no SSDC leverage will be sufficient. I recommend you start a new party.

If alien PCs are noticed in the area of, or are in any way connected to, a murder or other crime, the story appears on TV and in the newspapers over the next week. There is a 90% chance an alien curfew will be imposed. If so, it lasts 2-12 days. No aliens may be on the streets after sunset, and the police are authorized to shoot to kill. All resident aliens must report for mind probing. PCs who hole up in the safehouse may conduct current TV and newspaper research (see GATHERING INFORMATION).

Aliens in the Zone largely ignore the curfew. Heavily armed police units (see UNIT 7) sweep the Zone, conducting mind probes indiscriminately. There is a 15% chance per hour the PCs will be approached by a police sweep if hiding in the Zone and being careless.

In the end, the Eridani delegation to the planet will threaten relations unless the restrictions are lifted. The curfew then ends.

If the party winds up on the run from the police, secretly roll an Intuition check for the highest party member. If successful, that person remembers the transport devices.

Major Merced will learn of any PC screw up (roleplay his anger toward the newbees!). If they mess up, but don't need the transporter, Major Merced assigns them 1-2 black marks when he learns the details at debriefing. Anyone who uses the transporter gets an extra black mark.



THE BURGISS SKI CHALET

THE LATEST EVENTS

Eventually, Debbie King found her “exciting” little world had become a very deadly place. King did not want Cheng murdered. After all, they had been lovers. Hansen stopped taking her calls when he left. King fled to the Burgiss chalet in despair and the guard there called the Governor’s private telephone service. Finally Hansen called, telling King to sit tight because he was sending more protection. In the meantime, he would do some traveling to cover their tracks. In truth, Hansen expected to be indicted for his part in the weapons smuggling operation, as well as for murder. The governor was heading to Bena 4, seeking asylum with the Rebels in the Pit. He intended to have his name and prints altered, then blend into the underworld. If he couldn’t figure a way to smuggle King to Bena 4, he would have his guards eliminate her.

THE APPROACH

The chalet is a beautiful A-frame built into the side of Whiteface Mountain, on the edge of a 200m cliff that overlooks the wintery village of Asal. A steep but passable dirt road winds its way up the side of the mountain opposite the cliff. The end of the road is marked private and chained off. A car barricades passage up the slope. Two armed guards wearing AKMB pull duty here at all times (see Road Guards). The access road can be seen from the house above. Another guard (see House Guards) continually watches the road with binoculars from inside the chalet.

The chalet is clearly visible from the highway leading to the dirt road. Award 200 experience points if the party stops the car and uses binoculars to scan the area before approaching. Have the person make a Sighting check at a base 35% chance to notice the car at the end of the dirt road. A successful IQ check indicates that the dirt road can be observed from the house above. There is a 10% chance that the observer notices 1-2 guards moving about the perimeter of the home for each ten minutes of scanning.

Other than the road, the only way to reach the lodge is to climb the backside of the mountain. The climb is far from easy, the cliff face is treacherous, covered with snow and under continual threat of an avalanche. It takes a full day to reach the summit of the peak and another 1/2 day to descend to the chalet. The PCs must make a level 2 Climbing check every hour to see whether they fall. Those who don’t have Climbing skill must make an Agility check at -40. The use of ropes reduces the chance of falling by 25% (add to Climbing and Agility checks). A PC who falls must make an Agility check at -50 to stop falling immediately. Otherwise, the character falls 1-100 meters and suffers d8 damage for each 10 meters. Characters using ropes and pitons can only fall 1-20m. The group must also make a Constitution check at a cumulative -10 per hour for exhaustion. Those who fail must rest for 1-3 hours before proceeding. There is a one time 04% chance of an avalanche. Characters with arctic survival automatically realize the danger.

The payoff for climbing the backside of the mountain is that an approach by cliff always surprises the guards (2 free rounds of action). This is an advantage because the guard’s heavy weapons are in the den upstairs.

There is a 20% chance each day that King sends one of the guards into town to get supplies of some sort. The guards will call the police if attacked. The response time for the Burgiss Sheriff’s department is 4-24 minutes (use ARENSMA CITY LIMITS, RESPONSE TO HOSTILITIES, RURAL NEIGHBORHOOD). The guard leader will order House Guard No. 2 to take Professor King to the helicopter while the rest of them hold off the attack. Killing Debbie King costs the party 3,000 experience points and they will not learn that the Governor has left the planet until the undercover SSDC agent at Customs on Bena 4 notifies them.

THE CHALET

The Antechamber: A path runs from the driveway to the front door. The front door is thick oak and has a natural Threshold of 5. A camera watches this room which contains a fern, several coats hung on wooden pegs, and boots.

The Living Room: Debbie spends most of her time here, nervously awaiting word from the Governor. She continually paces the room and hasn’t slept in several days. Three armed guards wearing Street 2 armor try to ignore her. King became so upset about the guards visible weaponry that she has refused to allow it in her presence. All of their rifles have been stored in the den on the second floor of the A-frame. The guards did manage to conceal lasers under their jackets.

A crackling fire burns in a smoky hearth. The room is decorated with trophy and deer-equivalent racks and an actual bearskin rug. There are various small, stuffed trophies in a glass case. A bullet proof sliding door (THR 10) opens out onto the terrace that overlooks the village. There is a 20% chance that a guard will be dozing on one of the three couches.

The Terrace: A terrace juts outward from the side of the house off the living room overlooking the cliff. It runs the length of the house and is 20m long and 3m wide. Two steel girders keep it erect. A cherry wood fence encloses this area. The brick barbecue pit in the center of the terrace is solid enough to provide cover. Persons firing from behind this cover gain a THR of 20 and an AI of 60. Shots aimed at someone hiding behind the pit incur a -40 penalty to hit.

The Sauna: This room is accessed from the terrace or the living room and is continually heated.

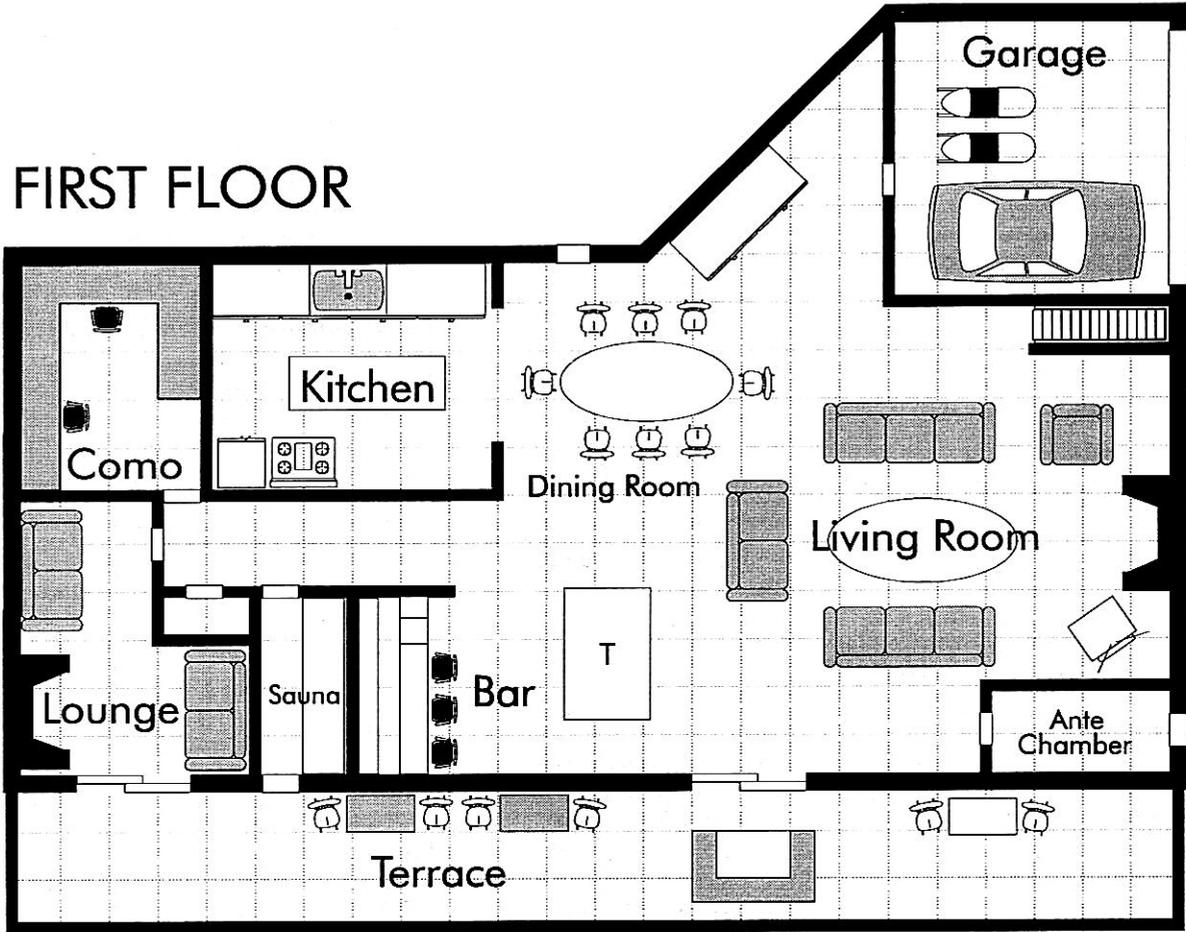
The Dining Room: There is no wall between the dining and living rooms. A preset table, surrounded by eight chairs and a huge locked china cabinet, takes up the entire area. There are dozens of pieces of silverware and rare china in the cabinet. The pieces have a combined street value of 25,000cr. However, fencing them will be difficult unless the Black Market is used. The Black Market will only offer 15,000cr for the stuff. Characters running through the dining room must make an Agility check at -25 or trip over something and fall. The dining room accesses the kitchen through the west wall.

The Kitchen: The kitchen itself is 9m by 3m. There is an island in the center. A door opens out to the backyard.

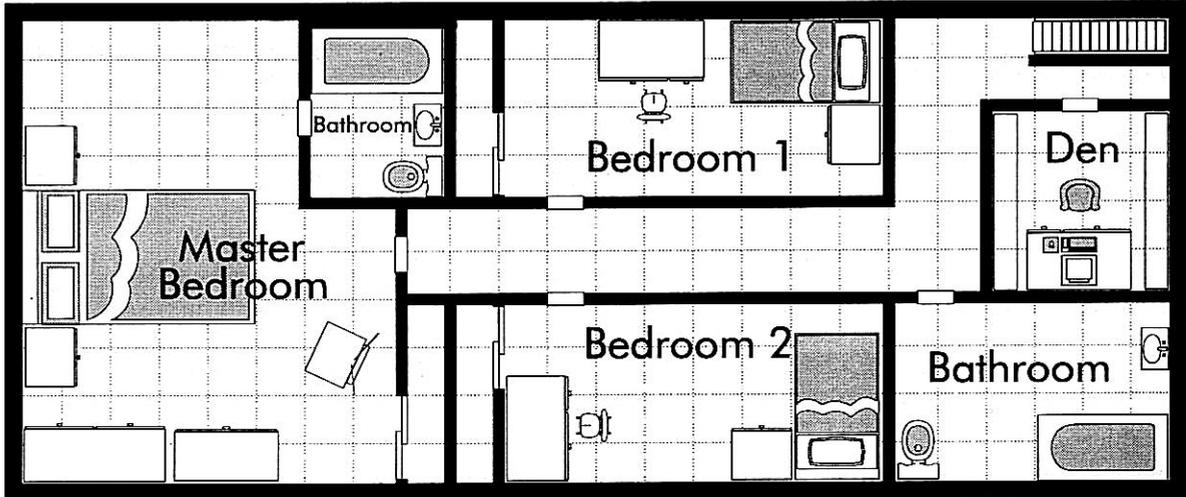
THE BURGESS SKI CHALET



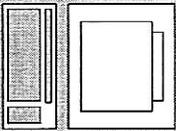
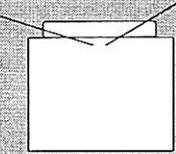
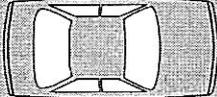
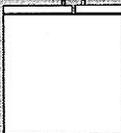
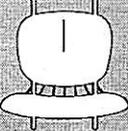
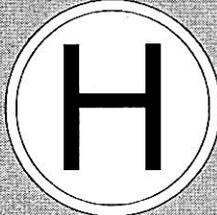
FIRST FLOOR



SECOND FLOOR



KEY

- 
-  COMPUTER
-  SNOWMOBILE
-  TELEVISION
-  AUTOMOBILE
-  TROPHY CASE
-  REFRIGERATOR
-  CHAIR
-  HELI-PAD

The Backyard: Glass windows on the north wall of the kitchen look out into the backyard. A guard is always on watch here (see Yard Guard). The yard is flat and well groomed, extending back some 20 meters to a wall of rock 15m high. The area is fenced in and surrounded by pine trees. A small dog kennel and another barbecue pit are located here. The sidewalk connects the lodge, the backyard, and the garage. It has been shoveled.

The Garage: Two snowmobiles are parked here, as well as a land rover. The walls are covered by various tools and other garage things. The garage opens into the dining room.

Heli Pad: Adjacent to the driveway is the heli pad. The Governor's private chopper, purchased under the name Styles, rests here. It is fueled up and ready to lift off at a moments notice. The helicopter has a skin threshold of 12 and penetrating rounds have a 05% chance to hit a vital system, which will cause the helicopter to go down. A penetrating attack also has a 03% chance to hit a fuel line. This causes the helicopter to explode.

Once the "bird" takes off, PCs get one shot at range bracket 1, one at 4, one at 7, and one at 8.

The Roof: The roof slopes upward at a 35 degree incline, requiring a level 5 Climbing check to scale. A broadcast array is anchored by bolts to the wood shingles. The huge aerial antenna stands some 20m high. Firing at it incurs -25 penalty to hit, and there is a 10% chance per hit to knock out communications.

Control Room: The control room is filled with communications gear and surveillance equipment for the grounds. A guard (see House Guards) is 60% likely to be on duty here. The broadcast frequency of the interstellar com-link is set to connect with the telephone company on Bena 4. Any character with interstellar com-link skill automatically realizes that the chalet has been communicating with Bena 4. The control room opens to the outside of the house along the west wall.

Lounge: The lounge is L-shaped and a huge plate glass window with sliding glass doors looks out onto the terrace. A fire burns in the hearth. Contour anti-grav furniture floats about while mood plants and an assortment of stuffed trophies from various safaris are scattered around the room.

Bar: A bar loaded with alcohol from all over the universe stretches along one side of the room. Characters who make a successful Terrestrial Knowledge check realize that some of the liquors are rare and expensive. Orions receive a bonus of +10 to dice rolls. The combined value of the rare liquor is 300cr.

Bedroom 1: Neat, but nothing of importance.

Bedroom 2: Sloppy, but nothing of importance.

Master Bedroom: This is where Debbie sleeps when she can. There is a 03% chance of finding her fitfully tossing about in the bed. A sky light in the ceiling opens onto the roof.

Bathrooms: Contain the standard features.

Den: This room is filled with book shelves and a "1486" computer sits atop the desk. All of the heavy weapons are stored in the den, leaning

up against a recliner. It takes 20 seconds to run from downstairs up to the den to secure the equipment. Body mounted weapons incur a -30 automatic penalty to hit if the guards are not given 1-4 minutes to put them on properly.

A glass case, containing 3 plastic chits, decorates the table. Two of the chits are green and the other blue. A second glass case decorates a small coffee table next to a recliner. It contains a second blue chit. PCs are entitled to a Terrestrial Knowledge check to realize what they are. Any matrix controller automatically knows they are TonChar.

Green Chit (2,000cr value): This entire chit is corrupt, even though it isn't clear. If the activation sequence is declared, the chit explodes, causing 2-12 points of concussion damage to anyone within 1-2 meters and half that at 3-4m. All damage is equally divided across each section of the body or body armor. The holder suffers an additional 2-12 points to his arms.

Green Chit (1,500cr value): Psycho-Kinesis, Psychometry

Green Chit (3,000cr value): Sterilize, Mend Bones (complex), Awaken, Achilles Heal

Blue Chit (4,000cr value): Fire Blast

ROAD GUARD 1

Race: Human; **Body Points:** 6; **IM:** 0; **COH:** 10-80cr
Vital Statistics: All vital statistics are an average of 50

SKILL	LVL	UPS
Pulse	7	BW
Laser	5	BW
Tracking	7	120

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 105/83/48/28/-02; MN: 97; SS: 85

ARMOR

AKMB: AI: 120; THR: 4; AR: 40; FIR: 60; CLD: 60; CRT: 60
AKMH: AI: 8; THR: 8; AR: 6; EMP: 30; FIR: 50; CLD: 55 CRT: 65

EQUIPMENT

Hand Radio

ROAD GUARD 2

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILL	LVL	UPS
Pulse	7	BW
Laser	5	BW
Tracking	7	120
Throwing	6	BW

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
UAN: 105/83/48/28/-02

Plasma Grenade: D/A: 2-12/3-18
UAN: 104/94/74/54/44

ARMOR

AKMB: AI: 120; THR: 4; AR: 40; FIR: 60; CLD: 60; CRT: 60
AKMH: AI: 8; THR: 8; AR: 6; EMP: 30; FIR: 50; CLD: 55

YARD GUARD

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 10-80cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILL	LVL	UPS
Pulse	7	BW
Laser	5	BW
Tracking	7	120
Throwing	6	BW

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
 UAN: 105/83/48/28/-02
Plasma Grenade: D/A: 2-12/3-18
 UAN: 104/94/74/54/44

ARMOR

AKMB: AI: 120; THR: 4; AR: 40; FIR: 60; CLD: 60; CRT: 60
AKMH: AI: 8; THR: 8; AR: 6; EMP: 30; FIR: 50; CLD: 55 CRT: 65

EQUIPMENT

Hand Radio

HOUSE GUARD 1 (SIGHTER)

Race: Human; **Body Points:** 6; **IM:** 0; **COH:** 30-120cr
Vital Statistics: All vital statistics are assumed to be an average of 60

SKILLS	LVL	UPS
Laser	7	BW
Pulse	7	BW
Sighting	6	+24

WEAPON

BS-2 Laser: ROF: 2; D/A: 2-7; Q: 10
 UAN: 106/96/88/73/48; MN: 98; SS: 85
M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
 UAN: 105/83/48/28/-02; MN: 97; SS: 85

ARMOR

Street 2: AI: 40; THR: 4; AR: 40; FIR: 40; CLD: 40
Baseball Cap: AR: 5

EQUIPMENT

Hand Radio
 Binoculars

HOUSE GUARD 2

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 60

SKILLS	LVL	UPS
Laser	7	BW
Pulse	7	BW
Sighting	6	+24
Helicopter	10	150

WEAPON

BS-2 Laser: ROF: 2; D/A: 2-7; Q: 10
 UAN: 106/96/88/73/48
M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25
 UAN: 105/83/48/28/-02; MN: 97; SS: 85
Plasma Grenade: D/A: 2-12/3-18; UAN: 104/94/74/54/44

ARMOR

Street 2: AI: 40; THR: 4; AR: 40; FIR: 40; CLD: 40
Baseball Cap: AR: 5

EQUIPMENT

Hand Radio

HOUSE GUARD 3 (LEADER)

Race: Gen-Human; **Body Points:** 16; **IM:** -1; **COH:** 40-160cr
Vital Statistics: All vital statistics are assumed to be an average of 80

SKILLS	LVL	UPS
Laser	7	BW
Omega	5	BW
Sighting	6	+24
Body Points	3	N/A

WEAPON

BS-2 Laser: ROF: 2; D/A: 2-7; Q: 10
 UAN: 108/98/90/75/50
Balshrom FC: ROF: 1; D/A: 4-24; Q: 14
 UAN: 97/62/32/-18; MN: 91; SS: 90

ARMOR

Streetwise: AI: 80; THR: 6; AR: 100; FIR: 70; CLD: 70
Baseball Cap: AR: 5

EQUIPMENT

Hand Radio

Note! Highlighted weapon stats indicate a problem with the weapon

HOUSE GUARD 4

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are assumed to be an average of 60

SKILLS	LVL	UPS
Laser	7	BW
Pulse	7	BW
Comlink	6	+24

WEAPON

BS-2 Laser: ROF: 2; D/A: 2-7; Q: 10
 UAN: 106/96/88/73/48; MN: 98; SS: 85

ARMOR

Street 2: AI: 40; THR: 4; AR: 40; FIR: 40; CLD: 40
Baseball Cap: AR: 10

EQUIPMENT

Hand Radio

DEBBIE KING

Race: Human; **Body Points:** 4; **IM:** 0; **COH:** 200-1200cr

Vital Statistics: All vital statistics are an average of 60, except CHR which is 105.

Experience:

Gate Guard #1: 2,200

Gate Guard #2: 2,500

Yard Guard #2: 2,200

House Guard #1: 1,200

House Guard #2: 1,200

House Guard #3: 2,000

House Guard #4: 1,000

Debbie King: -3,000

AFTERMATH

Professor King capitulates and tells all she knows if captured and threatened with violence or prosecution.

- 1.The Governor is smuggling guns to Bena 4 through BynTech Shipping Company.
- 2.The Governor has gone into hiding on Bena 4.
- 3.The Mindersong Park graves.
4. Her relationship with the Governor, and Professor Cheng. She will tell them that she told the Governor what Cheng had found.
- 5.The Governor believes that he is shaping the universe by working with the Beanese Rebels.
6. The Pharixe Cartel backs the governor.

TONCHAR

The word Ton is Mutzachan for container, Char stands for knowledge. TonChar are small plastic and metal chits, 8cm long by 3cm wide, that store matrices. The chits use tiny electronic memory boards to facilitate information storage, much like 21st Century computer chits. TonChars are voice activated and contain the energy needed to generate the matrix. TonChar may not be used to learn the matrices contained within.

Generally, TonChars come in three different colors: green, blue and red. The color reveals the maximum energy bracket of matrices that may be stored on the chip. Green chits hold 1-3 energy bracket matrices, blue chits hold 4-6 energy bracket matrices, and red chits hold the 7-9 energy bracket matrices. More than one matrix from more than one energy bracket can be contained on a chit, so long as the energy bracket level doesn't exceed the rating of the chit. Occasion-

ally, one will run into a TonChar which is clear, or of a different color. These chits store special matrices, often ones that have been manipulated. Chits are vulnerable to magnetic disruption, electricity and EMP attacks, having an SMR of 03 against these attacks.

The Council of Timar has licensed production of TonChars for all of the various matrix using races. The Council of Timar strictly regulates the production and distribution of chits. Only the Mutzachan Essence Conglomerates are licensed to produce them. For the most part, the Council does not regulate the type of matrices that may be stored on TonChars. Thus, even anti-healer memory chits are produced. Only the matrices Ra, Space Fold, and Time Travel are barred from production.

The value of a TonChar depends on the amount of material stored on the chit and the energy state of the device. Typically, each matrix stored costs five times what it would cost if the matrix controller were to be taught it. Tonchars burn out when they are energized, leaving a black scar over the portion of the chit where the information for the matrix was stored. They can't readily be purchased and are dispersed according to Council whims.

There is a real danger involved with energizing TonChars of a higher energy bracket than the matrix controller can manage. A controller can always energize a matrix from one bracket above his level of mastery, just as with ordinary powers. If he tries to energize a matrix more than two levels of mastery above his own, 50% of the time the matrix will backfire. Three energy brackets above the user's mastery results in a 90% chance of backfire. One can never energize a matrix that is 4 energy brackets above his level of mastery. Backfires result in destruction of the chit, 3-18 points of electrical damage to the activator and 4-24 points of concussive damage to anyone within 5m.

Regardless of energy bracket or matrix, anytime that a matrix controller energizes a TonChar, a roll of 98-100 indicates that the controller has lost the matrix and the entire chit is energizing! The Battle Master will have fun telling you what happens to your character when this happens.

PCs who know about TonChars can make a Terrestrial Knowledge check at -15 to realize another possible problem. A cult group of anarchist Mutzachans who work for Uncle Ernie pervert chits by changing colors, twisting matrices, or sabotaging the activation sequence.

