

# BLOODSPORT

BY MARK STOUT

blue planet   
UNDERCURRENTS

SCIENCE FICTION ADVENTURE IN  
THE WORLD OF BLUE PLANET



# BLOODSPORT

An Adventure for the BLUE PLANET™ Roleplaying Game, by Mark Stout

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## INTRODUCTION

**Many come to Poseidon to find their fortune, but end up eking out a living doing whatever they can to survive.** The homeless and destitute abound; people without the skills to work in built-up areas, or survive out in the undeveloped wilds. Many die from causes both natural and unnatural, and missing persons reports are filed by the handful every day.

In the past several months, the amount of people reported missing in the areas around Haven and Second Try have jumped significantly. The jump in reporting coincides with the appearance of an illegal broadcast on CommCore. Somehow, persons unknown are hacking into various CommCore satellites and broadcasting bloody, gladiator-style fights from a location somewhere in the Haven Cluster. The people depicted in these fights don't appear to be skilled or willing, and most fights end in the death of one of the participants.

The GEO, while stretched thin across the planet, can't afford to ignore outright murder for entertainment. During the last broadcast, they finally managed to pinpoint the location to a small island in the Dolphin Reef area of the Haven Cluster. The GEO is looking for a group of individuals with different specialties to infiltrate the island, free those imprisoned, and stop the fights.

## GETTING THE CHARACTERS INVOLVED

This job isn't going to be openly advertised, but there are a number of ways characters can find out about it or be recruited into it.

- Characters working for the GEO may be recruited by a superior.
- Characters with ties to the GEO may find out from those contacts about the situation.
- Characters in legal trouble with the GEO may be offered this job in exchange for dropping charges or expunging records.
- Characters may have friends or family who have disappeared in the affected areas and are seen in the background of one of the broadcasts.
- Characters that work for a Hanover rival may be recruited to obtain the missing boy so that he can be used as leverage.
- Characters may be familiar with the natives of Tranquility and be sent there to help them.

## MAPS

An island map and map of the mercenary camp is included with this scenario. Maps of the barracks and interior of the arena are available for online purchase from our friends at **Dramascape**, via [DriveThruRPG.com](http://DriveThruRPG.com).

The specific maps are the **SciFi Marine Quarters** and **The Facility**, respectively.



## BACKGROUND

**The private military company Force Solutions was one of many that made the transition from Earth to Poseidon.** While there was always plenty of work on Earth for those with military training and low moral fiber, Poseidon was said to be even rife with opportunity. So it was that “Colonel” Jack Clayton took his group of mercenaries to Poseidon to cash in on a piece of the action.

Unfortunately for Clayton and his men, the tales drew many other mercenaries to Poseidon, some far more talented or trustworthy. Also the employment options weren’t near as rosy as stories made them out to be. Corporations tended to stick with their own security forces, going to mercenaries only when they needed someone expendable or a scapegoat. The GEO didn’t trust mercenary companies, and almost never employed them. Even the criminal elements didn’t want mercenaries, except for them to join and be fully under their control. That left little, except employ by settlers or natives as protection, and that didn’t pay much except room and board.

So after a year, Force Solutions found itself wandering from island to island looking for work while living hand to mouth. One stop on a small island in the Dolphin Reef area turned their fortunes around. The island was home to one tiny native village. No other entity had any claim to the island, it didn’t even have a name on the GEO survey report, just a number. The well-armed mercenaries quickly took over the island, and enslaved the villagers to work for them, after making a few examples of defiant villagers to serve as a warning. As his mercenaries settled into their new home, Clayton began working on ideas to make money from their situation. He recalled something he had witnessed working for a small-time warlord in East Africa. Captured enemies would be