The Battle Master may choose to roll on the following table to determine what type of TonChar the PCs have found or purchased:

TONCHAR TABLE			
Roll	Matrices	Bracket	Color
01-20	1-6	1	Green
21-50	1-4	1-2	Green
51-60	1-4	1-3	Green
61-75	1-4	2-5	Blue
76-85	1-4	4-6	Blue
86-90	1-2	7	Red
91-94	1	8	Red
95-96	1	9	Red
97-98	2-8	1-6	Clear
99	2-8	4-9	Black
100	Specialized or Perverted Tonchar		

PRELUDE TO ANOTHER ADVENTURE

ARENSMA WRAP-UP

Major Merced congratulates the party if they perform competently on Arensma. He treats them with newly earned respect. The group is told that the next part of their mission is to track down the Governor on Bena 4. Krauss drives them to the Shuttle Station and regales them with stories of the glowing report the Major sent off to HQ about them. Once they reach the Phoenix Rising spaceport, a polite and respectful SSDC representative escorts them to a magnificent Bohemian Class Star Cruiser. The Cruiser crew caters to their every need. Technicians restock their weapons and repair their armor, free of charge.

If the party stumbles through Arensma creating more havoc than investigation, their treatment is far different. After a few days, or after the PCs get in serious trouble with the police, Major Merced calls them to the safehouse. Smugly, he informs them that he is a good judge of new talent and nothing this party of screwballs did surprises him. The Major orders them to Shuttle Station (they must take a cab). No explanation for their next assignment is to be offered. At the Spaceport, an officious, if not rude, SSDC representative points them toward a freighter even more dilapidated than the one they arrived on. No one serves them in flight and they have to pay for new arms and armor repair.

The Battle Master should play out the transition to Bena 4 as appropriate if the party's operations on Arensma are somewhere between the two extremes noted above. In any event, as they enter the ship, an SSDC representative hands each character a new ID. These IDs describe the party as replacement guards for an SSDC industrial complex on Bena 4.

THE FLIGHT

The cruiser/freighter heads for Bena 4. All weapons and equipment must be stored in the cargo hold. The ride is uneventful, and need not be played out unless desired. Several encounters are possible, regardless of the manner of transport, at the Battle Master's discretion. A group of Mutzachan scientists are traveling back to the Core Worlds to attend a time theory lecture. The Mutzachans befriend any person they meet, babbling about the space time continuum, space folds, or some other scientific nonsense. There is a ranger class bounty hunter onboard, Mascassarious Phentari. Mascassarious won't interact with anyone, opting to stare longingly at any potential Human meal, or eavesdrop on any conversation that in anyway puts down the Alliance. He is armed with a BS-2 laser and will use it if provoked or threatened. Donnelly, the Orion, does his best to get anyone drunk and pickpocket them. He is friendly with Mascassarious, for 20% of the take. The bounty hunter makes sure no one roughs up the little Orion. The crew is non-interactive, tending to their jobs.

The ship's medical expert, Doctor Zen Bmuba, has an 85% chance to resurrect any person who manages to wind up dead or "mangled." The trip lasts for 2 days. Rate the roleplay from 1-25 and hand out 10 points per level for good interaction.

CUSTOMS

The ship docks at Spaceport Independence, orbiting above Bena 4. The party is directed to the Customs Office and passes through the super high tech spaceport. The PCs notice that the majority of sentient there are odd, fury apelike creatures with long foreheads and deep

penetrating eyes (the Beanese). These creatures scowl and gaze disdainfully at any sentient not of their own race. A smattering of other races mill about, ignoring the rude stares and comments of the Beanese.

The party is asked to produce proper identification at Customs. Of course, if Donnelly the Orion has pilfered their pockets, they won't have it. In this case, the PCs are harangued by Customs officials for hours, made to fill out reams upon reams of paperwork, and put through heavy interrogation. Finally, the Customs agent in charge uses DNA sampling and consults an SSDC representative before the party members are allowed to proceed.

Next, the group is lead through a hall of biological detection screens and scanned for contaminants. Afterward, they are moved into a white room, completely empty except for 10 contour chairs. A rotund Human Customs official enters the room ten minutes later.



ELMA MAY JOHNSON

Elma May Johnson is a fat, 250 pound Human who is having a terrible day. First, she was told that her paycheck would be delayed indefinitely. Some problem down in accounting. Then she was informed that the Object Scan had broken down and that she had to conduct personal inspections (strip searches) of all arriving aliens (non-Beanese). Naturally, today a group of Phentari was assigned to her and the resulting inspection was not a pleasant experience for anyone concerned. She snarls at the party and menacingly tugs on a pair of white surgical gloves.

"Get off your fat kiesters (feel free to substitute another word) ... OK, I want every one of you to strip down to your naturals now! Now, I said! . . . When you are finished, face the far wall, bend over, grab the back of your thighs and wait for my instructions."

Elma May has an acute case of acne, bad breath, and a face that could scare dead people. She waddles around with her huge behind jutting out like the stern of an oil tanker. Her uniform strains to contain heavy rolls of fat. Her squat, cellulite ridden legs are covered with varicose veins.

Elma May hasn't "gotten any" in a long time and she loves a handsome man! If there is a male Human or Gen-Human present, her tone softens as she directs her attention to him and gets a little play time in! (I'm going to leave it at that. Feel free to adlib!!).

Elma is none too pleasant with any other race and she is particularly rough and rude toward Phentari.

Elma carries out a thorough strip search, checking all of the appropriate places. Let them roleplay this encounter to death! Assign a roleplay rating from 1-25 and give out 20 points per level. If the party resists or threatens Elma, she presses a beeper on her massive bosom. Almost immediately, two Rams in Bear armor, wielding tasers, enter and subdue the troublemakers.

After she is done, Elma turns toward the party, hands on hips and says "Now get dressed. And you remember not to mess around with Elma May Johnson!" She turns on her heel and exits the room.

FINALLY, SOME RESPECT?

After the party has been sufficiently humiliated in the customs check, an SSDC representative shows up to escort them to a conference room in an SSDC branch office of the spaceport. The room is lavishly decorated with battle holo-illusions on three of the four walls. A light rug continually changes colors, shaping beautiful patterns on the floor. Four comfortable looking contour couches are centered around a life size statue of Gar The Python in the center of the room. Grav lights hang suspended in mid air, giving off a gentle light. Tables are lined with buffet "eats" of varying delicacies. Below one of the holo-illusions, an auto-bar awaits drink orders. A holo-sound stereo system plays a soft classical rendition of "The Flight of the Valkyries", complete with a miniature hologram of an orchestra.

A sultry blonde waitress enters the room, shortly after their arrival, wearing a short mini-suit that exposes terrific legs that go from here to eternity! She speaks in a soft, alluring voice.

"Hi! My name is Mira. I am your hostess. Mr. Lynchbrook will be here to meet with you in just a couple of moments. Feel free to eat, and get yourselves a drink. Relax and if you need anything... I am at your service."

She smiles demurely and exits the room. The party is left to relax and eat. Consult FOOD FOR THE PALATE (Battlelords rule book) to determine what dishes are present.

NEW ORDERS

A balding Human in a grey, immaculately tailored, double-breasted suit walks in an hour later. His face, frowning in deep concentration, is framed by long grey sideburns. His deep set eyes seem intimately aware of everything around them. A tall, muscled Eridani follows him closely. The Swordsaint wears black, ceremonial Kodiak battle armor. An ornate two handed sword is slung across his back and a Savage-B laser pistol rests on his belt. The Eridani slowly scans the party, as if to determine their raw ability.

The suited Human, obviously in charge, stops just short of the statue and waves the party to the contour couches. He speaks slowly, measuring the effect of every word on the party.

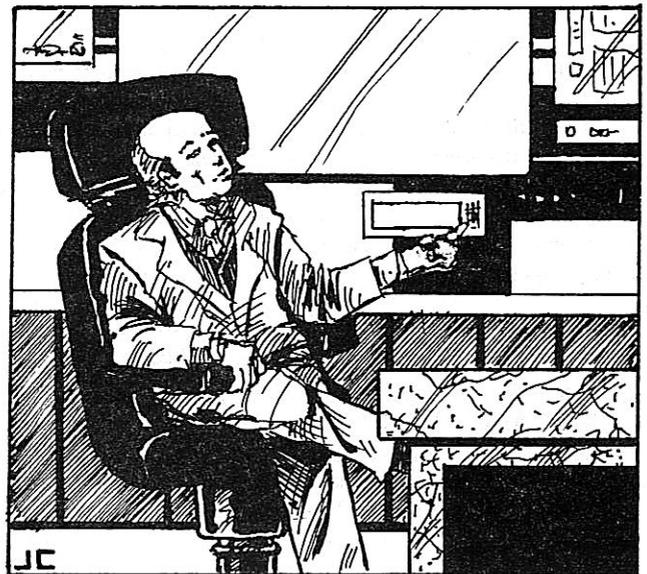
"My name is Mr. Lynchbrook. I am Director of SSDC Planetary Affairs on Bena 4. My colleague, Brigadier General Eritol-Idan, is SSDC Defense Coordinator for Bena 4."

As you may know, Hansen is on-planet. We caught sight of him entering Spaceport Independence when he used his alias, Styles. Although we managed to place a tracer on him, the units assigned to track him were subtly, but masterfully, detoured. Hansen managed to escape. All we know is he flew a hopper over the Wall of Pestilence, and entered the quarantined area known as Zgmy-Ida-ti (Pit of Poison).

The sophistication of the parties defeating our tails reveals that the Governor has well-organized allies here. More worrisome, the energy sphere surrounding the Pit was temporarily knocked out of commission just as Hansen passed into the area. This means that Hansen's allies are also well-placed, and have access to significant technology. Beanese authorities are investigating how the energy sphere was deactivated. They know nothing about the Hansen affair or your investigations.

SSDC wishes that Governor Hansen be secured and returned to the Core Worlds to stand trial for crimes committed against the Alliance. Unfortunately, relations between the Alliance and Bena 4 are not good at present. We can expect no cooperation from Beanese authorities. You will enter the Pit and extract the Governor.

General ..."



The Eridani speaks an activation command to the empty wall and a holo-illusion springs forth. The image depicts a 20m tall wall, surrounded by guard towers in the middle of a modern metropolis. Patrols continually walk the perimeter on the top of the wall between the guard towers. A shimmering purple energy dome encloses the ruins of a city within. The General speaks in a clipped style, with little emotion.

"Problem. The Pit is a quarantined area. 250 years ago, Bena 4 was a thriving planet. Some 25 billion Beanese worked industriously to build the ultimate society. They were a warlike race then, delicately balanced between life and utter destruction. Evolution as it should be! They reached the critical point where technology surpassed spiritual evolution. The time when many inferior species destroy themselves. The Beanese manufactured weapons of mass destruction. They also dabbled in biological warfare. An experiment got loose in Sipal, the capital city. Hundreds of thousands were killed in an instant epidemic. Resulting riots killed even more and destroyed large sections of the capital. A huge wall, and later an energy sphere, were erected around the core area to contain the outbreak. Apparently, this disease was

designed not to spread by air. The birds, and sentients which tried to escape, were summarily destroyed. The military ensured that most of the disease would spread no further. Those infected outside the dome were hunted, killed and burned.

The government responsible for this disgrace was overthrown. The Beanese, as other inferior races have, turned away from conflict. Many became weak pacifists.

The Beanese have rebuilt their city around the Pit. It has become an icon of peace throughout Beanese culture. The memorial of military insanity is sacred. The authorities will not authorize an expedition inside. They threaten to banish or kill any trespassers. You will enter the Pit. Time is essential. We don't know how long Hansen can survive inside. The VERMIN will not get by us again! Drag him out, alive if possible. We must have at least his brain alive so that we can get a good look inside. The body is irrelevant. Do with it what you will, so long as we get the brain!"

Director Lynchbrook speaks aloud and the holo-wall changes. Mutated humanoid creatures, deformed and covered with lesions, move across the scene. Like zombies, they pass through the rubble of buildings. Lynchbrook speaks:

"The plague caused terrible genetic mutations to those who survived the initial sickness. Since then, the area has been quarantined. No one has been allowed inside for almost 250 years. The inhabitants of the Pit remain banished to their own private hell, a world of ruins, and festering pools of poison. Mutation is the norm, normalcy the deviation.

The mutants are kept alive by weekly air drops. The bubble is deactivated for a fraction of a second, so that supplies can be inputted. I suppose this is the Beanese way of atoning for guilt. I think it's barbaric.

Despite several days of surveillance, we know little else about the Pit. We do have pictures of well-armed mutants. Someone must be arming them. We suspect the Rebels somehow operate within the Pit and are able to get in and out. Despite carefully worded warnings by SSDC and others, the Beanese government will not openly acknowledge the presence of Rebels, for fear of alarming the public of a potential contamination. Moreover, they continually thwart our attempts at getting good reconnaissance by scrambling the area with electronic disruption devices. Again, whoever is in that god-forsaken place is well connected on the outside.

As far as we know, the transmitter attached to Hansen is still functioning. The bug continually broadcasts his position. Once you are inside the bubble, you should be close enough to pick up the signal, despite the electronic jamming. You will be provided with two tracking monitors.

You are to be injected into a sewer line passing under the wall. Follow the transmitter until you reach him, where upon you will extract the fugitive. Should you encounter evidence of a Rebel presence, investigate and secure physical proof of that as well.

Now listen closely. A top Alliance diplomatic mission is being sent here in a week to try to resolve the impasse between the Beanese and the central government. The planet is debating membership in the Alliance. Many are strictly opposed. We wish to present the Governor, the evidence of his crimes, and the evidence of Rebel activities in the Pit to these officials when they arrive.

The publicity will be spectacular. Complete this mission in seven days and you each shall receive a 50,000cr bonus."

The Director will attempt to answer any further questions to the best of his ability. The party is also given the two tracking monitors.

PURCHASING EQUIPMENT

The SSDC officials depart and the hostess returns. She informs the party that some equipment is available for purchase. The PCs are given the option of taking out an advance of up to 25,000cr. The hostess tells them that, in the event that they opt to take out a loan, their wages will be garnished by 25%, until the money is repaid with interest.

Mira also reminds them that Bena 4 is very pacifistic. Strict and regular weapons checks are made by the Beanese government at the spaceport. Consequently, she can only scrape together the following equipment in short order. Used weapons have their malfunction and system shock numbers reduced by 1-4 points.

Note! Some of the equipment listed below can only be found in Lock-n-Load, the Battlelords' War Manual. If you do not possess this masterpiece, you would be well advised to pick a copy up at your local gaming store. This gratuitous sales pitch is placed here because we can advertise in our own book for FREE!

WEAPONS	COST
3 M16-A3 rifles (new)	500
1 Berretta 9mm (new)	675
1 Glock 9 (used)	11,000
1 Barrett 82 (used)	13,000
1 H+K CAW (new)	8,500
2 M-18L Laser (new)	5,570
1 M-20 Blaster (used)	14,000
1 Sonic Disruptor (new)	9,000
1 ME2E1-9B Flamethrower (new)	4,000
2 LAWs (new)	1,500

ARMOR	COST
1 Infiltrator Armor	15,000
2 Bear Armor	12,000
1 Flex Armor	8,000
3 Interfon Arm Rockets	1,000
1 Auto Injector	3,500
2 Emergency Exit Mechanisms	10,000
2 Gills	2,500
1 Jump Pads (1 set)	10,000
3 Search Lights	500
Auto Translator	2,700

MISCELLANEOUS	COST
Experiment 12	5,000
1 RPG 7	5,700
2 M-90 Concussion	150
2 T-3 Blinder Grenades	4,000
2 Plasma Grenades	1,000
Oxygen Option	750
Vaporizer	1,000
Environment Containment	1,400
4 BRA	300
4 CRA	300
4 BRI (standard)	100
2 BRIs (massive)	500
Camera Set	300
Sonic Amplifier	1,000
Light Bridge	1,500

FINAL INSTRUCTIONS

Once equipped, the party is shuttled to SSDC headquarters on the planet surface. The PCs see the Pit as soon as they leave the spaceport, an ominous, surrealistic specter. It appears as a huge, shimmering, purple bubble on the west edge of town.

A moving van takes them to the injection site under the cover of night. The injection site is an old abandoned water treatment plant in a slum section of town. SSDC guards, disguised as bums, watch the site with concealed weapons.

As the party waits in the entrance hall, Lynchbrook and Eritol-Idan arrive in an unmarked sedan. The two get out and approach the party. The Director reveals more surveillance data, including a map of the sewer system and the surface of the Pit area as it existed some 250 years ago.

"This map details the state of the sewer lines as they existed when the plague was loosed some 250 years ago. Since the onslaught of the plague, all the entrance areas have been blocked off, including the river which wound its way through the heart of the area. The building we are in now was the water treatment center for this area's water supply. You are to be injected at this point (the X). You must travel underground to wherever the transmitter places the fugitive. Stay underground at all costs. The mutants will probably hunt you down and kill you, if you travel on the surface. Also, you are at greater risk of being exposed to the plague on the surface. If you are exposed to the plague, well ... you understand that we can not possibly bring you out.

This other map shows the surface of the Pit area before the plague. Many of these structures no longer stand. The Pit is controlled by rival gangs and ..."



Lynchbrook continues to explain the different gang turfs as far as SSDC has been able to tell (see ON THE SURFACE, THE GANGS).

There are four different maps for the Pit: 2 player maps, sewer and surface, and 2 Battle Master maps, sewer and surface. Battle Master maps display the encounters that PCs can run into, as well as those features included in the PC maps. Merely cross-reference the encounter number, or name, on the Battle Master's maps with the appropriate module section to determine the outcome of all events.

INJECTION

A team of construction workers have drilled a hole some 10m deep into the floor of the basement of the main plant building. A plastic bubble structure surrounds their well-lit work area. The bubble is a makeshift decontamination center, designed to prevent any plague escaping from the sewers. Several machines with flickering lights take up floor space, both inside and outside of the bubble. Technicians continually monitor the machines, apparently testing the air for contaminants. An eerie sense of foreboding prevails throughout the room.

The party can see the silhouette of workers finishing the final preparatory work inside the bubble. A jackhammer continues to rattle for a few minutes, then ceases. Subsequently, Eritol-Idan instructs the party to suit up and prepare for "Injection". When they are ready, the door to the decontamination rig is opened and the group steps inside. All the workers exit the area and the rig is sealed.

A cable snakes its way down into the 3m wide, 10m deep hole in the center of the floor. The cable is connected to a shaped charge at the bottom of the hole. The hole is surrounded by a fine mesh net, erected in the form of a semi-spherical dome above the aperture. The net is a blast screen to prevent debris from puncturing the decontamination rig. The General explains that the workers stopped just short of the sewer line below and 1m of bedrock blocks entrance into the sewer system.

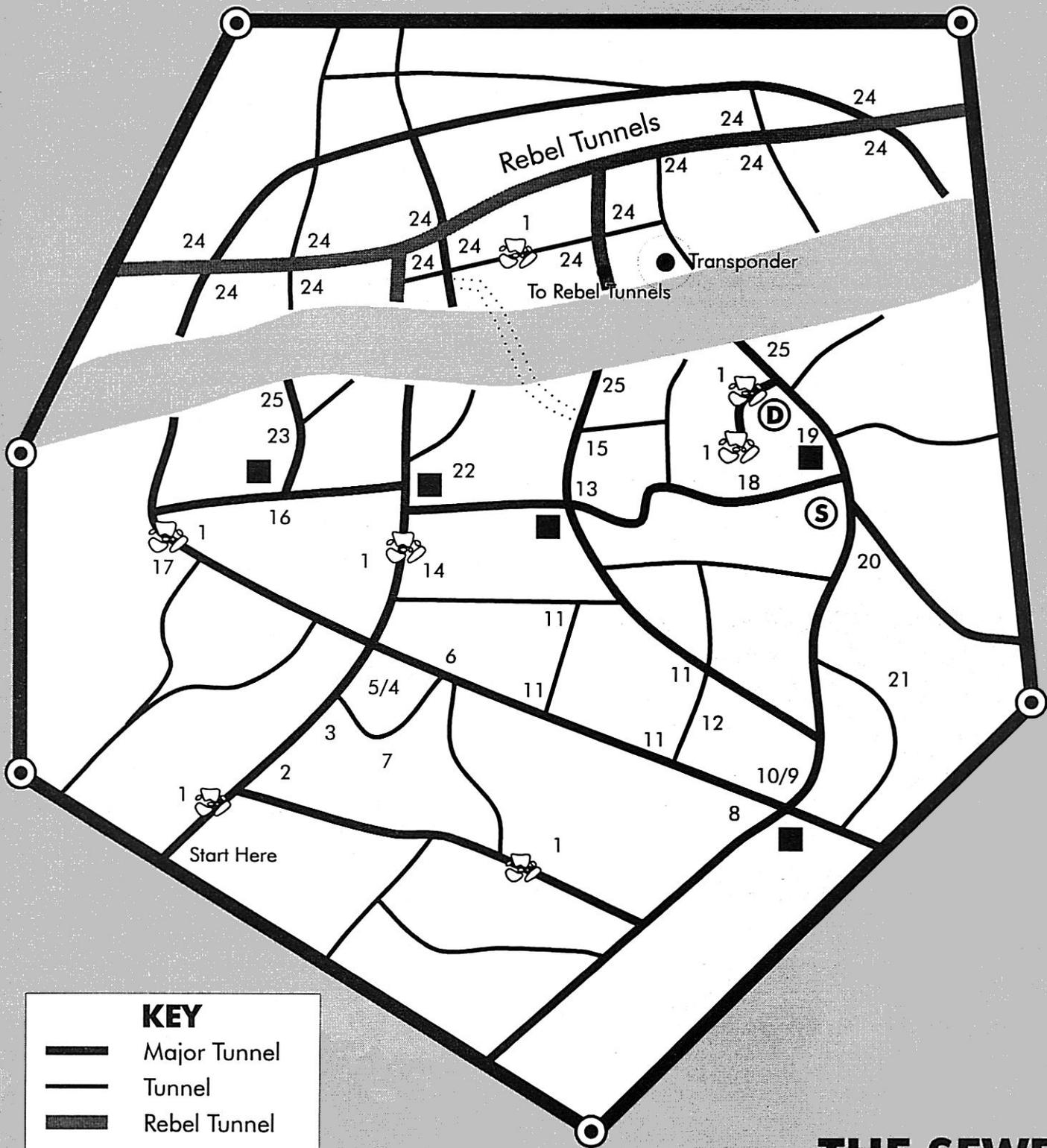
Mr. Lynchbrook speaks:

"Good luck. Remember, you only have 7 days. That should be plenty. Avoid the plague at all costs, lest ... (he shrugs) When you have secured Hansen, return here. If you return early, just wait below. It is too dangerous for us to stay in the area, but we will be back exactly 7 days from now. After you are inputed into the system, we will cover up and seal the hole."

The General adds a final word.

"May your battles be fought with great fervor, and your combat skills prevail. I salute you. I wish I could follow! Nya Dwaran, Doft tzeel a-tel-a-me-jantor. Kormie! Kormie!" (Translation: When you return, kneel before your lord, and speak to me of your triumphs. Of victories! Of Victories!)

The room is cleared and the charge is detonated. An explosion rocks the structure. When the dust clears, the sewer line can be seen below. A hole has been opened into a world that has been sealed for some 250 years! A ladder lays waiting to lower the group into OBLIVION!



KEY

-  Major Tunnel
-  Tunnel
-  Rebel Tunnel
-  Access Tunnel
-  Cave-in
-  Control Station
-  Landmark
-  Tunnel of Doom
-  Subteron Lair

**THE SEWERS
OF SIPAL**

THE SEWERS OF SIPAL

CONDITIONS UNDERNEATH

The sewers under the Pit have endured centuries of neglect. Only their excellent architecture has kept them from collapsing altogether. The concrete has been eaten away in many places, so that bedrock is visible. Rocks and debris litter the broken tunnel floors. Weakened ceilings have fallen in some places, creating impasses of stone and concrete. In other places, the ceiling opens up into the surface above.

Raw sewage, collected in numerous isolated pools, decomposes slowly. These pools create dangerous methane pockets. Other pools contain plague slime festering in the watery murk. Mutated fish-equivalents swim aimlessly in the relatively clean pools. In other places, water erosion has completely eaten away the floors, and sink holes have been created.

The dangerous conditions in the physical structure underground are worrisome. Far more dangerous are the malevolent creatures that inhabit this fetid world!

THE BASIC FEATURES

The main sewers are 5m in diameter. They are represented by the wide lines on the Sewer Map. Smaller connecting sewer offshoots are 2m in diameter. They are shown on the map as single lines. Ram Python-sized creatures must crawl on their knees when operating in these areas. Offshoots run upward to sewer gratings which have long since been sealed off, naturally or by the Subterons. Not shown on the map are the numerous 1m crawl tunnels that crisscross the area. A size class 4 person without armor can move down these tunnels if they wish. Battle Masters, feel free to ad-lib the location and direction of these tunnels.

The substation control areas were once the control points for channelling the sewage and runoff. These areas contain control valves that once rerouted or stopped water and instructions for their use is still legible. The Subterons have done makeshift repairs on most substations and their handiwork is visible to the naked eye.

Doorways in the substations lead to flights of stairs which access the world above. The doorways from the control areas have been wired with explosives and a level 3 Demolitions check, or a level 5 Set Traps check, is necessary to remove the bombs. If the party trips the trap, treat the resulting explosion as two putties of C4. Roll 4-16 points of additional fragmentation damage from exploding concrete.

The Battle Master should secretly roll percentile dice before an explosion occurs. The resulting number is the percentage chance of a cave-in. Characters with civil engineering skill need only make a level 2 check to determine the danger of cave-in (i.e. tell them the dice roll if they are successful and lie like Hell!! if they fail). The possibility of a cave-in is determined as follows: Roll the dice twice, if the second roll is lower than the first, a cave-in occurs. The effects are determined by rolling again on the following table.

CAVE-IN TABLE

Roll	Result
01-20	Minimal collapse; no danger
21-50	1-2 fragments; 1-6 points of damage each
51-70	Dangerous collapse; 1-4 fragments; 2-8 points each
71-90	Major collapse; 2-8 fragments; 3-12 points each; 20% chance of tunnel blockage.
91-98	Major collapse; 2-8 fragments; 4-16 points each; 40% chance of tunnel blockage.
99-100	Catastrophic collapse; 4-16 fragments; 4-24 points each; Automatic blockage.

Roll a d20. The result is how far the cave-in extends in both directions from the center of the party.

TRAVEL TIME

The party must pick a basic walking speed for navigating the sewers. The speed they choose is very important, because it determines how long they must stay underground. Their speed has a direct effect on their ability to sight potential obstacles and the sighting modifier for speed is given below. Don't tell them the exact modifier number, just give them an approximation of how much better they can see.

TRAVEL TIME TABLE

Speed	Description	Modifier
0kph	Defensive Posture	+40 sighting
1kph	Super Cautious	+30 sighting
2kph	Very Cautious	+20 sighting
4kph	Cautious	+10 sighting
6kph	Aware	+00 sighting
8kph	Moving Quickly	-10 sighting
10kph	Fast Pace	-20 sighting
12kph	Pushing Hard	-30 sighting
14kph	Forcing the Issue	-40 sighting

Reminder: Keep track of the time the party spends in the sewers. They have seven days to complete their mission or they can kiss the bonus good-bye.

SEWER ENCOUNTERS

The following encounters are situated on the Battle Master sewer map. The General Information sections include "read aloud" descriptions and details that the party perceives. The Background Information sections provide background details to enable the Battle Master to properly run the encounter. Finally, creature statistics and potential experience awards are given as well as special notes for the BM.

1. CAVE IN

General Information: *There has been a cave-in. The rubble completely blocks the tunnel.*

Background Information: 2-8 hours are needed to dig through. Subtract 1 hour for each Python race in the party. Minimum digging time is 1 hour. The area is not completely safe. There is a 05% chance of another cave-in occurring if the party digs too fast (i.e., Ram Pythons are involved). PCs with Civil Engineering or Spelunking skill must make a level 3 skill check to realize the continuing danger. All other PCs are entitled to an Intuition check at -60.

The group earns 100 base experience points, plus an additional 50 points if they recognize the danger of another cave-in and react accordingly. This description applies to all cave-ins marked on the map. However, award the bonus experience only once.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	

2. WATER OBSTACLE 1

General Information: *The dry tunnel floor gives way to water here which is shallow, merely 0.5m deep. Small, red, fish-like creatures swim in it.*

Background Information: The water extends down the length of the tunnel for 400m before becoming dry again.

3. PURPLE SLIME

General Information: *You see a large pool of purple slime as you round a gentle bend in the tunnel. It is approximately 25 meters away. Red dots mingle with the sludge. It completely blocks the corridor and extends for some 25 meters up the tunnel. What are you doing?*

Background Information: The pool is 1m deep and extends 25m down the crumbling tunnel. The Purple Slime is sentient, each spore acting together with the rest to create a single intelligent being. This creature has the ability to generate a powerful suggestion matrix in order to feed. Any person who comes within 3m of it must make a Mental SMR at a -10 penalty or feel the urge to take their helmet off and lay face down in the pool!

Purple Slime is not affected by archaic powder, or archaic hand weapons. Heat-based attacks do normal damage. The goop is disease ridden. Any PC who passes within 1m of it, much less those who lay face down in it, must make a Biological SMR or contract a rotting disease. Victims lose 2 points of constitution, strength, and charisma per day until they receive proper medical attention (i.e., they enter a hospital). When the PC reaches zero constitution, he or she dies. A Cure Disease matrix stops the advancement of the illness, but the effects are not reversible. Party members wearing closed face helmets and body armor add +40 to their SMRs.

Note! Environmental containment blocks the effects of the slime completely.

The party can gain up to 100 bonus experience points for efficiently disposing of the slime. The group should open up with lasers, flamethrowers, pulse cannons, or other fire-based weapons from range bracket 2. Subtract 50 experience points for every PC that gets close enough to the slime to make a Biological SMR.

PURPLE SLIME

Origin: Pit of Pestilence

Habitat: Any

Occurrence: Rare

No. Hanging Out: 1

Body Points: 40-160

Initiative Mod: 00

Defensive Mod: +100

Special Attacks: See Above

Special Defenses: See Above

Threshold: Nil

N/A: Special

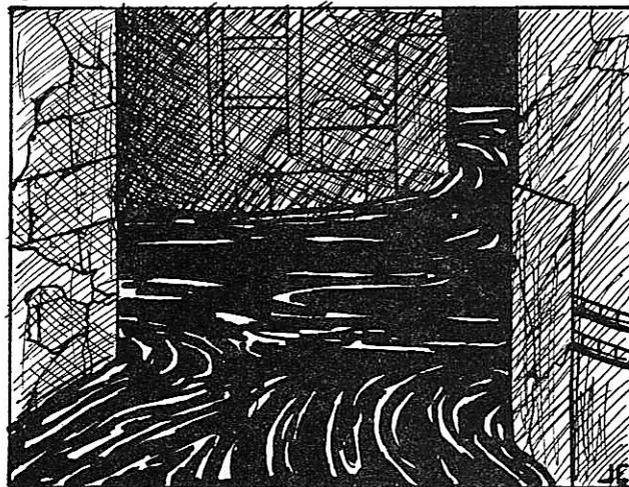
D/A: Special

Attack Number: Special

Movement: 01/5/40

I.Q.: 40-60

Experience: 1/body point



4. SKELETONS

General Information: *Your lights reflect off something strange standing along the walls. You recognize skeletal remains shackled to the sides of the tunnel. There appear to be 3 of them. What are you doing?*

Background Information: The Subterons (see NEW ALLIES OR NEW DANGERS) caught three Warlocks (see ON THE SURFACE) reconnoitering the tunnels a month ago. The trespassers were tried, found guilty, and sentenced to be left to the fate of the Armator (rat-like creatures).

A level 1 Forensics or level 3 Paramedic check reveals that they have been dead for 1 month. Otherwise, PCs are entitled to an Intuition check at -70 to realize the time of death. The skeletons are twisted, the bone structure grossly deformed. Close inspection reveals that the bones bear teeth marks. In one place, a small sharp tooth is embedded in a leg bone.

5. THE ARMATOR

General Information: The armator advance on the party as they examine the skeletal remains. This occurs 5 minutes after encounter #4 and the two are linked together.

A sea of moving objects scurry along the floor of the tunnel. Beady little eyes stare out at you from the faces of dog-sized creatures. Fur and flesh, screeching and squealing, fills the tunnel. What are you doing?

Background Information: The Armator look like rats, except that their head is that of a small dog. The rats attack fearlessly, for they haven't eaten in some time. Only fire makes them flee. To reduce the time required to complete the encounter, follow these guidelines. Each grenade thrown automatically kills 10 Armator. Each plasma grenade thrown kills 20. Each plasma blast kills 3 rat equivalents while archaic weapons fire kills one per round discharged. Subtract the amount of kills until you have reached zero.

All in all, this encounter is rather silly. Unless the PCs aren't wearing armor, the rats can't possibly do any damage to them. The group earns 200 experience points for the encounter, and an additional 100 points if they simply ignore the Armator, or scare them away with fire.

ARMATOR

Origin: Pit of Pestilence	Threshold: Nil
Habitat: Any	N/A: 1/sec
Occurrence: Common	D/A: 1
No. Hanging Out: 40-240	Attack Number: 80
Body Points: 1	Special Attacks: Nil
Movement: 03/15/60	Special Defenses: Nil
Initiative Mod: 00	IQ: 1-10
Defensive Mod: Special	Experience: 1 point



6. THE SUBTERON CHILDREN

General Information: Party members are allowed a Sighting check at a base 20%, plus modifiers to notice that something is approaching them from directly in front. This occurs immediately after the Armator encounter. The two are linked together. Success indicates that they notice small humanoid figures crouched at range bracket 4. Infrared detection indicates that the figures are armed with what appear to be a sword, a pipe, and a pistol of some sort.

The kids will throw small stones at the point man, then scamper away laughing into the unmarked crawl tunnels.

Background Information: Three Subteron children (see NEW ALLIES OR NEW DANGERS) have wandered off from their parents who are tending the minefield (see 10. THE SUBTERON PARENTS). The fighting has encouraged them to brave the Armator Lair. Also, Mom and Dad have forbidden playing in this area and that in itself is reason to go. They approach the party, even though slightly afraid, believing that they can get away from anything.

They stop at range bracket 4 to watch the party. If the children are chased or fired upon, Hula returns fire and the group flees into one of the small unmarked crawl tunnels. The party will never be able to track them. The children expose the presence of the intruders when they reach home! If captured, the kids reveal nothing, unless tortured.

Killing the children is the worst thing that the party can do. This triggers a series of events that severely increases the difficulty of their mission. The Subterons will attempt to destroy and/or capture the PCs. Killing the children outright costs the party 200 experience points each.

Letting the children get away is not good, but it isn't as bad as killing them. If the party does not fire on them but lets them get away, award 500 experience points for this encounter.

Recognizing that the children can be used as a bargaining chip and capturing them is worth 1,000 experience points. Getting a hand on the small, squirming urchins will not be easy though.

The best thing that the PCs can do is to try to convince the kids that they mean no harm. The kids may befriend the party, particularly if they are given a shiny toy. They will take the group to meet their parents (see 10. THE SUBTERON PARENTS). The parents, in turn, take the party first to Aaskinar (see 12. DEATH OF A HERO), and then to the Gruba and the rest of the Subterons (see 20. MUSHROOM FIELD 1, then NEW ALLIES OR NEW DANGERS). Such events allow the party to skip many dangerous obstacles (skip Encounters 13-19, 22).

MIKNES

Race: Beanese; **Body Points:** 3; **IM:** 0
Vital Statistics: STR: 30; MD: 55; IQ: 51; AGL: 49; CON: 40; AGR: 30; CHR: 10; INT: 25

SKILLS	LVL	UPS
Spelunking	5	100
AHW	1	BW

WEAPON

Pipe: N/A: 1/6; D/A: 1-3; UAN: 54

HULA

Race: Beanese; **Body Points:** 5; **IM:** 0

Vital Statistics: ST: 55; MD: 55; IQ: 51; AGL: 46; CON: 40; AGR: 48; CHR: 30; INT: 25

SKILLS	LVL	UPS
Spelunking	5	100
Beam	1	BW

WEAPON

Laser (treat as OLC): ROF: 1; D/A: 1-6; Q: 4
UAN: 59/56/54/44/19; MN: 88; SS: 50

DAISMA

Race: Beanese; **Body Points:** 4; **IM:** 0
Vital Statistics: ST: 25; MD: 30; IQ: 47; AGL: 43; CON: 40; AGR: 15; CHR: 57; INT: 40

SKILLS	LVL	UPS
Spelunking	5	100
AHW	1	BW

WEAPON

Piece of Metal (treat as short sword): N/A: 1/2; D/A: 1-6; UAN: 74

7. THE ARMATOR LAIR

General Information: *The further you move down this narrow tunnel, the more feces and skeletal bones you encounter. Only the feeble Armator are left here. They scurry away as you approach. You make out a shiny object in the distance. It is partially covered in dirt and filth. What are you doing?*

Background Information: The Armator lair is filled with trash, droppings and the remains of animals dragged there to be eaten. There are two other exits to the lair, the continuation of the passage and a hole in the ceiling leading to the surface, some 10m above. The surface exit is partially covered with debris.

The shiny object wearing battle armor, partially buried in the dung, is a dead Human. A level 5 Forensics or level 7 Paramedic check reveals that he has been dead for nearly 3 months. A Rebel soldier, not paying attention to where he was going, fell into the hole in the ceiling and broke his neck. He is carrying the following: 120cr, a sonic amplifier, an M-18L laser carbine, one M-95 fragmentation grenade, one unbroken BRI, and forcecuffs.

8. WATER OBSTACLE 2

The tunnels begin to slope toward the central drainage point at the Mattegin Station. The water slowly gets deeper until it reaches a depth of 0.2m. It remains this depth until just before the next substation.

9. THE MINE FIELD

General Information: The water is murky brown and the mines are hidden under the floor sediment. A level 3 Detect Traps or an explosive detector uncovers the presence of the field. Otherwise, there is no way to determine that a minefield exists here -- besides stepping on one.

Background Information: The Subterons have placed a minefield here to keep the surface mutants from approaching their chambers. In the past, the surface people have entered through the Armator lair and advanced up the tunnels to attack the "Children". The minefield is

submerged in 0.2m of water, and the mines are covered in mud. The only way to skirt the field is to crawl through several of the small tunnels that branch off the sewer line. Once the first mine has exploded, the party may think to use the side tunnels to circumvent the problem. The tunnels branch off in dozens of directions and there is a 15% chance of becoming lost, unless someone in the party has Spelunking skill.

The minefield extends for some 25m down the length of the tunnel. If the party does not bypass the field, roll a d10 every 5m traveled. A 1-2 indicates that a random PC has stepped on the equivalent of a Bouncing Betty. A result of 3 indicates the person has stepped on the equivalent of a claymore. Unless they walk in a narrow straight line, roll for each PC who enters the field. Finally, there is a 10% chance that a character who steps on a mine is thrown up into the air and lands on another mine.

The mines are not the only problem. The water is extremely contaminated with pollutants. Any person who suffers body damage from penetrating fragments is vulnerable to exposure from the toxins. They must make a successful Biological SMR or their wounds become infected. Infected victims lose 1-4 points of strength and constitution per day until they receive proper medical attention. Furthermore, they lose double the stated amount if the wound received is to a vital organ. The effects are cumulative per wound. A Biological Redox Agent cures the infection.

Bouncing Betty: D/A: 2-8/1-6
Claymore (equivalent): D/A: 2-12/3-18

10. THE SUBTERON PARENTS

General Information: This encounter is tied directly to 9. THE MINE FIELD.

If the party befriended the kids, the PCs are introduced to Cremus and Madela, the children's parents. The adult Subterons are extremely wary because the group is obviously some sort of Rebel force. The key is to attempt communication and convince the parents that the party means them and their family no harm. The person with the best Persuasion rating must make a check to calm the parents. Allow bonuses for roleplaying. The parents finally inquire, "Are you from the outside?" The term outside is said with reverence. The parents then insist that the party meet the Gruba, their leader (see 20. MUSHROOM FIELD 1, then NEW ALLIES OR NEW DANGERS). On the way, they take the party to Aaskinar (see 12. DEATH OF A HERO), explaining that he is kind to the Subterons. The party will skip Encounters 13-19, and 22.

If the party fired on the kids, then the father, Cremus, takes up a defensive position behind a boulder just to the other side of the minefield and waits for the party to approach. He waits until the PCs enter the field and someone steps on a mine before opening up on the group.

Background Information: The parents of the children had been assigned to tend the minefield today. They are angry and worried about the disappearance of their kids, and have sworn to "ground" them when they get home. If the party did not fire on the kids, which can be heard down the tunnel, Cremus and Madela begin returning to their home at the Mattegin Station. They are a ways down the tunnel when the party approaches the minefield, or when their kids (with or without the party) catch up with them. If the PCs fired on the children, or if the kids return with tales of dangerous "outsiders", Madela will run back to the Station to sound the alarm. Cremus heads back down

the tunnel in the direction of the party and takes up position behind fallen debris just to the other side of the minefield. The party incurs a -50 penalty to hit him (-40 for cover and -10 for suppression fire). Cremus never retreats and fights to the death. The Gruba seeks vengeance if the party kills Cremus (see NEW ALLIES OR NEW DANGERS).

CREMUS

Race: Beanesc; **Body Points:** 9; **IM:** 0

Vital Statistics: ST: 55; MD: 61; IQ: 54; AGL: 55; CON: 52; AGR: 54; INT: 70; CH: 57

SKILLS	LVL	UPS
Spelunking	5	100
AHW	5	BW
Throwing	5	BW

WEAPON

M-16A3: ROF: 1; D/A: 2-8; Q: 30;

UAN: 120/110/100/80/50/25/00; **MN:** 91; **SS:** 83

1 M-95: D/A: 2-8/2-12; **UAN:** 100/90/80/60/40/30/20/10

Note! The additional accuracy stats are for braced shot and aiming. Malfunction number and system shock have been reduced due to improper servicing of equipment.

ARMOR

Cub: AI: 120; **THR:** 3; **AR:** 70; **FIR:** 45; **CLD:** 45

Experience: 4,000

Includes both encounters 9 and 10.11

THE WRITING ON THE WALL

General Information: *You see a strange scrawling carved in the concrete of the left wall, just above an offshoot entrance. As you look into the offshoot entrance, you can see that a sheet of corrugated steel has been set up to block passage down the tunnel. What are you doing?*

Background Information: Aaskinar-Idan the Eridani has carved a welcome sign above the entrance to his humble abode. The sign is in old Eridani and reads "Unsheathe your hearts, draw your courage, and step forward into your final resting place. Enter the tomb of Aaskinar-Idan the Eridani."

Any Eridani is able to read the sign. Phentari and Orions may make a Terrestrial Knowledge check at -20 to realize that the sign is in old Eridani. They do not understand what the sign says, however.

12. DEATH OF A HERO

General Information: As the party moves the barrier at the end of the offshoot and walk down the tunnel, they see an old Eridani standing at the end in a large, neatly tended chamber. Only a small table and a bed roll decorate the room. The Eridani holds a long sword at the ready.

Background Information: Aaskinar-Idan was an Eridani arms dealer traveling to Bena 4 to secure weapons when the plague was released and he was trapped in the Pit. For some reason, he was immune to the effects of the plague.

After fighting off the ravaging plague victims, Aaskinar took stock of his situation. He decided that he should do what any honorable

Swordsaint would do, kill all the infected and therefore inferior lifeforms. He sought a base of operations in the sewers, built his small abode, and at night ventured to the surface to slay all he encountered. This was exhilarating for the first 50 years or so. The Swordsaint sought battle with many a foe and always managed to defeat them. Eventually, he encountered the Subterons, realized they were not diseased, and made peace with them. But as time passed, Aaskinar longed for home. His meditations became more brief, his emotions stronger and prevailing. He became tortured by the realization that he would be trapped in this festering world forever. He would sink into deep trances of depression for weeks at a time.

Suicide was completely dishonorable and out of the question. Any worthy Eridani must always accept his plight and carry on. So here Aaskinar grew old and wizened, his soul twisted by anger, disgust and self-pity. His honor grew tarnished. Even when the Rebels came, he would only go out to fight occasionally.

The Swordsaint waits for honorable death and Aaskinar speaks with the party if they seek to do so. He announces that he is ready to "pass beyond." An Eridani character knows to challenge Aaskinar to a duel. Play up the pathos of the situation and award experience for good roleplaying. If the party simply attacks, Aaskinar fights as a berserker to the death.

AASKINAR-IDAN

Race: Eridani, **Body Points:** 23, **IM:** -2

Vital Statistics: ST: 110, MD: 75, IQ: 51, AGL: 91, CON: 40, AGR: 30, CH: 10, INT: 25

SKILL	LVL	UPS
AHW	13	BW

WEAPON

Long Sword: N/A: 2/sec, D/A: 7-14 (6+d8), **UAN:** 127, **Parry:** 95, **Disarm:** 65

ARMOR

Ceremonial (Treat as damaged Cub): AI: 157; (No right arm section. Damaged chest section is reduced by -5 AI. Size class 6); **THR:** 3, **AR:** 58; (No right arm absorption and -5 to chest section. All other sections are normal).

Experience: 2,200

13. DRISIX LAIR

General Information: *A pool of mud blocks the passage before you, extending 20m down the tunnel where the sewer opens up into a wide substation room. Sewers pour into the area from two levels. They drip an endless drool of water into the mud below. A balcony skirts the openings on the second level. There is a door on the western wall of the second level. A rusted ladder connects the lower level of the substation to the upper level nearly 10m above. The ladder is 20m to your front on the right-hand side of the tunnel. An occasional bubble percolates up from the mud below. What are you doing?*

Background Information: The Drisix is a huge lizard creature with powerful double locking jaws (like a pitbull). Two such creatures inhabit the substation in a pool of 10m deep mud (-80 to detection checks).

The Drisix attacks by surfacing beneath its prey, locking on with razor-sharp teeth, then dragging the poor wretch into the depths of the pool (-3 to IM). The jaws are so strong that a Strength check at -90 is necessary to break free. Once the Drisix has penetrated the armor, its jaws lock, and only the death of the creature will free the victim. On subsequent rounds, no "to hit" roll is needed and threshold is ignored when calculating the damage.

PCs without oxygen-option helmets must make a Constitution check every 30 seconds or begin to suck in mud. Python Lizards only make this check after 2 minutes have passed, and then only once every minute. A cumulative -15 penalty is applied every additional 30 seconds until failure occurs. The victim inhales mud, causing 1-2 points of damage to his lungs. Three cumulative failed checks indicates that the character has drowned, whether he has body points remaining or not. There is a 25% chance that both Drisix attack at the same time.

The Drisix remains far enough below the surface at all times so that damage to it from above the water is reduced to one quarter. The surrounding mud absorbs most of the damage. Direct hand to hand attacks will cause 1/2 damage. Note!!! Concussion damage is doubled against the Drisix and is the best way to kill them. However, PCs suffer double concussion damage as well, which is divided across all seven sections of the body. Allow the group an Intuition check at -40 to realize the effectiveness of grenades after 1-4 rounds of combat have ensued.

DRISIX

Origin: Pit of Pestilence	Threshold: 2
Habitat: Sewers	N/A: Special
Occurrence: Rare	D/A: 2-12
No. Hanging Out: 1-2	Attack Number: 90
Body Points: 20-50	Special Attacks: Charge
Movement: 06/15/50	Special Defenses: See Above
Initiative Mod: -3	IQ: 1-10
Defensive Mod: -20	Experience: 40/body point



14. GREEN SLIME 1

General Information: A viscous green slime covers the water for some 30m in front of you. It is dotted with red blotches. There is no way to bypass it. What are you doing?

Background Information: The slime is heavily contaminated with plague that actually flourishes here. Any PC who comes within 5m of the slime must make a Biological SMR at a +15 bonus or be contaminated. Environmentally sealed armor protects against these effects. Any person whose body comes in contact with the slime, through say a puncture in the AI of their armor, must make a biological SMR at -15. Infected persons lose 2-12 points of strength and constitution per day until death occurs (when constitution reaches zero). A Cure Disease matrix will cancel the effects.

A level -1 Biology check or a level 2 Botany check reveals the presence of the plague. Detection is automatic with bio scanners, chemical/biological detection devices, etc.

Experience: 250

15. GREEN SLIME 2

(See 14. GREEN SLIME). In this area, a lip of dry ground allows passage around the slime. The ground is slippery and PCs must make an agility check at -20 or fall into the slime pool. The slime extends for 10m along the tunnel floor.

Experience: 250

16. METHANE POCKET 1

A methane pocket extends for 200m down the main tunnel, 100m down the left branch, and for some 250m down the right branch. The pocket is a product of centuries of sewage decomposition. Flames have a 65% chance of igniting the methane which explodes, inflicting a total of 4-40 points of heat and blast damage spread over all seven body areas. Skin contact with the sewage induces a biological SMR at -10. Infected persons lose 1-8 points of strength per day for 2-12 days.

17. METHANE POCKET 2

See Encounter 16. The pocket is 1200m long and there is an 80% chance of combustion if the gas is exposed to fire. An explosion causes 10-100 points of fire and concussion damage.

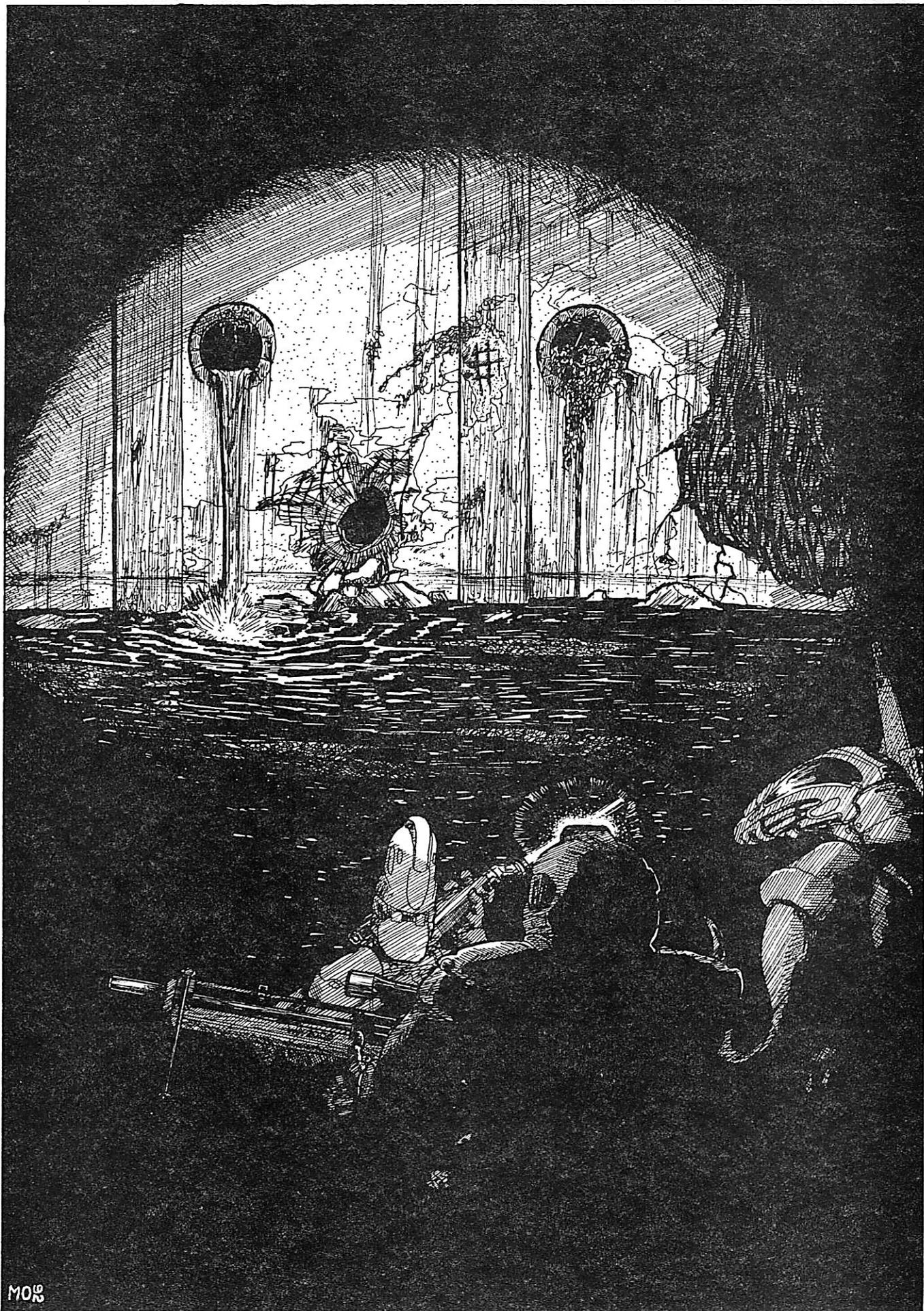
18. METHANE POCKET 3

See Encounter 16. There is a 30% chance of combustion if the methane is exposed to fire. An explosion causes 3-18 points of fire and concussion damage. The pocket is 200m long.

19. SUAATIR LAIR

General Information: The water reaches a depth of 2m within 400m of this area. It spills into the secondary tunnels for another 400m. The water is murky at the intersection.

Background Information: A sink hole has caused the floor of the sewer to collapse. The hole drops vertically for 10m then slopes gently for another 20m. The Suaatir has sensed the intruders presence and lurks just below the lip of the vertical drop. A level 5 Detect Concealment check uncovers the danger.



The Suaatir is a huge, snake-like being with centipede legs. Its clear body makes detection difficult and there is only a 05% chance to do so within 5m. The creature is cold blooded, so it doesn't show up on infrared.

The Suaatir typically eats a diet of Armator and fish equivalents, as does everything in these sewers! The beast attacks by lying in wait, then lunging up from its lair and wrapping itself around the victim (-5 to IM). After it has coiled itself around the body, the Suaatir drags the PC off his feet, down into its lair. Characters who make an Agility check at a -35 penalty are able to maintain their footing. They must continue to make checks until the monster has been killed or they have extricated themselves from its grasp. Each round after it strikes, the creature need not roll "to hit", but simply coils itself further around the victim. This coiling inflicts 1-6 points of crushing damage per round. Threshold is not affected. The best explanation is that the armor is being dented like an old soup can. A victim has a 01% chance to break free for each point of strength above 75. The Suaatir lets go of its victim once it has suffered 50% of its total body points.

Persons wearing battle armor sink like a boulder, and unless they carry oxygen supplies, must make a Constitution check every 30 seconds at an initial +10 bonus or begin to take in water. Python Lizards only begin making this check after 2 minutes, and need only check every minute. The checks incur a -15 cumulative penalty after the first 30 seconds. Failing of three consecutive constitution checks indicates that the victim has drowned.

SUAATIR

Origin: Pit of Pestilence	Threshold: Nil
Habitat: Sewers	N/A: 1/3
Occurrence: Rare	D/A: 1-6
No. Hanging Out: 1	Attack Number: 105
Body Points: 30-180	Special Attacks: Charge
Movement: 02/10/20	Special Defenses: See Above
Initiative Mod: -5	IQ: 20-50
Defensive Mod: -20	Experience Points: 10/body point

A suit of size class 5 Bear armor with a Shalkon helmet lies at the bottom of the lair. The decomposed remains of a Rebel warrior are locked inside. The body comes apart in pieces if the helmet is released. The suit must be sterilized before being worn and carries a distinct smell to it. Two plasma grenades are strapped to the belt pouch on the body. There is a level 2 access card submerged in the mud. A base 02% Sighting check is necessary to spot it. The access card allows one to travel anywhere within the Rebel compound.

20. MUSHROOM FIELD 1

General Information: Whether escorted by the Parents or not, the party rounds a corner to find a wall blocking their path. The wall is obviously not a natural cave-in. Otherwise, a Sighting check at 25%, plus modifiers, is necessary to realize that a nearby crawl tunnel is much larger than the others. It may lead around the wall. Once through, the PCs see an eerie sight.

From your vantage point at the end of the crawl tunnel, you are looking out into a dimly lit portion of the main tunnel. The room is filled with giant silver mushrooms that grow in well maintained rows. The mushrooms are almost 10cm tall and the field extends for some 50m

down the tunnel. The mushrooms grow in sewage/dirt. A lone female works a hoe-like device in the middle of the field. Beside her is a large wheel-barrow filled with mushrooms. She doesn't notice you. What are you doing?

Background Information: This area contains a garden of underground mushrooms. The mushrooms grew in response to the plague outbreak and are a natural antidote for the virus. The Subteron discovered that a person who eats one a day is 75% likely to be immune to the effects of the plague.

Musi the Subteron is picking mushrooms for her people. She has been gone for almost an hour and is expected to return shortly. She is almost finished and ready to go back. Musi shows no signs of deformity. Musi is homely, but normal in all respects.

If Musi is killed, someone comes looking for her in 10-40 minutes. She is well within screaming distance of her people, as the tunnel continues for some 100m before entering the Subteron living quarters. Musi is armed with a jagged piece of metal. Treat as a dagger.

A level 3 Botany check or a level 5 Biology check reveals the nature of the field. The mushrooms are toxic to Eridani and Phentari. Methane breathers who eat the mushrooms suffer 1-6 points of damage and become violently ill for 1-6 days (-70 strength). Vomiting will force them to remove their processors and BMs should feel free to have fun with them while they are sick! However, the mushrooms will still combat the effects of plague in these characters.

300 experience points are gained from waiting until Musi leaves before picking a mushroom cap and taking it back to be examined. Allow an Intuition check to realize that if the mushroom is picked from anywhere other than where Musi was working, it will be noticed.

MUSI

Race: Beanese; **Body Points:** 4; **IM:** 0
Vital Statistics: ST: 32; MD: 53; IQ: 50; AGL: 50; CON: 42; AGR: 24; CH: 20; INT: 50

SKILLS	LVL	UPS
Spelunking	5	100
AHW	5	BW

WEAPON

Dagger: N/A: 1/3; D/A: 1-3

Experience: -100

21. MUSHROOM FIELD 2

This mushroom field is unattended and grows naturally. It extends some 20m down the tunnel. The effects are the same as above.

22. MONDAS

General Information: *The water is getting deeper at a steady rate. Before you know it, it has increased to a depth of 2.0m. Shorter members of the group (size class 4 or lower) are forced to carry their weapons above their heads. Just 20m ahead, you can make out a control station. A rusty ladder climbs upward to an opening in the roof of the station.*

Something is there! Something is floating in the water. It bobs your way, floating just below the surface. It is the mangled remains of a head that has been ripped clean from its owner. What are you doing?

Background Information: The Mondas is the sewer bane. It was left here by the ARM after they had created the being in the bio-mechanics lab (see ON THE SURFACE, BIO-MECHANICS LAB).

The Mondas creature is some 8m long and 3m high at the shoulder, and has 16 legs. It lives in deep water directly around the control station. The Rinzar (see THE GANGS, THE RINZAR) throw heathens down into the control station where the Mondas snacks on them.

The water remains 2m deep until the station, where it drops off to 5m. The Mondas can not leave that area. It can, however, reach outward with one of its 6 tentacles and drag someone attempting to reach the ladder into the depths of the station. The Mondas applies crushing damage like the Suaatir, causing 2-12 points (threshold ignored) on all rounds, subsequent to its initial attack. Only persons with 120 strength or greater have any chance of breaking free. There is a 01% chance per point of strength above 120 of doing so. Persons who are caught in a tentacle must make a Manual Dexterity check at -60 or drop their weapon. Captured victims are dragged into the beast's mouth in 2-8 rounds, and suffer 4-16 points of damage per combat round thereafter.

Persons wearing battle armor without oxygen supplies, must make a Constitution check every 30 seconds at an initial +10 bonus or begin to take in water. The checks incur a -15 cumulative penalty after the first 30 seconds. Python Lizards check after 2 minutes and every minute thereafter. Failing three consecutive constitution checks indicates that the victim has drowned.

MONDAS (SEWER BANE)

Origin: ARM	Threshold: 2
Habitat: Any	N/A: 6 Tentacles/1 Bite
Occurrence: Rare	D/A: 6*2-12/4-24
No. Hanging Out: 1	Attack Number: 80
Body Points: 60-360	Special Attacks: Nil
Movement: 4/0/0	Special Defenses: See Above
Initiative Mod: -3	IQ: 20-50
Defensive Mod: +20	Experience: 70/body point

23. THE THORAGON MONSTER (I'D LIKE A SIXPACK OF PCS TO GO PLEASE!)

General Information: Suddenly, something springs from the shadows. As it closes, you see what appears to be a massive reptilian creature, some 7m long, and 3m at the shoulder. How it managed to hide in such small shadows is beyond you. Not that you care right about now. The beast has a gaping maw armed with razor sharp teeth, dripping a reddish slime. Its eyes are coal black, without irises. Its head is crowned with horns, above the ears and below the jaws.

Background Information: The ever-irascible Thorgon Monster attacks suddenly and relentlessly, without seeming to sense pain or remorse. The being's thick skin (THR: 4) changes colors with its environment (level 8 camouflage). It does not radiate heat and cannot be detected by infrared devices. The beast, however, sees into the infrared spectrum.

The beast rushes forth with blinding speed (-40 to PC chances to hit during charge). Its charge is designed to trample victims, inflicting 4-24 points of damage. There is a 20% chance that the victim is stepped on twice (roll damage twice) or that more than one person is struck simultaneously. PCs must make a Manual Dexterity check at -60 or drop any hand-held weapons. Furthermore, any victim wearing body mounted weapons must make a system shock for the weapon (at a

penalty equal to the damage done) or the weapon is destroyed. After the creature has knocked the victim on his !@!, the beast gathers itself (requires 1 second) and tears the victim to shreds with its powerful jaws and vice-like talons. The creature kills one person and vanishes as quickly as it came.

Any PC who uses an energy based weapon against the Thorgon Monster immediately grabs its undivided attention. The creature turns on the greatest energy-using threat and unleashes a cone of energy from its mouth. Treat the attack as a disintegration ray that causes 3-18 points of damage.

There is a ridge of circular, bulb-like lumps that run the length of the beast's spine. Legends claim that the beast lives in the Netherworld of the 4th dimension. The lumps shimmer up and down its spine when the being materializes or de-materializes. Past victims have claimed that if you damage the spinal lights (20% of the total body points) before the Thorgon Monster can attack, then the being returns to its home.

The Thorgon was trapped with the construction of the energy dome. It could not return to the Netherworld. It rules much of the underground world. PCs are entitled to an Intuition check to realize that they are in deep \$#!+. They had better run for their lives. Sometimes, you don't fight everything you run into.

THORAGON MONSTER (YOU'RE GONE MONSTER)

Origin: Netherworld	Threshold: 4
Habitat: Any	N/A: 3, Claw/Claw/Bite
Occurrence: Rare	D/A: 3-18/3-18/4-24
No. Hanging Out: 1	Attack Number: 120
Movement: 5/20/200	Body Points: 60-360
Special Defenses: See Above	Initiative Mod: -6
IQ: 40-60	Defensive Mod: -40/-10
Experience Points: 70/point	Special Attacks: See Above

24. THE REBEL TUNNEL

General Information: A huge cave-in blocks the passage. A stagnant pool of water has built up due to the lack of runoff. Removing this blockage looks like a difficult job.

Background Information: The Rebels built a massive tunnel into the Pit from the outside with the assistance of certain minority Beanese government officials. The project took 5 years to complete and stretched from the rural mountain area of Trben, outside of Sipal, to the center of the Pit itself, a distance of some 80 kilometers. The Rebel insurgents brought in the heavy equipment necessary to build a small plutonium breeder reactor into the Pit, through this structure, which is large enough for tractor trailer equivalents to move through. The tunnel leads to an infinite amount of Thorgon Monsters. Just joking. It ends at the Rebel complex.

The tunnel's 2m thick cement walls can be compromised. 300 points of damage must be done to a section of the wall before a size class 4-5 character could get through. A full 500 points of blast damage is required for a Python-sized individual to get through.

25. THE OPENING

General Information: You can see light emanating from somewhere down the upward sloping tunnel. As you get closer, the light gets brighter. You round a bend and see a pile of logs and branches, blocking the way. However, you can clearly see between the debris to



the outside world beyond!

The blockage is not severe and takes only 1-2 hours to clear. If the party moves on, they realize that they have come to the edge of a river.

Before you, the tunnel ends, giving way to slime covered rocks that slope downward to a river. The river is stagnant and polluted, covered with a grey-yellow film. On the other side, some 50m away, the rocks slope upward to crumbled buildings and the city beyond. A bridge spans the river above you. Its center span is crumbling, but the bridge remains erect.

Background Information: Proceed to the next chapter, ON THE SURFACE, THE RIVER, NEW ALLIES OR NEW DANGERS

The Subterons are the sewer dwellers of Bena 4. They are a peaceful group of refugees that generations ago fled the chaos of the world above and sought the sanctuary of the underground. They sought solace from the deadly plague that killed hundreds of thousands of people.

Subterons are Beanese, but their fur is grey and eyes large from generations existing in the underworld. These people control the sewers throughout the quarantine zone, and move about as they choose. The Subterons scavenge above for food and weapons, raiding camps of the gangs and crazies that live above. They are master spelunkers, and move about the sewers with great skill (assume an average of 10 levels of spelunking skill).

When they arrived in the underworld, mutations swept the population. However, after discovering the curing mushrooms, the mutations stopped. Indeed, the mushrooms stopped the effects of mutation on new borns and reversed the effects of brain damage and psychosis. The Subterons long to be rescued and return to the legend they call "The Outside".

HOME SWEET HOME

Almost 200 Subterons make their home at one of the major control stations. In the past, the station was used to control the flow of water in times of flood or emergency. The station is 20m wide.

The Chamber of Meeting: Once, the sewers ran undisturbed through the center of the station. The flood gates, massive steel doors located down the main tunnels, were closed generations ago. The water was diverted along secondary routes. All minor drainage pipes leading into the area have also been cemented closed. The central area, and the four tunnels branching off, are now completely dry. The Subterons meet here to talk and eat. There are always 4-16 "Children" moving about in this area.

The room is 20m by 20m and 8m high. Stone blocks surround a large fire that burns in the center. A ventilation shaft in the ceiling has been rigged to channel the smoke out of the chamber. A doorway on the west wall leads up a flight of stairs to the control room on the second story of the structure.

East Tunnel: This passage is sealed off by flood gates about 200m back. The Gruba, leader of the Subterons, lives here. The tunnel is clean and the walls are devoid of any objects that might injure the giant caterpillar. There is a 20% chance that she is here.

West Tunnel: Also sealed off by the gates. Several minor tunnels branch off, providing access to areas outside the central station. A giant mushroom field grows to the back of the tunnel. This is the mushroom field described above (see 20. MUSHROOM FIELD 1).

North Tunnel: A swinging doorway has been cut in the flood gate at the end of the tunnel. Two Subterons are always on guard outside the door. The guards wear armor and carry submachine guns. An M-60, taken from the Rebels, is set up behind a stone block. It has 42 rounds of ammunition. The guards only use the M-60 if a major threat presents itself. The tunnel beyond the gate is lit by two torches to illuminate targets approaching the Home. The torches are set on opposite sides of the tunnel at 50m and 25m (can be used by the guards as range stakes).

The tunnel bends at range bracket 5, so the guards cannot engage targets beyond there. A cement block reduces the UAN of attackers by 40 points, because the gun team hides behind it. Any shot that would have struck its target, but failed to do so because of the penalty, is assumed to damage the block. The block is destroyed when it has received 50 or more points of damage.

GUARD 1

Race: Beanese; **Body Points:** 6; **IM:** -2

Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Archaic Powder	4	BW
Alertness	2	N/A
AP Gunnery	2	BW
Spelunking	5	100

WEAPON

MP5: ROF: 4; D/A: 1-6; Q: 21

UAN: 91/81/71/56/36/21/-04; **MN:** 96; **SS:** 100

M-60: ROF: 7; D/A: 3-12; Q: 42

UAN: 88/68/58/48/33; **MN:** 97; **SS:** 100

ARMOR

No helmet.

AKM: AI: 90; **THR:** 3; **AR:** 20; **EMP:** 30; **FIR:** 60; **CLD:** 60; **CRT:** 70

GUARD 2

Race: Beanese; **Body Points:** 5; **IM:** 0

Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Archaic Powder	4	BW
Spelunking	5	100

WEAPONS

MP5: ROF: 4; D/A: 1-6; Q: 21

UAN: 91/81/71/56/36/21/-04; **MN:** 96; **SS:** 100

M-60: ROF: 7; D/A: 3-12; Q: 42

UAN: 88/68/58/48/33; **MN:** 97; **SS:** 100

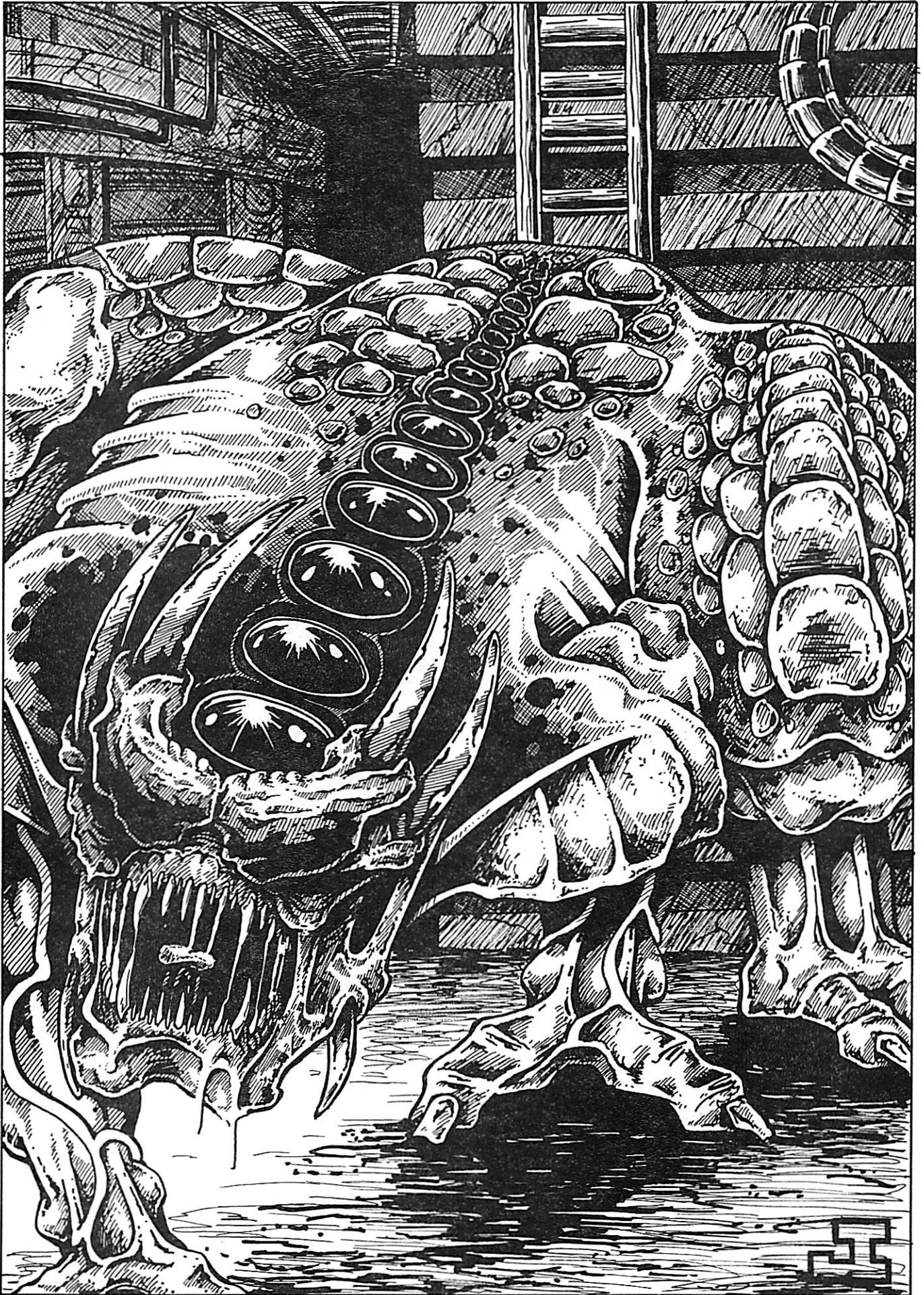
ARMOR

No helmet.

AKM: AI: 90; **THR:** 3; **AR:** 20; **EMP:** 30; **FIR:** 60; **CLD:** 60 **CRT:** 70

Guard #1: 800

Guard #2: 700



The South Tunnel: Treat exactly as the North Tunnel, except that the tunnel bends at the end of range bracket 6. Unlike the North Tunnel, several minor tunnels branch off the South Tunnel.

Tunnel A: This minor tunnel is 15m long. Food stores taken from above are kept here. It contains 5,000 units of food, and 2,000 units of water.

Tunnel B: Weapons and equipment are stored here behind a makeshift door that is always locked. Roll 10 times on Armament Table 1 and 6 times on Armament Table 2 to determine the contents. Assume that each weapon has one complete reload. There is also an RPG-7B with 3 warheads and a pair of UV detection goggles. A portable polymizer has 42 points of absorption left in it. There are four 50m coils of standard rope.

Tunnel C: The community uses this tunnel to take care of "business," if you know what I mean. A small hole allows the business to flow off. A PC could swim/crawl through the "business" (if they really wanted to) and enter the complex unseen.

Tunnel D: A crude tool shop has been set up here to repair weapons and build things. A variety of saws, hammers, and other tools are set on benches. A single weapons' repair kit for electronic based weapons (+15% to repair checks) is also here. There is also an old gas-powered generator here and two gallons of gas to power it (10 hours per gallon).

Tunnel E: Ends in a single room where prisoners are kept.

THE GRUBA

A lone Gruba, named Api, is the leader of the Subterons. She guides and rules her "Children" like a mother hen, and protects them with her newly developed psychic powers.

Affluent Beanese kept pet-servants, sentient caterpillar-like creatures that were often given to children as riding mounts before the onset of the plague. These gentle beings, able to learn the Beanese language and communicate rudimentary lessons to Beanese young, also served as teachers. The Gruba served more as nannies than slaves and were quite happy in their social position. However, when the plague struck, the Gruba were caught in the crossfire. The caterpillars, defenseless creatures with a docile temperament, were ill-equipped to defend themselves and most were eradicated in the chaos. A small group of four Gruba fled underground through a sewer access tunnel, where they encountered other refugees. The Gruba were not harmed, but taken in to teach the young while the elders strived to keep the community alive.

The plague caused many different degenerating mutations, but the Gruba were not so affected. For some reason, their minds were spared the mental erosion and psychosis which claimed so many. Indeed, the caterpillars were affected positively by the plague. They began experiencing heightened paranormal psychic activities and developed mental powers and mental disciplines.

The four gentle beings became leaders in the underworld. A thriving society was carefully cultivated. Then, a powerful natural gas explosion caused a section of the tunnels to collapse, trapping three of the Gruba and several Subterons from the majority of the community. The Subterons sought to reach the other Gruba by tunneling through, but time and time again they were unsuccessful. In the end, they simply gave up. The remaining Gruba mother-leader still longs to be with her kin, and hopes they have survived this long.

GRUBA

Origin: Bena 4
Habitat: Underground
Occurrence: Very Rare
No. Hanging Out: 1-4
Body Points: 200-500
Movement: 05/10/400
Initiative Mod: 0
Defensive Mod: +40
IQ: 40-60

Threshold: 3
N/A: Special
D/A: Special
Attack Number: 120
Special Attacks: See Above
Special Defenses: See Above
Power Points: 25
Level: 13th level empath
Experience Points: 60/body point

Powers: **Empath:** Fear, Clairaudience, Clairvoyance, Sense Danger, Sleep/Alert, Mind Strangle, Sonic Immunity, Distance Illusion, Psychic Emulsion, Psychic Blow, and Psychic Targeting (see NEW POWERS). The Gruba can also generate telepathy once every 5 combat rounds (15 seconds).



NEW DANGERS

This series of events is contingent on the PCs attacking and killing a Subteron, probably Cremus. If the party makes friends with the children and Cremus and Madela, deals honorably with Aaskinar, and meets the Gruba on good terms, proceed to the NEW ALLIES section.

AN ANGRY MOTHER

A group who has attacked or killed one of the Subterons will be hunted down by the Gruba. The Gruba and 3 guards, equipped as needed, set out against the party. Initially, the Gruba is so angered that she seeks only blood. She uses Psychic Targeting to assist in the guards' attacks once the party is spotted. 1-4 rounds later she realizes that the group is from "The Outside." She then orders the guards to stop

firing and generates Psychic Blow to knock out the party so that they can be captured. Any PC that remains standing is attacked, but not killed by the guards. The captured PCs will be taken to the prison in Tunnel E of the central complex's South Tunnel.

PRISONERS

When the party awakens, each is shackled to the walls of some large concrete room. All of their armor has been stripped from them, as well as weapons and other equipment. The walls are solid, reinforced with cannibalized metal struts to keep them from crumbling. There is a closed heavy steel door on the north wall. The room is illuminated by strange spherical globes that float in the air. Two Subteron guards, wielding pulse cannons, stand menacingly before them. In the distance, the droning murmur of many voices pass through the bars in the door.

Most party members are thirsty and hungry, but the guards do not respond to any questions. They merely hold their positions, ignoring anybody who might be wounded. The guards open fire on any person that tries to escape. PCs who make Strength checks at -75 can break free from their shackles. Python types are more securely shackled and require a strength check at -90 to escape.

After hours of waiting, PCs notice that the guards are becoming fatigued. Their eyes have turned glassy. Occasionally, one of their heads bobs forward, then stiffens quickly, eyes darting around to make sure that no one has tried anything. PCs may attempt to surprise the guards and escape if they can break free and roll an initiative check at -1 on the next HTH combat segment. Success indicates that they have reached the guards before they can fire. Next, the group must disarm the guards in hand to hand combat before they get blasted to little pieces. There is a 50% chance per combat round after the guards are attacked that they call out for help. In that case, 1-4 more guards, carrying the same weapons and with the same general body points, respond in 3-30 seconds.

You may allow PCs an Intuition check at +20 to realize that even if they get by the guards, there is almost no chance to get by the rest of the mob that is talking outside. This should be obvious, but some groups might not figure it out on their own. It is completely up to you whether you warn them or not.

GUARD 3

Race: Beanese; **Body Points:** 6; **IM:** -3

Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Pulse	5	BW
Alertness	3	N/A
Spelunking	5	100

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25

UAN: 105/83/48/28/-02

GUARD 4

Race: Beanese, **Body Points:** 4; **IM:** -3

Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Pulse	5	BW
Alertness	3	N/A
Spelunking	5	100

WEAPON

M-20 Blaster: ROF: 1; D/A: 4-24; Q: 25;

UAN: 105/83/48/28/-02

Guard #1: 550

Guard #2: 500

JUDGE, JUROR, AND HANGMAN

The Gruba has assembled a council, gathering the "Children" around the burning fire in the Chamber of Meeting, to discuss the fate of the murderers. The group is brought out, still chained, to the fire where they are forced to kneel before the great caterpillar. She does not speak aloud, but each PC can hear her shrill voice in their own mind, in their own language.

"Speak to me. Speak to me of truth. Why have you unjustly murdered my Children?! Issue your pleas for lenience. Each of you holds the key to your life in your own hands. Your fate is locked in the vaults of your mind which I now flip through like a page filled book! You stand trial for the murder of MY CHILDREN and each of you will defend your actions and be judged accordingly!"

Each PC is given the chance to explain his position from his racial standpoint. Assign a roleplay rating from 1-25 and multiply the result by 50, depending on how well the player plays out the role of his character in the killing of the innocent Subterons. (No matter what, unless they are absolutely remorseless, and stupid to boot, each character will be offered a means to save his life).

After the PCs' statements, the Gruba is deliberate as with all of her kind, and discusses at length all of the ramifications involved with killing the group or setting them free. She is angry, but not without purpose. She listens, musing over the possibilities, as her Children argue over what to do with the murderers. For hours, the Subterons argue over the punishment. Some argue for the death penalty, swift, and just. In the past, any intruder that has entered the sewers and killed one of the Subterons, has automatically received death by being fed to the Mondas creature. Others point out that the "Outsiders" may be able to convince people on the "Outside" that the underground is safe, that the mushrooms are a natural antidote to the plague, and that the Subterons should be freed. Another group wants to use the party to free the missing Gruba, and to further control the sewers and prevent the entrance of hostiles from above.

In the end, the Gruba decides that the prisoners should be freed, as long as they are willing to assist the Subterons in finding the lost Gruba.

The Gruba explains that she will set the party free, and perhaps assist them on their quest, as long as they are willing to assist the Subterons in reaching the other Gruba, on the "other side." The Gruba will be able to read the minds of the prisoners, thus knowing if they are sincere. The party's armor and equipment, locked up in the weapon storage tunnel (Tunnel B), will be returned to them if they agree to help.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	

NEW ALLIES

Hopefully, the party manages to establish friendly relations with the Subterons, so that the Gruba invites them to the Chamber of Meeting to talk of themselves and their peoples. The Children gather around in a circle, the dancing red light of the central fire playing across their enraptured faces. They listen intently to each speaker. The PCs voices echo softly against the tunnel wall, creating a majestic effect. The Gruba acts as a psychic interpreter and each person will be able to understand one another.

Each PC is given a chance to talk about his or her race and its origins during this encounter. Assign a roleplay rating from 1-25 and multiply the result by 50. Remember that the reactions of the PCs' to their fellows' stories also has an effect on the experience that they will earn for this encounter.

In the end, the Gruba offers to assist the group in whatever it intends, as long as the party agrees to investigate the lost Gruba. The Subterons use their control of the sewers, and access to most parts of the Pit, as a bargaining chip.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	

THE TUNNEL OF DOOM

In the past, the Subterons attempted to dig their way through to the lost Children on the "other side." Large parties set out only to be decimated by cave-ins. Those that continued were never heard from again. The Subterons have named the deadly sewer line the Tunnel of Doom.

A T-intersection is located at the near end of the Tunnel of Doom. Strange letters are scrawled on the facing wall. The Subterons reveal that these are the names of those martyrs lost trying to get through. There are dozens of names here.

The sewer line is a main sewer and is standard height and breadth. The floor of the tunnel is dry, heaped with mounds of sediment deposits. The walls, covered with lichen, are crumbling in places and are obviously susceptible to cave-in. There is a 60% chance per loud explosion (i.e., pulse cannon, grenade, or even a shout) of causing a major cave-in. Such a cave-in is from 5-20 meters in length and covers the entire tunnel. Persons within the area of effect are struck with 1-6 boulders that cause 2-12 points of damage apiece. It takes 1-4 hours to dig out of a cave-in and the chances of another cave-in from inordinately loud noises are increased by 10 points to 70%. Multiple cave-ins are possible while operating in the tunnel and the effects of cave-in are cumulative.

The tunnel proceeds for about four kilometers before it is blocked by debris. The cave-in requires 2-8 hours to dig through. The time to breach the cave-in is reduced by 1 hour per Python class character in the party. The tunnel then continues for another kilometer before water appears on the floor and quickly rises to 1.5m.

A Tunnel Slayer lurks beneath these waters, a 20m diameter acid-based amoebae-like creature whose cells act as a single giant muscle. The monster has killed all of those who tried to reach the other Gruba in the past. The beast constricts around the legs of its victim and secretes a powerful acid that dissolves anything it touches, reducing 1 point of armor integrity per second of contact. Persons must make a Strength check at -40 or be trapped where they are. The acid does 2 points of damage to skin per second of contact. PCs who attempt to flee

must make agility checks at a -10 to -40 penalty or fall over in the water. In that case, each part of their armor or body that comes in contact with the being suffers damage. PCs who fall must immediately make a Manual Dexterity check at -40 or drop their weapon.

TUNNEL SLAYER

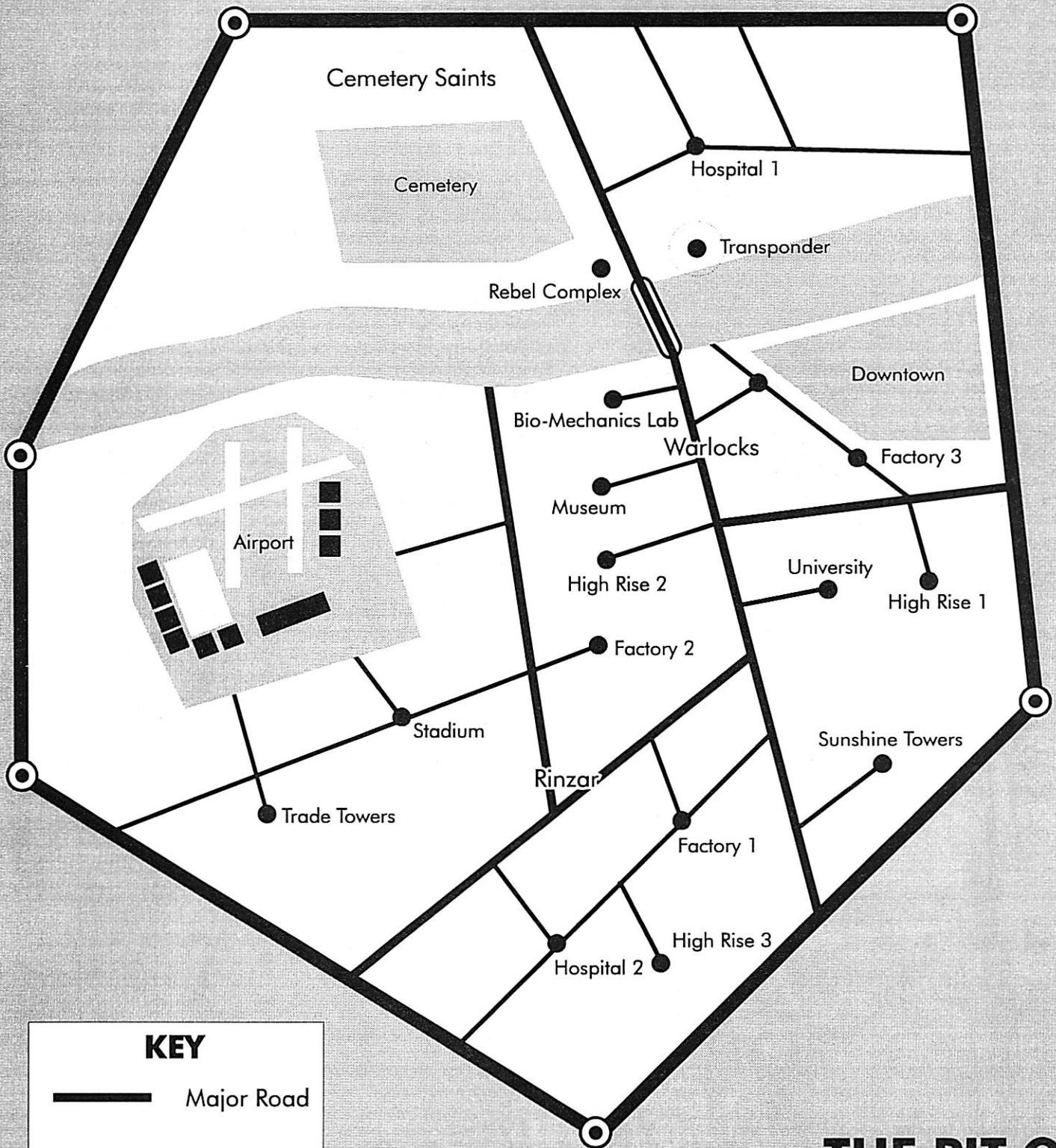
Origin: Bena 4
Habitat: Underground
Occurrence: Rare
No. Hanging Out: 1
Body Points: 20-200
Movement: 01/03/10
Initiative Mod: 0
Defensive Mod: 0

Threshold: 3
N/A: Special
D/A: Special
Attack Number: 120
Special Attacks: See Above
Special Defenses: See Above
IQ: Ziltch
Experience Points: 10/body point



Two kilometers past the Slayer, one final cave-in separates the party from the two surviving elder Gruba, their 3 offspring and ten Subterons. When the party reaches the cave-in, they notice that they are being mind-probed. The Grubas will discover the party's intent and psychically alleviate all the party's fatigue. It takes 5 hours to dig through to the trapped sentients. (You may choose to allow PCs an Intuition check at a -15 penalty to realize that the Slayer's acid residue could be used to cut through stone and cement. Several playtest groups realized this on their own).

Wall of Pestilence



KEY

-  Major Road
-  Road
-  Hanger
-  Landmark

THE PIT OF PESTILENCE

ON THE SURFACE

ESCORT SERVICE

The Subterons are delighted by the party's success. Any former trespass (i.e. murder) is forgiven and the party will be hailed as heroes. The party is shown the equipment room and allowed to borrow any equipment they need, as long as they return it when they are finished. The Gruba-mother also awards the person who has done the most to help her "Children" with the permanent power of Telepathy. Treat exactly as the Chatilian equivalent, except that the person can only generate once per day. The Subterons will escort the party to the opening which leads to the surface (see 25. THE OPENING).

THE WALL OF PESTILENCE

250 years ago, the doomed military government scrambled to contain the plague that threatened to wipe out huge portions of the Beanese population if not quarantined immediately. High ranking officials coldly determined that those already infected with the deadly virus must be sacrificed. Massive forces were mobilized, and ordered to surround the plague zone. Garbed in gas masks and environmental protective clothing, all units received orders to shoot on sight any person or creature attempting to escape the area. Thousands were murdered as they fled the chaos to the apparent rescue of the military. Mothers begged to have kids taken to hospitals. They vainly attempted to hand over their children, only to be gunned down in the streets.

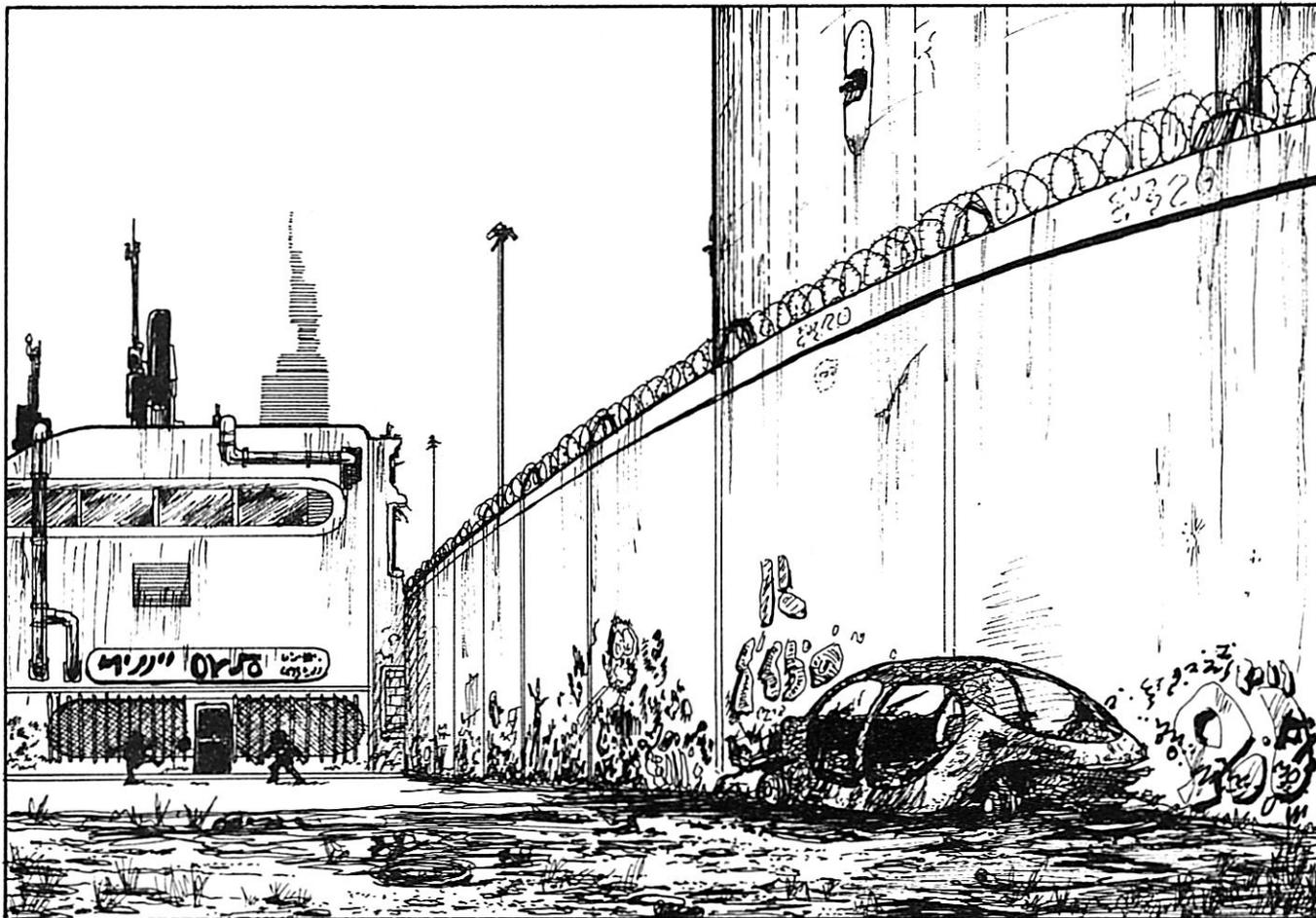
Meanwhile, the streets of the contained area became a living hell. The plague's incubation time could be as long as 4 days, so many

remained relatively unchanged while those around them suffered. All knew that sooner or later, death or mutation loomed. The plague attacked the victim's nervous system, causing hallucinations, delirium, and finally psychosis. Some became violently crazed and attacked others without cause or mercy. In others, the disease attacked the motor functions of the body. Victims suffered from uncontrollable muscle spasms. They jerked around like broken puppets on a string, their bodies contorted into odd and impossible positions. Soon the muscles seized up completely, and these Beanese screamed in mindless pain and died in frenzied stupors.

The military called on its engineering corp to come up with a plan to contain the virus in 10 days. Huge magnetic inductors, used to generate iso-magneto-electronic warp fields for starship engines, were brought from the Sagis Developmental Physics Lab to encase the area. Demolition teams and civil engineers sealed off the river and sewer lines leading out of the quarantined zone.

The immediate problem solved, the military fought to suppress civil violence as calls spread for the overthrow of the government and the trial of all criminals involved. Ultimately, the government lost and was toppled. In the meantime, food, water, and medical supplies were air dropped into the area, until a more permanent solution could be found.

After several months, the new government had established itself. The question of what to do with the Pit of Pestilence, as the area came to be called, was put to the populace. Fear ruled, the area was to remain



sealed. Nonetheless, there was a strong current of opinion to help the survivors in any way possible. Scientists reasoned that an artificial life system had to be developed or over time all of them would perish. Over the next decade, an artificial bio-sphere was developed to support life in the Pit. Water transport systems inserted and extracted moisture from the area. The Bubble shield was modified to generate an artificial sun that rose and set in an artificial sky, exactly reflecting Bena 4's sun. Wind currents and temperature variations were introduced. Seeds and spores from wild life were added, as well as animals. The shield was lowered periodically so that supplies could be dropped in. A holographic image of a sky was projected at these times, so that those inside would not realize when and where the shield was going to be lowered.

The present government, as well as all successors of the regime that unleashed the virus, have refused to consider dropping the Bubble and rescuing the victims of the planet's worst disaster. These governments site scientific evidence that to do so might jeopardize the safety of the entire planet. Robot drones were introduced into the Bubble on several occasions, taking photographs and collecting biological samples. The results have shown that the plague still exists, although some people of the Pit have developed an immunity to the virus. Genetic mutations have manifested themselves throughout the area.

The Wall of Pestilence stands as a memorial to all of the victims of the bio-chemically engineered plague that almost wiped out the Beanese people. The wall is some 25m high, patrolled by soldiers day and night. The energy sphere containing the plague is visible from almost anywhere in Sipal, the capital city. It appears as a huge, shimmering, purple bubble on the west edge of town. The area surrounding the plague zone consists of abandoned buildings and run down tenement housing. Most Beanese have fled the area, leaving it to the rats and soldiers, both of which are always present.

PIT MAP

The party was given maps of the downtown area as it looked 250 years ago. All of the major landmarks are listed on the map as they appeared before the onslaught of the plague. The sewer map and above ground maps are to scale. The same relative point on the sewer map corresponds to the same spot on the above ground maps.

CONDITIONS ABOVE

The surface world of the Pit is one of crumbling buildings, genetic mutations, and fake sunrises. After 250 years, the place looks like the leftovers from a World War Two bombing run. Although several landmarks are shown on the PC's map, those that actually remain, and new landmarks, are shown on the BM's map.

The ARM has carried out extensive testing and the evidence of their existence can be found all over the area. There are taped off areas, downed biological signs, left over equipment, etc.

Once the homing beacon on the Governor is retrieved, navigation will be more difficult. PCs can navigate by using the remaining landmarks. Each landmark adds +40 to land navigation checks. Otherwise, the party must make Intuition checks every 4 hours to see if they are heading in the right direction or have become lost. Compasses reduce the chance of becoming lost by 30%.

LANDMARKS

The Stadium: The stadium can be seen from 5 kilometers. Sporting events used to be held here. It is now home to a Render (see THE CONSUMER). There is a 05% chance of a floor collapsing if the party opts to enter this place.

The Sunshine Towers: These tall buildings once commanded a beautiful view of a charming city. The landmark is now completely razed.

The Airport: The runways still exist, along with empty hangars that have become houses to victims of the Pit. The control tower has fallen. The airport is visible from 4 blocks.

The Cemetery: The cemetery grounds are still delineated by a crumbling 2m high wall. This landmark is some 7 kilometers long and 4 kilometers wide. The cemetery is now home to one of the three powerful gangs (see THE GANGS, THE CEMETERY SAINTS).

Downtown: This is visible from up to 20 kilometers away, depending on the line of sight. Most of the buildings here have collapsed or fallen against others. It is extremely dangerous to operate here and there is a 15% chance per hour that debris will fall on one of the PCs operating here. The PC suffers 3-18 points of damage.

Factory 1: The 5 story building sits in a field of rubble and is visible from 1 kilometer. The factory houses mutant families. There is a 40% chance of being fired on if someone approaches within 100m of the premises. There are 1-3 armed persons here at any time. Roll on Weapons Table 1 to determine the weapon carried.

Factory 2: Destroyed.

Factory 3: This 4 story structure is visible from 1 kilometer. This building has partially fallen and is in an advanced state of decay. It is suicidal to enter the premises: a 90% chance of a ceiling collapse if the party does so. PCs within suffer 6-36 points of crushing damage.

Hospital 1: Visible from 3 kilometers, this building is abandoned, although structurally sound.

Hospital 2: Destroyed. Once was 12 stories tall.

High Rise 1: Destroyed. Once was 37 stories tall.

High Rise 2: Destroyed. Once was 40 stories tall.

High Rise 3: Partially intact. Mutants live on the remaining lower four floors of what used to be a 60 story building.

The Museum: This three story building is visible from 1 kilometer. Although apparently a structurally sound building, it is somewhat unsafe to operate inside. There is a 20% chance of a ceiling collapse. PCs suffer 4-24 points of damage.

University: Numerous mutants have taken shelter in the many different buildings here. The campus buildings are still in good shape and make for an excellent place to hole up against enemy fire.

Trade Towers: Destroyed. Once 75 stories tall.

THE GANGS

THE WARLOCKS

The Warlocks are allied with the Rebels and are led by a Beanese named Sisk. The Warlocks control the central part of the Pit, a 25 square block area bounded by the River on its southern edge, the Ponsalk Cemetery to the east, the wall on the west and the airport to the north. The gang is armed with Rebel weaponry, which makes them superior to any of the surrounding gangs. They operate 2-8 man patrols and are 50% likely to carry a hand radio. There is a 75% chance that each man in the patrol will be armed. Roll on Armament Tables to determine the results. The Warlocks are feared and hated by the rival gangs, often raiding other food drop centers under the protection of Rebel hovercraft. They also receive medical assistance and food from the insurgents. They are unwaveringly loyal. There are approximately 1000 Warlocks.

RINZAR

Rinzar, a zealous religious gang, is the major rival of the Warlocks. The Rinzar worship the Purple Sun that rises in the sky and faithfully brings them food. Its people have been brainwashed by generations of teaching to believe that there is no outside world. The only world is Rinzar "Hell." The Rinzar border the Warlocks to the south and the Cemetery Saints to the north and west. Their own southern border is marked by the Wall of Pestilence. Rinzar believe that sentients wearing armor are demons who come from the heavens above to punish them for their wrong doings. They believe that, for some reason, the Warlocks are keepers of the demons' land, and that messengers of destruction abide in their domain. Rinzar call weapons "fire wands" and believe that they were given to demons by the Gods to test the Rinzar's will to fight the demons.

1-6 Rinzar are encountered at one time. Roll once every two hours to see if the party runs into any of these fanatics. There is a 05% chance that each of the Rinzar will be armed. Roll once on Armament Table I. Rinzar attack anyone wearing armor with no thought of the consequences. They will not, however, pursue someone beyond their own territorial boundaries.

THE CEMETERY SAINTS

The Cemetery Saints suffer from the greatest genetic mutations. This gang has somehow been more affected by the plague than the others. Speculation is that the plague was unleashed here first, and thus was more virulent and devastating to the people. The deformities manifested here are grotesque, limbs growing out of foreheads, three eyes, stumps for legs, etc. There are but 1,000 Cemetery Saints, named so because they live in the great cemetery and farm to the north. Cemetery Saints are not aggressive, as long as they are not threatened or attacked. The people here can be bargained with if there is something that they can gain.

Typically, 1-4 gang members are encountered. Some Saints possess mental powers, similar to that of Chatilians and Zens. There is a 10% chance that any person living in this area possesses some form of limited power. There is a 50% chance that they can generate 1-3 1st energy bracket powers, a 25% chance of 1-2 2nd energy bracket powers, and a 10% chance of a 3rd bracket power. SMRs gain +20 against the Saints.

THE RIVER

Once the party emerges from the sewers, they encounter the river.

A stretch of water, some 100m away, blocks your path. Huge patches of green-grey fungi cover the river which stretches in both directions as far as the eye can see. Down river, a single bridge spans the obstacle. An occasional bubble percolates to the surface. No life can be seen. The remnants of a metropolitan area can be seen 2km off into the fake horizon. The transponder points in that general direction.

The river long ago was dammed up at each end to prevent the plague from being transmitted by waterway into the clean populace. Since then it has become a festering pond, a haven for the plague. Huge patches of green slime cover the water and there is absolutely no chance of swimming across the river without being contaminated. The river is 10-20m deep in most places away from the shore. The plague fungi grow to depths of 5m. The river is 250m across.

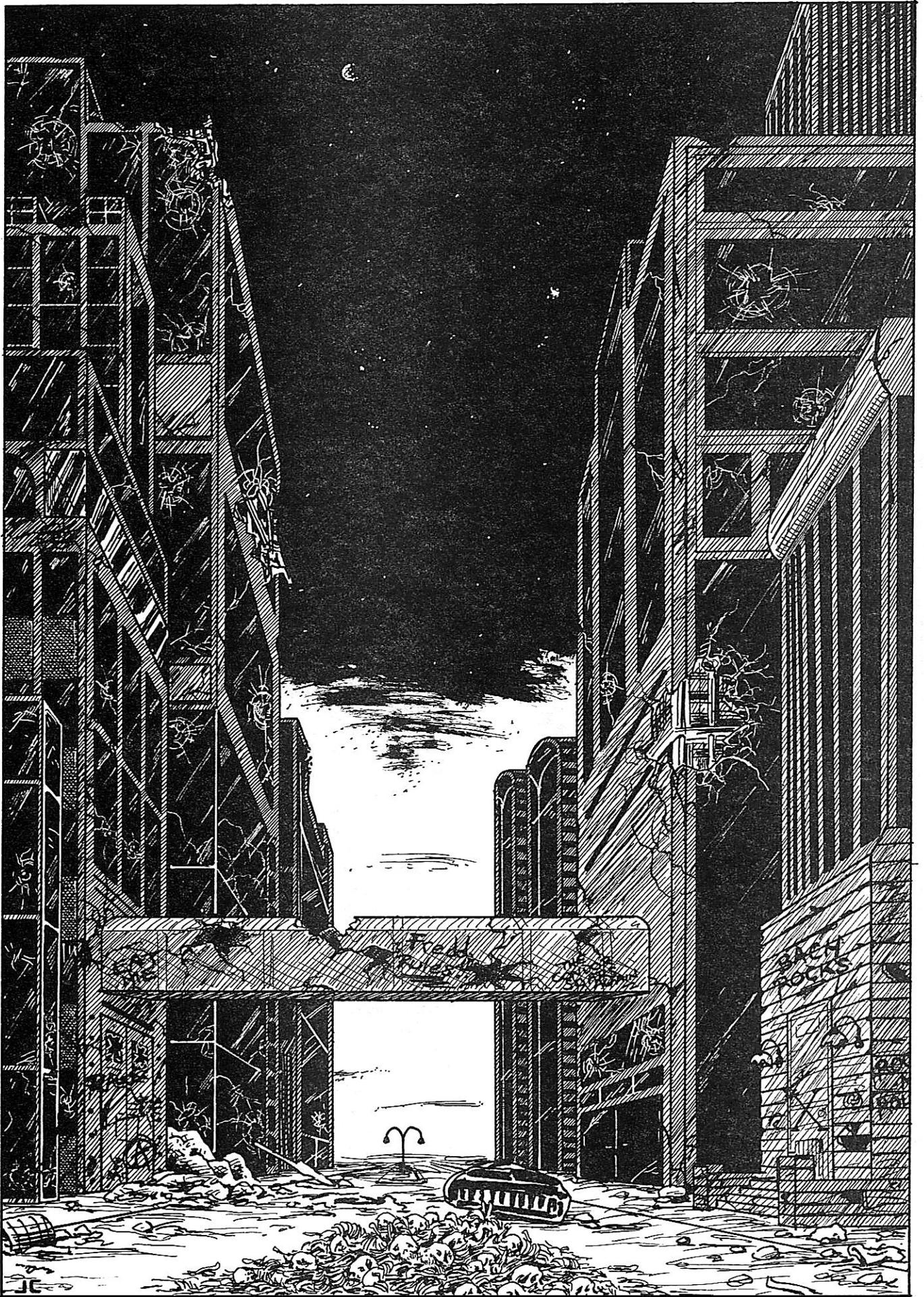
PCs who scrounge around the area will find enough drift wood to build a small raft. This takes 1-4 hours, -30 minutes per level of civil engineering (minimum of one hour). There is a 30% chance the raft will disintegrate in the middle of the river (-10 per level of civil engineering).

The yellow water is disease-ridden. Anyone who falls into the water and has compromised armor must make a Biological SMR at -25 or contract a disease. Infected persons lose 4-24 points of strength and constitution per day until death occurs. A Cure Disease matrix will cancel the effects. Also, anyone wearing armor that does not possess a flotation device will automatically sink to the bottom. All non-waterproofed equipment must roll under a 70 or be rendered inoperable. Weapons that do survive have their malfunction rolls reduced by 15.

PCs with oxygen supplies may try to cross on the bottom. However, there is a 15% chance (roll twice) of falling into a sediment pit. Immersed persons must make a Strength check at -60 or be completely stuck in the mud, unless they blow out of their armor. And we all know what that means! Nothing lives in the water, except the Knabu.

KNABU

The Knabu is a hideous-looking, mutated, squid-like creature that lives by eating the fish equivalents that still inhabit the river. This carnivorous monster is completely unintelligent and will attack anything splashing about in the river. There is a 20% chance that the Knabu will notice each party member crossing the river and approach to attack. It attacks by ramming the victim, inflicting 3-18 points of damage, then circling around to disable and eat its wounded prey. It latches on with its tentacles and draws the meal into its mouth, causing 2-12 points of damage per chomp, until it swallows the snack (1-6 bites). Persons who are swallowed must cut their way out or die! Roll 1-4 tentacle attacks. PCs must make a Strength check at -15 per tentacle that scores a hit to escape being pulled into the gaping maw, which takes 1-6 seconds. The Knabu keeps attacking until it has taken more than 2/3rds of its body points.



KNABU

Origin: Bena 4
Habitat: Stagnant Waters
Occurrence: Rare
No. Hanging Out: 1
Body Points: 40-160
Special Attacks: Charge
Special Defenses: Nil
Defensive Mod: +10
Threshold: Nil
N/A: 4
D/A: 3-18/2-12
Attack Number: 75
I.Q.: Ziltch
Movement: 15/15/35
Initiative Mod: -2
Experience: 40/body points



THE BRIDGE

A suspension bridge spans the river at the Rocon Crossing. It is in bad condition, but appears from a distance to be reasonably intact. The bridge is littered with burnt out husks of vehicles long since abandoned. There are huge, deep craters that mar the span. Some are deep enough to puncture the span itself. Rocks and other debris are scattered about.

A single Rebel guard is always on duty on the far side of the bridge (range bracket 6) to watch for people trying to cross the span. His camouflage unit is active while he is on duty and he hides behind an overturned truck which incurs a -40 penalty to attack rolls. The guard carries a hand radio and reports in every hour. The shift lasts for 4 hours. The response time for assistance is 2-8 minutes (see THE REBEL RESPONSE).

The bridge is heavily mined and there is a 40% chance that someone not specifically looking for mines will step on one. Roll a total of 5 times if the group is crossing the bridge. Looking for mines entails moving very slowly, 0.5m per second.

GUARD

Race: Human; **Body Points:** 9; **IM:** 0; **COH:** 10-40cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILL	LVL	UPS
Beam	6	BW
Grenade	4	BW
Sighting	5	N/A

WEAPON

M18-L: ROF: 1; D/A: 2-8; Q: 18
UAN: 101/99/95/89/84/49/24/09; MN: 95; SS: 97

ARMOR

AKMB: AI: 120; THR: 4; AR: 40
DH-1: AI: 8; THR: 9; AR: 5

Armor Options: Camouflage unit; and 3 points of ablative liner in each area.

* He is liable to be hit in the face because the DH-1 is an open faced helmet.

Experience: 2,400

RANDOM SURFACE PIT ENCOUNTERS

The following encounters are suggested when the Battle Master feels there is a lull in the action. The encounters keep the PCs on their toes and reveal some of the life inside the Pit. Mutants encountered inside the Wall of Pestilence are assumed to have 1-6 body points, unless otherwise specified.

THE MOB

This encounter is for the Hack-n-Slash player. At any time that you feel it is necessary, inform the party that they have been detected by a mob of mutants heading their way. Explain that the mob appears to be very angry and it looks like they intend to do the party harm. There are 20-50 people in the mob and they are armed with sticks and rocks. As long as each PC in the party is wearing armor, the group can't do them any harm. They have the option of "wasting" people for the fun of it. Each shot fired is assumed to drop one mutant in the mob. In the end, 25% of those shot are only wounded. Just ask the characters how many shots they are firing. The mutants will run for cover once a number of them are down.

Award 1,000 experience points if the group avoids killing anybody, by firing into the air or firing to wound only. The party is awarded points only for not exacerbating the situation and killing the mutants.

THE TRUCK

This encounter should be played out shortly after the party surfaces. A single driver has been sent back to pick up 3 Rebel soldiers who were working on a remote sensing device. The group was returning to base when the truck suffered a flat tire. The soldiers got out to fix it. The lug nuts of the truck had frozen and required a lot of effort to break them free. Two of the soldiers wearing AKMB armor have removed their helmets and arm piece sections to work on the problem. The driver laid down in the cab to catch a couple of Z's while the others worked. A lone soldier remained on alert in case of some sort of attack.

PCs can reach range bracket 4 without risking being spotted. They can use the opportunity to take out the troops and secure the truck. Another option is to leave things alone and let the Rebels carry on. Head shots incur a -50 penalty, but are almost sure to take out the two working on the tire. The soldiers fixing the tire have placed their weapons on the ground. It requires 1-2 seconds to pick them up and fire. If the party makes noise, there is a 45% chance that someone will hear them.

GUARD

Race: Human; **Body Points:** 8; **IM:** 0; **COH:** 5-20cr
Vital Statistics: All vital statistics are an average of 50

SKILLS	LVL	UPS
APW	6	BW

WEAPON

CBM2: ROF: 6; **D/A:** 2-8; **Q:** 30
UAN: 118/106/80/55/23/-20; **MN:** 98; **SS:** 98
2 Slipstream Arm Rockets: 90% chance to hit the target at all range brackets out to 80m. **D/A:** 3-18

ARMOR

AKMB: AI: 120; **THR:** 4; **AR:** 40; **FIR:** 40; **CLD:** 40
AKMH: AI: 8; **THR:** 7; **AR:** 6; **FIR:** 50; **CLD:** 55

TIRE-FIXER 1

Race: Human; **Body Points:** 5; **IM:** 0; **COH:** 10-40cr
Vital Statistics: All vital statistics are assumed to be an average of 50

SKILLS	LVL	UPS
Beam	4	BW
Automobile	6	110

WEAPON

OLC Pistol: ROF: 1; **D/A:** 1-6; **Q:** 7;
UAN: 102/96/89/82/74/54; **MN:** 93; **SS:** 80
CBM2: ROF: 6; **Q:** 30; **D/A:** 2-8;
UAN: 118/106/80/55/23/-20; **MN:** 98; **SS:** 98

ARMOR

AKMB: AI: 96; **THR:** 4; **AR:** 40; **FIR:** 40; **CLD:** 40. No arm protection or helmet.

TIRE-FIXER 2

Race: Human; **Body Points:** 11; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All vital statistics are an average of 50.

SKILLS	LVL	UPS
APW	6	BW

WEAPON

CBM2: ROF: 6; **Q:** 30; **D/A:** 2-8; **UAN:** 118/106/80/55/23/-20;
MN: 98; **SS:** 98. Weapon is on the ground.

ARMOR

AKMB: AI: 96; **THR:** 4; **AR:** 40; **FIR:** 40; **CLD:** 40. No arm protection. No arm section or helmet.

The Driver: This Rebel has no armor or equipment, but will wake up and attempt to radio for help once gun play begins. He is protected by the THR of the door which is 4. There is a -60 penalty to hit him for the first two seconds that he pops up, because of the snap shot and surprise, after which there is still a -20 to attack rolls. It takes 2-8 seconds to broadcast the plea for help (see THE REBEL RESPONSE). The sleeper has 7 body points.

Guard: 1,700

Tire Fixer: 1,600

Tire Fixer 2: 1,600

Driver: 200

PINNED DOWN

There are many small structures throughout the Pit where a single person wielding a heavy weapon could pin down the party or take them out. This encounter is suggested to add realism to a world where the defense of one's property is of the utmost importance. At your discretion, have two mutants hidden on the second story of a building open up on the PCs with an M-60. The mutants are fending off what they perceive to be a Rebel or Warlock attack. The gun emplacement is well fortified and there is a -70 penalty to hit the defenders. This includes the suppression modifier. The party must either evade or use the rubble around as cover until they have an opportunity to rush the building and take out the gunners.

M-60 CREW

Race: Beanese; **Body Points:** 5 each, **IM:** 0
Vital Statistics: All vital statistics are assumed to be an average of 50.

SKILLS	LVL	UPS
Archaic Powder Gunnery	2	BW

WEAPONS

M-60 (reduced and varying accuracy): ROF: 7; **D/A:** 3-12; **Q:** 55
UAN: 85/73/48/35/20 **MN:** 97; **SS:** 100

M-60 Crew: 1,000

THE REBEL RESPONSE

By the time the party surfaces into the artificial world of the Pit, the Rebel forces have pulled out most of their men and withdrawn down the tunnel. Only a skeleton team remains and it is in the middle of dismantling its operations. Thus, an attack on any Rebel unit will only bring a limited response. A ground search team is first dispatched to the area of contact on a skimmer. The team consists of 2 soldiers and is the standard Rebel response team for most situations. The team uses a Hunter (S) skimmer to conduct operations (see NEW EQUIPMENT).

The skimmer pilot suffers a -15 penalty to Pilot checks if more than 3 people are returning fire. There is a -20 penalty to hit the driver because of cover. Any hit to the engine (15% chance, or -60 to hit for aimed shots) that does more than 9 points of damage has a chance to bring the skimmer down. There is a 05% chance per point of damage above THR 9 that the skimmer is knocked from the sky. The pilot crashes and suffers 4-16 points of damage to two random sections of

the body. The gunner suffers 4-24 points of damage applied randomly to two sections of the body. There is a further 50% chance that the driver will be trapped in the wreckage. The gunner is thrown clear. The skimmer lands 100-400m away.

Vehicle Type: Skimmer **Threshold:** 4
Crew: 2/20 **Integrity:** 200/140
Range: 650km **Flux Shield:** Nil
Fuel Cost: 50cr **ECM:** Nil
Speed: 300kph (9) **ECCM:** Nil
Turn Mode: C **Att Mod:** -10
Cargo: 100kg **Cost:** 75,000

DRIVER

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 20-80cr
Vital Statistics: All vital statistics are an average of 50

SKILLS	LVL	UPS
Skimmer	7	120
Laser	5	BW
Throwing	5	BW

WEAPONS

MC-6: **ROF:** 2; **D/A:** 2-8; **Q:** 10 (backup clip)
UAN: 103/90/82/75/55/30/05; **MN:** 94; **SS:** 90
M-95 Fragmentation: **D/A:** 2-8/2-12
UAN: 100/90/70/50/20/30/20/10

ARMOR

Bear: **AI:** 100; **AR:** 130; **THR:** 5; **EMP:** 50; **FIR:** 60; **CLD:** 60
CRT: 90
DH-2: **AI:** 12; **AR:** 5; **THR:** 12; **ELE:** 55; **EMP:** 50; **FIR:** 80
CLD: 80; **CRT:** 85

EQUIPMENT

Motion Detector

GUNNER

Race: Human; **Body Points:** 7; **IM:** 0; **COH:** 10-60cr
Vital Statistics: All stats are considered to be an average of 50

SKILLS	LVL	UPS
Skimmer	7	120
Pulse	5	BW
Pulse Gunner	5	BW
Throwing	5	BW

WEAPONS

.30 Cal: **ROF:** 3; **D/A:** 3-18; **Q:** 89
UAN: 110/100/88/75/60/55/40/23; **MN:** 95; **SS:** 100
M-20 Blaster (secondary located in cargo section of skimmer) **ROF:**
 1; **D/A:** 4-24; **Q:** 25
UAN: 97/75/40/20/-10; **MN:** 95; **SS:** 98
M-95 Fragmentation: **D/A:** 2-8/2-12
UAN: 100/90/70/50/20/30/20/10

ARMOR

Bear: **AI:** 100; **AR:** 130; **THR:** 5; **EMP:** 50; **FIR:** 60; **CLD:** 60
CRT: 90
DH-2: **AI:** 12; **AR:** 5; **THR:** 12; **ELE:** 55; **EMP:** 50; **FIR:** 80
CLD: 80; **CRT:** 85

EQUIPMENT

Sonic Amplifier
 M-80 Smoke Grenade

Note! There is a Force Screen in the storage section of the skimmer, along with the gunner's secondary weapon, an M-20 Blaster cannon. If the skimmer crashes, secretly roll a 70% or less to determine for the screen's survival. Roll a system shock for the M-20 Blaster.

Driver: 3,000

Gunner: 4,000

THE BONE GRAVEYARD

The Cemetery Saints dug up most of the bodies from their graveyard home and either used them for fertilizer, or stripped the bodies and dumped them in this spot. Over the years, tens of thousands of bodies have been piled in a heaping 30m tall mound near the old city museum on the banks of the river.

Have the players roleplay their character's reaction to this encounter, given the circumstances and the PC's racial background. Assign them a roleplay rating from 1-25 and multiply the result by 10. Award them the experience points for roleplaying.

EXPERIENCE AWARDS

PLAYER 1		PLAYER 4	
PLAYER 2		PLAYER 5	
PLAYER 3		PLAYER 6	

THE SINK HOLE

The ground beneath the north bank of the river directly north of the opening weakened after centuries of neglect and finally collapsed, forming a huge sink hole that extends nearly 10 kilometers and is almost 1 kilometer across. (Not shown on map, but extends about 2 inches along the north bank of the surface map left of the bridge nearest to the Rebel complex). The sewer area beneath the sinkhole is completely blocked off and cannot be accessed by any means. Much of the area has formed a small lake.

THE CONSUMER

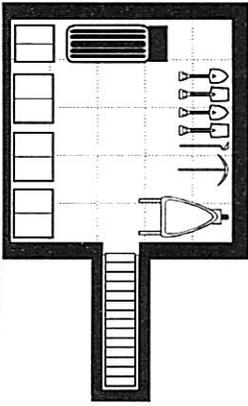
The Rinzar believe that a demon who leads all the others, a being whose power can not be measured, lives in the Stadium. The Rinzar avoid the area, no mutants live there. The demon is a Render, trapped by the energy sphere, which it can not pass through. The sphere has also weakened the monster's powers. In its weakened state, the Render has 10 body points and can be killed. The monster attacks its victims by tearing away the flesh, leaving only the bones. However, the strength of the attack has been reduced to only 1-6 points each. The Render does not wail. It can only be detected by ultra-violet detection and will only attack until it has consumed 15 points of flesh

RENDER

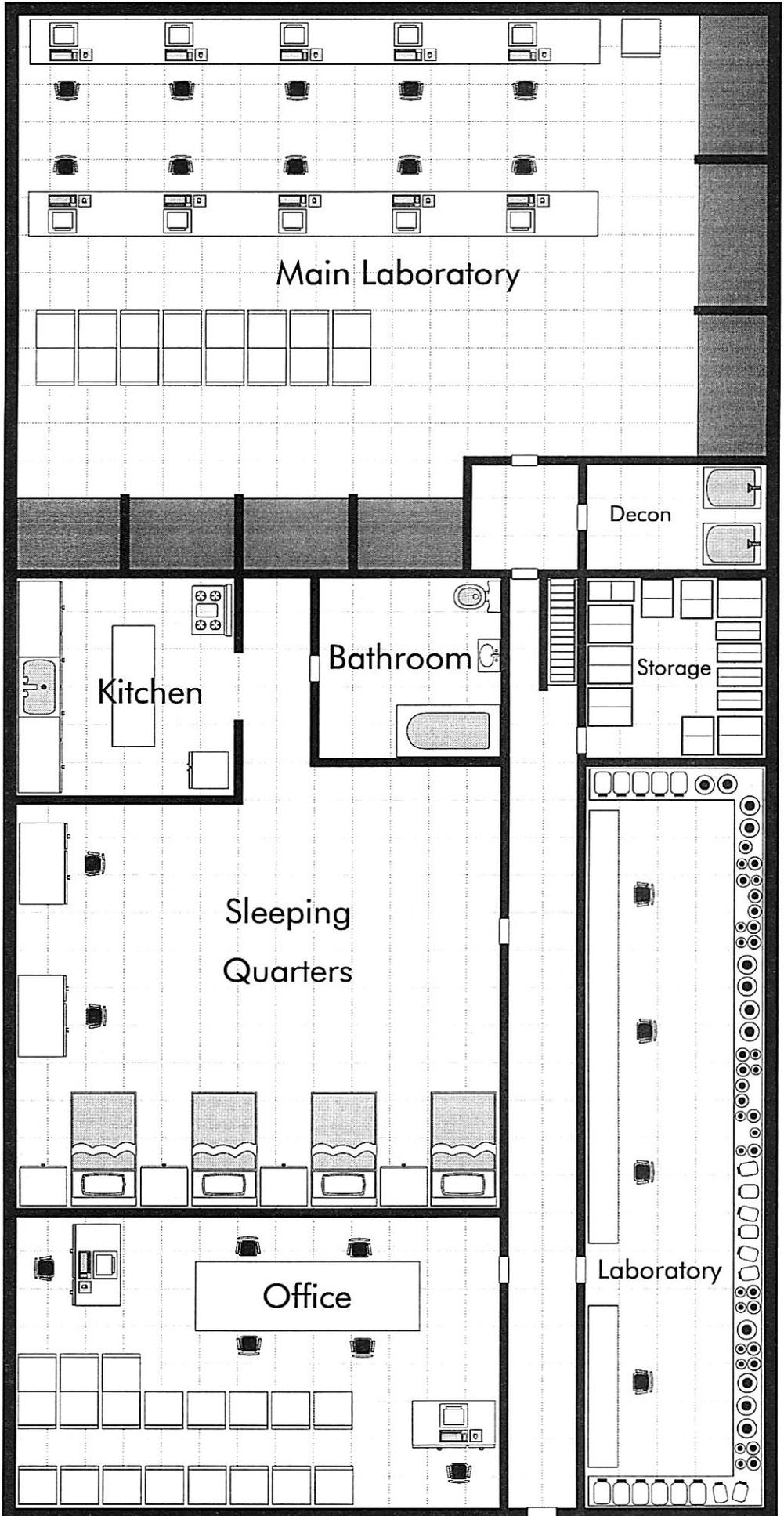
Origin: Rift
Habitat: Motaran Rift
Occurrence: Rare
No. Hanging Out: 1-4
Body Points: 10
Movement: 10
Initiative Mod: -5
Defensive Mod: -15

Threshold: Nil
N/A: 1
D/A: 2-12
Attack Number: 75
Special Attacks: Charge
Special Defenses: Nil
IQ: Ziltch
Experience Point: 3,000

BASEMENT

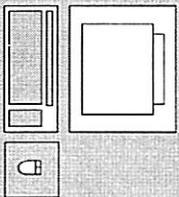


GROUND FLOOR



BIO-MECHANICS LAB BUILDING

KEY



COMPUTER

REFRIGERATOR



CHAIR



FILE CABINET

BIO-MECHANICS LAB

With the permission of the Rebels, the ARM have set up a bio-mechanics lab to study phenomenon in the Pit. The lab is automated and designed to carry out experiments. The building has no windows, only one door, and is 40m long and 20m wide. The building itself is made of 0.5m thick concrete and has a threshold of 15. It sits in a large clearing and is surrounded by an 8m tall electrified fence, crowned with rows of barbed wire. The fence contains a gate. (The lab is not on the map and is located 400 meters north of the museum).

The remains of a building 4 stories high stands some 8m away. Rebels once used it as an observation post. PCs are entitled to an Intuition check at -20 to realize that they might be able to jump over the fence from the building. Anyone jumping must have an Agility of 60 or higher. Of course you won't tell them that they might not make it if they don't. Anyone attempting to make the jump without having the required agility score clears the fence but automatically suffers 2-12 points of falling damage randomly distributed to 3 areas on the body. Roll 3 separate damage rolls. There is a base chance of 25% to make the jump, plus 1 percentage point per point of agility above 60%. Persons who successfully make the jump lose 1-4 points of absorption in the legs of their armor from the landing.

An automated security system guards the building. It is concealed and requires a level 3 Detect Security check to discover. The system automatically detects a breach in the fence. Furthermore, infrared sensors will detect someone attempting to climb over the fence. Persons climbing over the fence suffer 1-4 points of electrical damage per second. Disarming the sensors requires a level 4 Defeat Security check. The fence can be grounded. A level 4 Defeat Security check will defeat it as well. The cameras that monitor the surrounding areas can be knocked out by performing a level 3 Defeat Security check. A Rebel skimmer responds to any breach of the system and arrives in 2-12 minutes (see THE REBEL RESPONSE). Should the party attempt to bypass these systems, the Bypass Security check is 2 levels higher in each case. However, no Rebel Skimmer will respond if the systems are bypassed. A level 3 Pick Locks check is needed to open the door, or it can be smashed down in 10 minutes.

The ARM contingent comes and removes their experiment after the 4th day that the PCs operate in the Pit. Subsequently, the building is guarded only by the security system.

THE BUILDING

1. Hallway: Once inside, a hallway runs most of the length of the building, dividing it into two areas. The hall is 2m wide and 3m high. At the far end of the hallway is a stairwell which leads down into the basement.

2. Office: There is a small office, visible through a glass partition built into the west wall. It is accessed by a door on that same wall. There is no code key slot. There are two desks and a single table, along with filing cabinets. The office contains files of experiments performed here over the last 2 years. PCs who spend 1-4 hours pouring over the material will learn all about the experiments currently being carried out at the lab and in the Pit. The documents confirm that 4 ARM agents were operating here.

3. Laboratory: This 20m by 5m room is filled with various instruments and equipment for analyzing biological lifeforms. The equipment adds +50 to any Biological, Zoological, or Botanical checks made in the lab. Cabinets line the walls, containing various innocuous

and not so innocuous cultures. There is a 20% chance that a jar has some evil, harmful bad stuff in it! If PCs open the jars, secretly make a Biological SMR for anyone affected at -10 to -40. Adlib the effects.

There is a marked medical station on the north wall. It contains 4 modified BRAs (+35 to biological SMRs), 2MBRJs, a viral inoculation computer, 2 white count injections, and 4 slap bandages.

4. Storage Room: This 5m by 5m room is filled with various boxes of test tubes, flasks, bigger flasks, graduated cylinders, and other goodies.

5. Sleeping Quarters: Four beds, a small kitchen, two desks and a toilet are in this section of the complex. The beds are neatly made, in a military fashion. The desks contain pencils, a calculator, and a copy of *Battlelords of the 23RD Century!* The kitchen area contains all necessary utensils of cookery, and 20 units worth of food in the refrigerator, 5 units of which are suitable for Phentari.

6. Main Lab: The main lab is filled with computers and other equipment, designed to monitor and regulate the lifeforms and experiments kept here. There are 3 huge plas-glass tanks built into the east wall. There are 4 much smaller tanks built into the south wall. The clear plas-glass allows the party to see what's inside the tanks. Clip board logs are attached to chains hanging from the side of each large tank. The logs detail the type of experiments being carried out, what is inside each tank, and the condition of the lifeform inside the tank itself.

1. This tank contains a red, puss-like mixture that appears to ooze back and forth within the confines of the tank. Close inspection reveals that there are hundreds of giant amoebae inside the tank. The amoebae colony is designed to transmit the plague. There are some 500 of them.

2. Mushrooms fill this tank. They are larger than those in the sewers. These mushrooms are an improved version of the others. They cure the plague in 4-24 hours and are 95% effective, whereas the other fields are only 75% likely to combat the effects of the plague. The ARM intends to unleash the plague into other cultures through the amoebae, then ransom the mushroom cure for huge sums of money.

3. The tank is filled with mud and sticks. It contains two live Drisix, a male and a female. A level 3 Detect Concealment check is needed to notice them. Body Points: 40 and 36 (see SEWERS OF SIPAL, SEWER ENCOUNTERS, 13. THE DRISIX LAIR).

The logs provide the party with an ominous clue. The scientific team is to break down and remove the experiments on the 26th, 4 days after the party is injected into the Pit. A cryptic message is scrawled on one of the boards, "Armageddon, as it always should be."

7. Basement: The basement is 5m by 5m with a 3m ceiling. There are 100 units worth of MREs stored in boxes along the west wall. The east wall is neatly lined with tools: 5 shovels, 2 picks, a hoe, and a wheel barrow. Beside them are 4 boxes filled with glass culture containers. There is a small fusion generator on the north wall which powers the building. Mutzachans with the drain matrix can continually use the generator as a source to regain power points.

THE GOVERNOR'S BODY

The Rebels could not risk the possibility of the Governor spilling the beans, no matter how remote that was. Four soldiers were told to dispose of him in a not so polite manner. The group lined him up against a wall and told him to dance for his life and if he was a good enough break dancer, and had rhythm, they might let him live and not "waste" him where he stood. The governor stared back in utter disbelief, but began to jump up and down as if he were dancing. His body twitched like a typical white guy (just kidding, NO racial slurs intended). The soldiers hummed along. A couple even snapped their fingers. Then all of them opened up on him with their M-20 Blaster pulse cannons at point blank range and left him for the Armator to chew on! SEE!!! These rebels didn't like rap music either.

The party's locator will eventually lead them to the Governor's body which is partially decayed. The party can see the edge of a modern complex 400 meters in the distance. Not only is the complex in good condition, it is hidden from above by a holo-illusion!

THE REBEL COMPLEX

General Information: *A shiny metal structure stands off in the distance. It is a modern building, set back in a copse of pine trees. A huge hole in the ground emerges directly in front of the edifice, leading up to it via asphalt pavement. The complex is surrounded by a barbed wire fence and appears to be abandoned. Nothing moves around it. Above the rooftop, the shimmering glow of a holographic generator. It projects the phony image of a field into the phony skies above. Off to your right, you notice a overturned barrel. It has strange markings etched on it. Suddenly you realize that it is filled with*

radioactive contaminants! Your next question is, What the hell is inside that building?

Background Information: The Rebels have moved out and left the robot to guard the premises. There is no map for the inside of the building, all the rooms are empty, all the doors closed and locked. The bomb is in one of the 1st floor labs. Adlib the final encounter and let the PCs sweat it out. Let them believe that the entire place is wired and trapped, and force them to be careful. Maybe throw in some hidden traps, like a Magnetor-H or something under one of the floor panels (See LOCK-N-LOAD, MINES).

There is corrosive acid in one of the 2nd floor labs which they can use to eat through the floor underneath the bomb. The base station assembly at the Rebel complex is powerful enough to speak with the outside. It is currently perched on top of the building, out of sight.

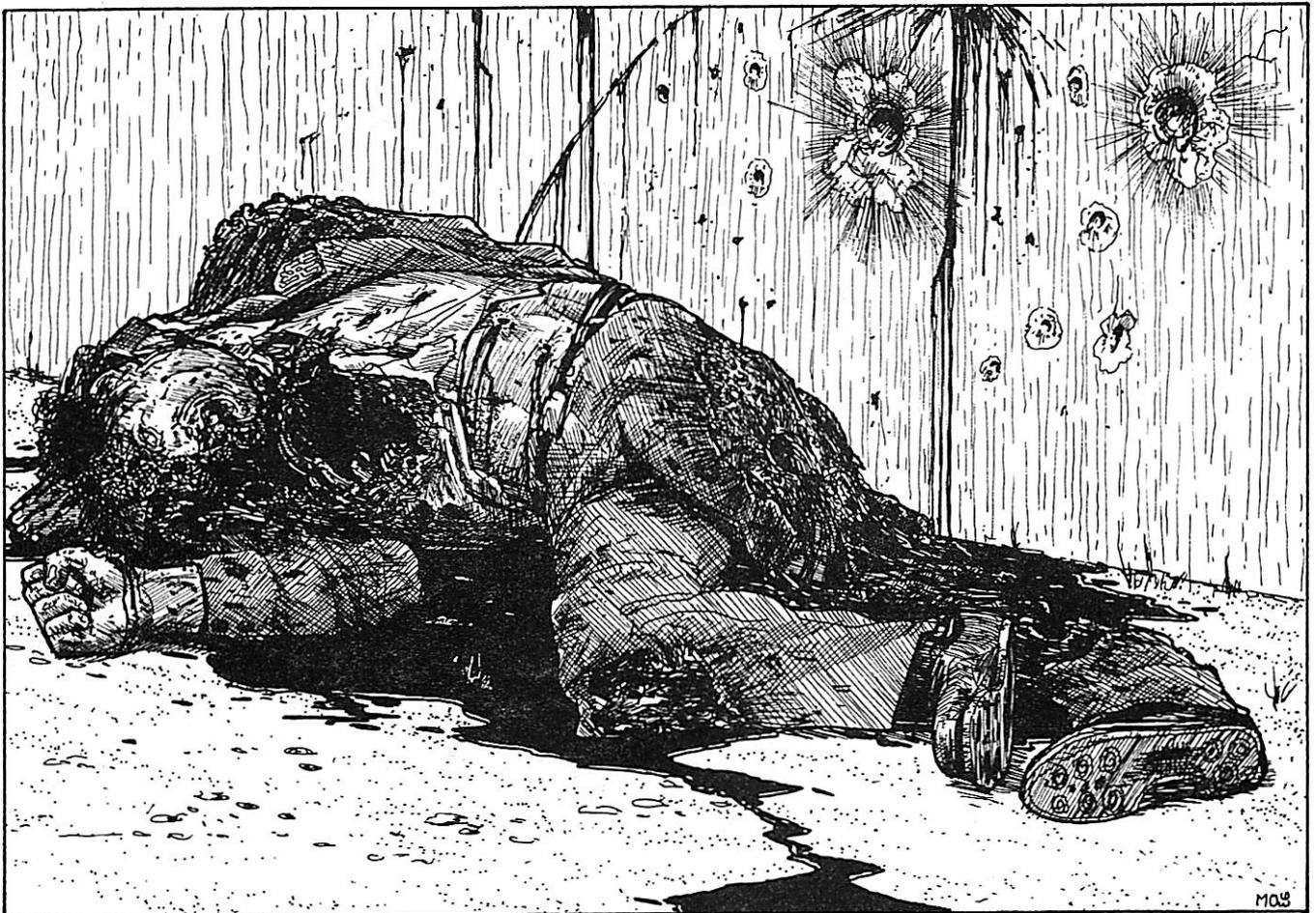
THE GUARDIAN

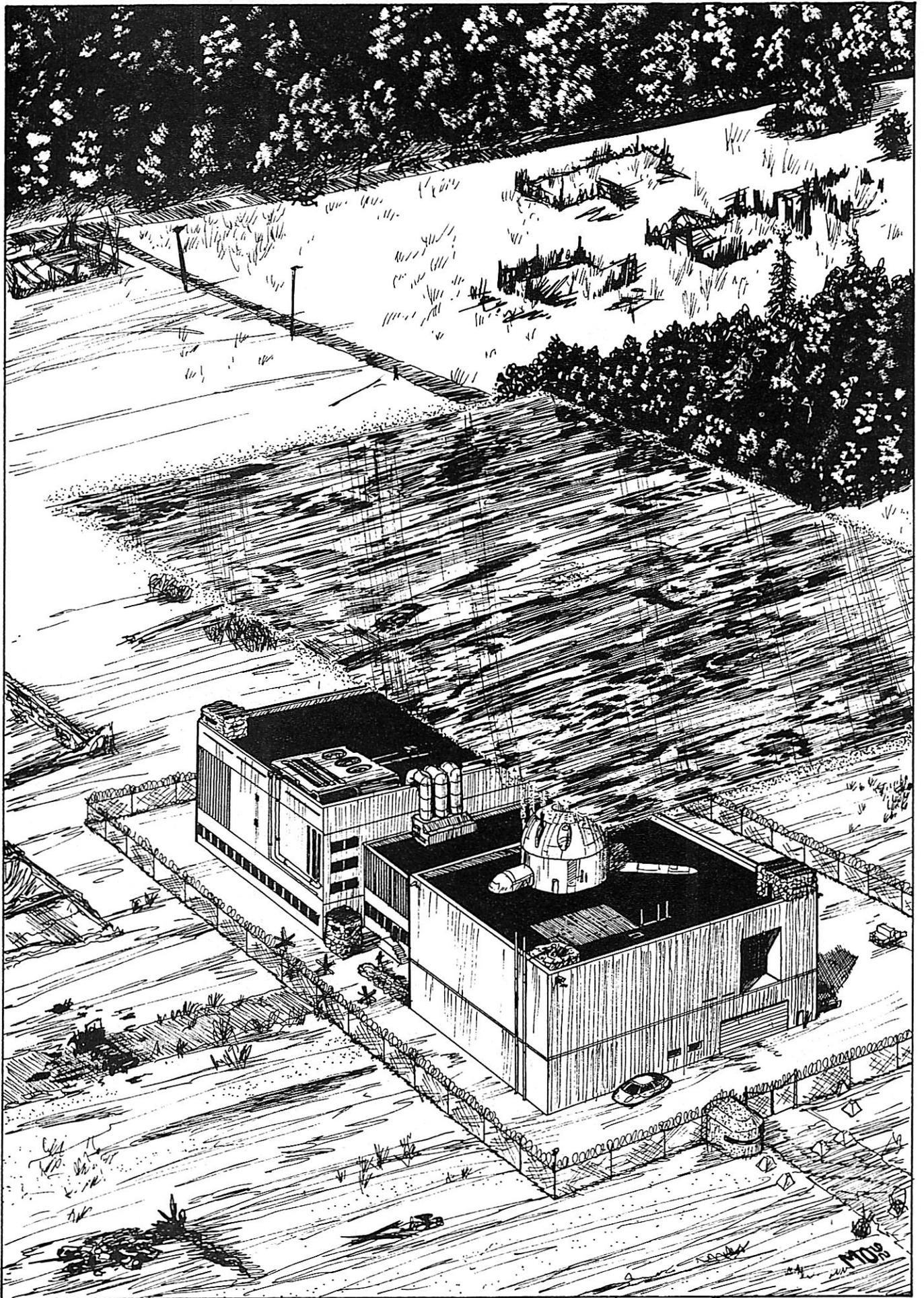
The Rebels left a robot behind to guard the facility from intrusion. They have also wired the building. The guardian attacks anything that comes within 100 meters of the complex or attacks the complex in any way.

The Idix Tracker: A low to medium intensity combat robot used primarily in a defensive mode of operations. This unit is a favorite of the Rebels due to its bang for the buck.

Height: 2.1m
Weight: 700kg
ECM: 10
Cost: 135,000

Integrity: 140/80
Threshold: 10
ECCM: 20
TAC: 90





Special Abilities: Infrared targeting, motion targeting.

Weapons Systems: M-20 Blaster with 50 rounds. 4 Slipstream Arm Rockets.

THE BOMB

A level 7 Pick Locks check is necessary to enter the room with the bomb. PCs may also blow through the door to access the room. The bomb sits near the north wall on the floor. A 300HP flux shield surrounds it. By the time the party reaches the nuke, the ticker reads 9 minutes, 38 seconds and counting! Any Mutzachan or person with electrical engineering skill will realize that firing on the shield will only cause the bomb to detonate prematurely. All other people are entitled to an Intuition check at -25 to realize the problem. If they fire on the shield, PCs are entitled to an SMR vs radiation at -5,000 to survive the blast which is 10,000,000 degrees Fahrenheit at the epicenter, right about where they are standing.

The only way to disarm the bomb is to somehow reach it without disturbing the flux shield. Allow an IQ check at -60 to realize that the field doesn't reach through the floor. The party could tunnel up through the floor without disturbing the field. If the party has brought the acid residue from the Tunnel Slayer along, then breaking through is easy. Otherwise, they have to race through the building and locate the acid in lab 4 which will take 1-8 minutes. Subtract 1 minute per person involved in the search.

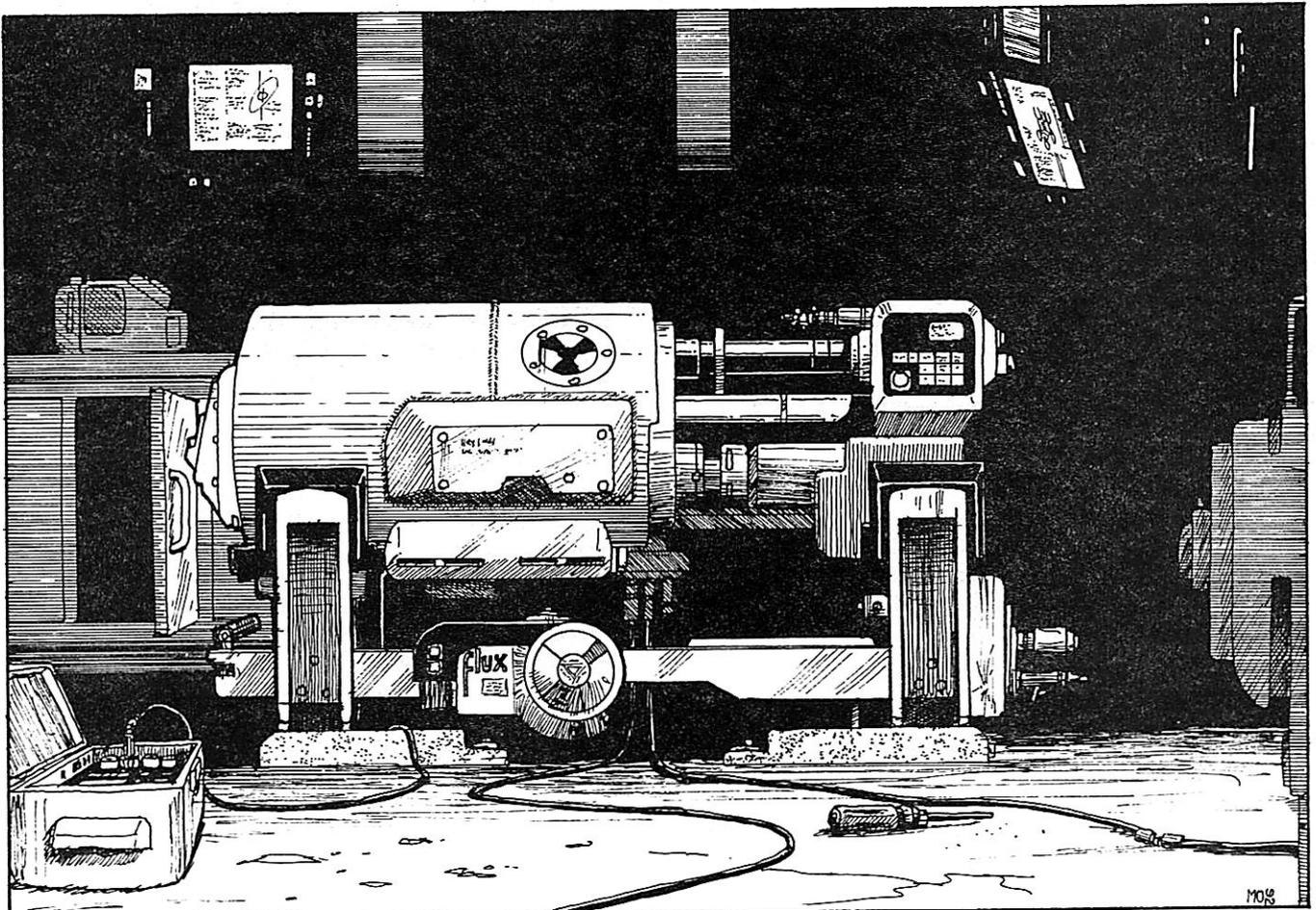
Once they have tunneled up inside the Flux shield, they will be faced with cutting one of two wires, the black one or the red one. Both cause the bomb to disarm, but that's besides the point. The party doesn't know this and you should make them sweat real hard over the decision, running the seconds down by counting out loud. You might

have them roll an IQ check and tell them they remember that cutting the black wire disarms nuclear bombs, or was it the red wire. Black, no, red, no ??? Rate PC roleplay in this encounter from 1-25 and multiply by 50 to give an experience award. In addition, award each PC that survives the module 1,000 experience points for mission completion.

Either they have been reduced to their component atoms, or the party has saved the lives of millions! They can retrace their paths to the Injection point and wait for extraction. The Battle Master should play the return trip as expansively or quickly as desired.

THE FINAL PAYCHECK

If all ends well, the PCs have saved Sipal and millions of lives. They have foiled a major Rebel operation and uncovered internal corruption within a planet's government and a rival corporation. SSDC reaps all the great press associated with the success of their crack mercenary outfit. So what about the final paycheck? As Battle Master, you must total up all debts incurred by the party advances on pay, get out of jail free cards, etc. If the PCs end up in the negative column, inform them that their debts have been cleared and that they will each receive 10,000cr for their heroics. If they don't owe the company money, inform them that they are "company guys." They have a permanent job as, and the status of, an SSDC merc (or at least until they screw up next time)! Those PCs receive 20,000cr. Each PC is also promoted one level in rank and the PC who did his job the best and was most instrumental in completing the mission is promoted two ranks (see Battlelords).



IN COGNITO

The Rebels put out a contract on the party and bounty hunter networks across the universe are advised to kill the party. The Rebels offer 1,000,000cr for each PC brought in alive. The sizable offer leaves SSDC no choice but to change the PCs identity to ensure their safety. The group is sent into hiding for a period of a year on the deserted ice planet Misery until things cool off. Naturally, their contract with SSDC is extended for another 2 years under Section 112, Paragraph 8, Clause 3: "For any reason that the parent company is forced to change the ID of its employees, in order to protect their lives, then the Space Systems Development Corporation reserves the right to extend each of the aforementioned individual's period of commitment up to two additional years."

ASSIGNING OF EXPERIENCE POINTS

PCs generally accumulate anywhere from 20,000-40,000 experience points while playing **Injection**. The players should be allowed to spend their skill points as they see fit before and while they are incarcerated on Misery. Reminder: PCs must pay the credit costs for their schooling (see *Battlelords of the 23rd Century*, on page 59). I advise that you only let PCs learn a maximum of 3 levels in any one area to prevent lopsided development of their character during their stay in exile.

PRELUDE TO FURTHER ADVENTURES

Injection is designed so that the Battle Master can run spinoff modules. This allows further use of the campaign setting, even after the basic story-line has been completed, but before the PCs are sent off to the fun-filled world of Misery.

Given below are a few of the possible missions that the party can be sent on, as a result of playing through **Injection**. They can be played one after another, or separately.

1. The team is sent back into the Pit to catalogue all biological lifeforms there. In addition, they are to accurately map out the entire sewer system. They must protect the biologist and botanist that are sent along with the team.
2. The team is sent to make contact with each of the gangs and negotiate peace between them. Then they must decontaminate the areas, and are given special equipment to do so. Once this is done, the Bena 4 government will assure the rescue of the sentients inside.
3. The party is sent back into the Zone and given a license to wipe out the Black Eridani and the Black Mondays.
4. On the way to Misery, bounty hunters catch up to the party and attack them while the group is holed up at some weather station. The PCs must fend off the raiders until SSDC can sue for their safety. In the end, the company pays the Rebels to drop the bounty. The PCs are restored to their real lives and the company gets lots of press when the PCs get to play out their heroics on talk shows.

NEW EQUIPMENT

The following lists new pieces of equipment found in **Injection**. These items can and should be used in your own campaigns and are official additions to the game.

Auto Translator: Translates Beanese into Earth English and vice versa. May be programmed to convert any two known languages.

Experiment 12 from the Chem lab: This new drug is still very much in testing. It is designed to restore life to any person who has died in the last 2 minutes. Persons are restored to 0 body points, over 10 minutes, as the DNA hyper-accelerates the healing process. However, 25% of the time, the body begins to degenerate and loses 2-12 points of Strength, Agility, Manual Dexterity, and Constitution, over the next 1-6 days. SSDC does not reveal this fact to the PCs.

Force Screen: Projects a 1.5m square, 80 point flux forcefield directly to the front of the operator. The welder is still vulnerable to flank and rear attacks, but can advance forward behind the screen. Encumbrance: 3. Cost: 90,000cr. The screen recharges at a rate of 10 points per hour.

Hunter (S): This is a modified Hunter class skimmer without the rear gun. Any hit to the engine (15% chance, or -60 to hit) that does more than 9 points of damage has a chance to bring the skimmer down. There is a 05% chance per point of damage above THR 9 that the skimmer is knocked from the sky. The pilot crashes and suffers 4-16 points of damage to two random sections of the body. The gunner suffers 4-24 points of damage applied randomly to two sections of the body. There is a further 50% chance that the driver will be trapped in the wreckage. The gunner automatically is thrown clear.

Vehicle Type: Skimmer	Threshold: 4
Crew: 2/20	Integrity: 200/140
Range: 650km	Flux Shield: Nil
Fuel Cost: 50cr	ECM: Nil
Speed: 300kph (9)	ECCM: Nil
Turn Mode: C	Att Mod: -10
Cargo: 100kg	Cost: 75,000

Thorkriste Gunship: The Thorkriste gunship is a transatmospheric attack helio/shuttle designed to engage light armored personnel and vehicles in tech level 4 or lower environments. The bird can transport up to 35 size class worth of armored personnel to the battlefield in short order. The Thorkriste gunship mounts twin Vernax rocket pods and a 30mm chaingun in the nose section. The helio-shuttle is protected by a 15HP flux shield and there is a -60 penalty to hit the gunship when it is maneuvering at combat speeds. However, firers gain +25 to hit the Thorkriste Gunship while the vehicle is hovering. These penalties do not include suppression fire penalties if the ship is firing weapons (-60 when firing chaingun or rockets, and -95 when firing chainguns and rockets).

Vehicle Type: Helio-shuttle	Threshold: 15
Crew: 1 (+ passengers)	Integrity: 500/360
Range: 5000km	Flux Shield: 15HP
Fuel Cost: 400cr	ECM: -65
Speed: 700kph (19)	ECCM: +25
Turn Mode: AA	Att Mod: -40/+20
Cargo: 3000kg	Cost: 25.2Mcr
Suppression Modifier: -60/-95	

Weapons

30mm Chain Gun: ROF: 8; D/A: 6-36; Q: 240

UAN: 155/120/98/80/60/43/20/-10; MN: 100; SS: 100

Rockets: ROF: 3; D/A: 10-80; Q: 24; UAN: 120/100/96/45

WRAPPING THINGS UP

The Idux Tracker Robot: A low to medium intensity combat situation robot used primarily in a defensive mode of operations. This unit is a favorite of Rebel arsenals because of its potency for the dollar.

Height: 2.1m
Weight: 700kg
ECM: 10
Cost: 135,000

Integrity: 140/80
Threshold: 10
ECCM: 20
TAC: 90

Special Abilities: Infrared targeting, motion targeting.

Weapons Systems: M-20 Blaster with 50 rounds. 4 Sliptstream Arm Rockets.

Lighting Flare: A small, hand held device. The operator strikes the lighting end against the ground, or other coarse surface, making sure to face away, thus avoiding being blinded by the light! It illuminates a 20m radius area to sunlight conditions. Encumbrance: 1. Cost: 7cr.

Knock Out Gas: This grenade unleashes a powerful incapacitating agent which spreads out at a rate of 3m per second. Those affected must make a Biological SMR or be rendered unconscious for 2-8 minutes. Encumbrance: 1. Cost: 100cr.

NEW POWERS

The following powers available to the Gruba are considered official powers for Battlelords of the 23rd Century. PCs can learn them from the Gruba or another mentor.

SENSE DANGER (1 POWER POINT)

Generation Time: 2 sec Range: 100m.
 Boost: 1 min/point Duration: 2 min
 SMR: Mental Area of Effect: 100m radius

Sense danger detects the presence of negative psychic energy within a specified area. All sentients radiate their thoughts in the form of psychic wave phenomena. The empath is able to detect the presence and the general direction of the danger. The power has a 40% base effectiveness. This increases by 04% per level of the matrix controller above 1st. The chance for success is further affected by the empath's Intuition score.

PSYCHIC TARGETING (3 POWER POINTS)

Generation Time: 5 sec Range: 100m.
 Boost: 1 min/point Duration: 2 min
 SMR: None Area of Effect: Two targets

This taxing matrix allows the empath to keep track of all living beings in the area of effect, even under combat conditions. This confers many bonuses: the empath gets a -2 bonus to his initiative and all attacks are considered aimed. If the empath actually takes time to aim, another +10 bonus is added. If the empath can communicate with companions, they get a -1 bonus to initiative and their attacks are considered aimed. The drawback to opening one's mind up like this is an extreme vulnerability to mental attacks. All mental SMRs made by the empath while using this power are at -20.

PSYCHIC BLOW (4 POWER POINTS)

Generation Time: 3 sec Range: 100m
 Boost: Nil Duration: 2-8 min
 SMR: Mental Area of Effect: 5m radius

The empath unleashes a powerful mental blast. Any individual that fails to make a mental SMR at a -10 penalty falls unconscious. An additional -04 penalty is incurred to SMRs for each level of the controller above 11th.

RANDOM EQUIPMENT GENERATION

The following tables show equipment available on Tech level 3 worlds with a high incidence of crime. To accurately portray Tech level 3 worlds with low crime, simply ignore all rolls with weapons that can not be concealed.

Roll once on Armament Table 1 and once on the Miscellaneous Equipment Table.

ARMAMENT TABLE

01	Billy Club
02-03	Chain
04	Crossbow (light)
05	Crossbow (heavy)
06	Dossien
07	Garotte
08	Ioken
09	Knalu-Knalu
10-15	Knife
16	Nun Chucks
17	Plasma Jet
18	Plasma Whip
19	Skil
20	Stiletto
21	Sword (short)
22	Sword (two handed)
23	Sword (long)
24	Sword (broad)
25	S&W .22 Cal
26-30	Police .38 Cal
31-32	Colt .357 mag
33	Derringer .44
34	S&W 44 Cal
35	48 Plus
36	Colt Anaconda
37	Walther PPK
38-39	Beretta 9mm
40	IMI Eagle
41	Glock 9
42	P7
43	Mako
44	Skorpion
45	Galil A.R.
46	AK-57
47-52	M-16A3
53	FN-FAL
54	AR 17

55	EWS
56	Steyr Aug
57	H&K ACR
58	G14
59-61	IMI Uzi
62	CBM2
63	Micro-Uzi
64	MAC 10
65	Ithaca
66	Remington M870
67	Franchi
68	Luxxman
69	BC-Budget Gun
70	Marrson Opticon
71	Flashlight
72	Doomsday
73	Mirchaum SSLU
74	OLC-Pistol
75	PL-3
76-77	BS-2
78	Midget
79	Pocket Killer
80	MC-6
81	M16-L
82	M18-L
83	Core
84-85	Plasma Pistol
86	1 Shot
87	PC-6
88	M-20 Blaster
89-92	Roll once on Armament Table 1 and twice on Table 2
93-100	Roll once on each table

ARMAMENT TABLE 2

01-08	1 M-75 grenade plus one weapon from Table 1
09-16	1 M-85 grenade plus one weapon from Table 1
17-24	1 M-95 grenade plus one weapon from Table 1
25-30	1 M-80 grenade plus one weapon from Table 1
31-35	1 M-90 grenade plus one weapon from Table 1
36-39	2 M-75 grenades plus one weapon from Table 1
40-43	2 M-85 grenades plus one weapon from Table 1
44-47	2 M-95 grenades plus one weapon from Table 1
48-51	2 M-80 grenades plus one weapon from Table 1
52-55	2 M-90 grenades plus one weapon from Table 1
56-62	Molotov Cocktail plus one weapon from Table 1
63-65	Molotov Cocktail
66-70	1 stick of Dynamite
71-75	2 sticks of Dynamite
76-77	Cybernetic Finger Gun
78-79	Cybernetic Finger Laser
80	Cybernetic Wrist Pulse
81	Cybernetic Wrist Rocket
82	Cybernetic Flamethrower
83-86	Street 1 armor plus one weapon from Table 1
87-90	Street 2 armor plus one weapon from Table 1
91-96	Street Clothes Jeans and Shirt
97-98	Street Clothes Jeans and Sweater
99	Street Clothes Jeans, Shirt, and Overcoat
100	PDS Cover plus a grenade and one weapon from Table 1

MISCELLANEOUS EQUIPMENT TABLE

01-02	Acidizer
03-10	BRI (standard)
11-15	BRI (massive)
16-20	Binoculars
21-23	Binoculars (infrared)
24-25	Bug Finder
26-30	Compass
31-37	Slap Bandage
38-40	Emergency Transmitter
41-42	Mega Glue
43-48	Flashlight
49-51	Lock Picks (basic)
52	Auto Key
53-54	Contact Microphone
55-56	Sonic Amplifier
57	Metal Detector
58	Motion Detector
59	Field Detector
60	Mood Discriminator
61	Radar Detector
62	Transmission Jammer
63	Forgery Kit
64-65	Handcuffs
66	Mini-camera
67	Mini-Scanner
68	Lock Picks (electronic)
69	Lock Picks (professional)
70-71	Wrist Torch
72	Reflex Tablets
73	Urban Layout Computer
74	Rage Enhancement Serum
75-76	Flashlight (threader)
77	Auto Mapper
78	Compass (digital)
79-80	Swiss Army Knife
81	Skull Polisher
82	Compass (magnetic)
83	Hand Radio
84-94	Roll 2 times on this table
95-100	Roll 3 times on this table



THE YEAR IS 2179

Earth is just beginning to recover from its last great war. Mankind has once again sunk itself into a new Dark Age. You are a descendant of one of the "lucky" survivors of the nuclear and biological holocaust unleashed almost 200 years ago. Your home: a wasted and fruitless land once known as the United States, stretching from the domed city of Fort Seattle, across the radioactive hell of the Great Plains, to the fertile lands of the Ohio Territories and Fort Niagara. Your mission: survive; then the unification of all the peoples of The Waste, to take the Earth back from the very people who destroyed it.

This new RPG, from the creators of *Battlelords of the 23rd Century*, melds sci-fi and fantasy role-playing into one game. Choose from a variety of player character races, like the Albino Giant or the Energy Witch. Quest for followers and the destruction of the Settlers, or just your next meal. Role-play among the races is intense, each having a well-developed personality for you to slip into. Combat is quick and realistic, with a nasty critical hit table to really ruin your day. So prepare yourself for the battle of daily survival that is **BLOOD DAWN!**

BLOOD



DAWN

Where Technology and
Magic Meet the Stone Age

Coming Soon From

ODS

BATTLELORDS™

OF THE 23RD CENTURY

AVAILABLE IN STORES EVERYWHERE!

The exploration and development of the known universe is going on at a fantastic rate. The Galactic Alliance has prophesied the complete control of the universe by the turn of the millennium. Huge, powerful mega-corporations run it all from behind the scenes. The twelve races of the Alliance work as caretakers, shaping and expanding the horizon of knowledge, extending to touch the farthest reaches of space. Frontier colonies populate neighboring galaxies: Andromeda, Fornax, Spirax (M33), and the Magellanic Clouds. Outposts dot M32 and the cluster galaxy of Talcos in Ursa Major, some 200,000,000 light years from Terra. The battle rages onward to drive out the Arachnid presence. Strange reports of ghost ship sightings, robot warriors, and evidence of ancient human cultures all filter their way across the vast, empty stretches of nothingness to the hearts of the bold, strong, and curious.

And so the mega-corporations have hired on a few good men to get the job done! They are referred to as Battlelords. They all have one thing in common. Each believes that he, she, or it, can make a difference. They come from everywhere, from the vast savannahs of Cashoulis, to the infernal volcanic regions of Trishmag, from the methane hell of Eridine, to the great seas of Pythos. They are energy controllers, bounty hunters, Swordsaints and changelings, aliens from different worlds, with different agendas, thrown together in a morass of danger to carve out a common destiny.

Loyalty is to the company, yet corporate devotion never exceeds allegiance to your friends. The mercenary team embodies everything that is valued in society, esprit de corps, honor, and valor. At least that is what the papers say! Your job is a simple one, do anything and everything to stay alive. The company gets all the press. You get to pick up a paycheck. No one cares about methods, but in the 23RD Century, everybody needs a hero!

We at Optimus Design Systems believe that YOU, the customer, come first. All ODS products are packed with information and loaded with artwork. ODS delivers the most quality for YOUR hard earned buck!

So be smart and play the ODS.



Optimus Design Systems
PO Box 1511
Buffalo, NY, 14215-6511
Phone/Fax (716) 881-4525

✱ **Battlelords of the 23RD Century:** Final Edition! Battlelords is a skill based system, utilizing power points for the equivalent of magic, and is percentile-based. There are 12 races, and players can customize them by choosing from more than 150 skills. There are approximately 170 different weapons, vehicles, and over 250 special powers available. This 256 page rule book has a wealth of background information—focusing on roleplaying alien races that have been forced into an alliance of need. \$21.95.

✱ **Lock-n-Load:** A 160-page supplement filled with some 2,000 pieces of equipment. This, the Battlelord's war manual, contains approximately 50 weapon systems and everything from espionage gadgets to personal gear. With it, the players will have the necessities to give their characters a fighting chance to survive the challenges of the unknown 23RD century. \$15.95.

✱ **Don't be Alarmed, This is only a Test:** A 48-page adventure module. Players are taken through a would be training environment turned free-fire zone in an attempt to fend off Rebel terrorists and secure an experimental armor design for their mega-corporation. \$8.95.

✱ **Injection:** A 96-page adventure module. This adventure starts out in a mysterious web of corporate espionage but ends up with characters in a life and death struggle against alien creatures in the labyrinth of underground sewers on Bena 4. \$11.95.

✱ **The Galactic Underground:** 96 pages of roleplaying excitement! Includes 3 new player character races, the Kizanti Assassin, the Goola-Goola space dwarf, and synthetic humanoids. This publication features expanded character generation tables, showcasing the ever deadlier Fickle Finger of Fate tables. The Galactic Underground also contains over 100 new special powers, and articles on matrix technology. Eridani lovers will more than be happy with the globs of new information on the Swordsaints. The Galactic Underground is a must! \$10.95.

✱ **No Man's Land:** This 128 page space atlas contains over 100 developed worlds, 3 new player character races, two turtle doves, and an Arachnid dead in a tree! Actually, the focus of the work is to provide background information for roleplaying, detailing over 50 NPC groups and player character services. Learn about Pirates, Cyball, and the Anarchist Rebellion Movement, just to name a few! \$13.95.

✱ **Adventure Record Sheets:** Printed on card stock, these record sheets will keep track of the more important but ever changing aspects of your character. They are durable and will stand up to many erasings! \$3.95.

✱ **Advanced Character Sheets:** These four page sheets will allow players keep a more detailed record of their character. Twelve per pack! \$3.95.

✱ **Uncle Ernie and His Minions of Doom:** The monsters of the future are unleashed into the Fornax galaxy by our favorite mad scientist, Uncle Ernie. This book is 96 pages of creatures; organic, inorganic, synthetic, extra-terrestrial, and more. Uncle Ernie gives Battle Masters the means to invoke fear into player characters. \$11.95.

✱ **Hell's Kitchen:** No more messing around. Hell's Kitchen takes you to the edge of the frontier to Arachnid country. Play the forces of evil as this 96 page supplement brings you the Johdan Sacrifice, the Farkon Shapeshifter, and the Lornax Parasite. This space atlas provides political intrigue or firepower. The option is yours. \$11.95.

... And they didn't even kiss you first.

Now you weren't born stupid. The only reason that SSDC picked up your contract in the first place was a hunch that you might survive to pick up your first paycheck. And if that doesn't happen, and you wind up very dead . . . the company is still assured of picking up it's paycheck. But it's not going to happen to you. You have been preparing for this moment for your whole life. You have signed on to make a difference. You know you have what it takes. And if not, then you probably won't know what hit you . . .

Now, the survivors of your team are battling just to stay alive as you pursue an elusive enemy across the galaxies. Where you'll finally end up you can't possibly imagine, and what you'll find when you reach there . . . you can't begin to believe. However, the fate of millions depends on what you do next!

Injection takes you into the world of the Battlelords of the 23RD Century, a place of untold dangers and mysteries. Players must unravel a twisted plot of death and deception as they struggle to track down a vicious killer. Injection blends intense roleplaying and problem solving with moments of raw carnage and death. This is the first in a series of campaign modules known as the Lethal series which take characters on a rollercoaster ride of adventures across the untested perils of the universe. There is just one question . . .

Can you survive the **INJECTION**



"The Condor" rates this module ...



\$11.95 U.S.

ODS

ODS 2000B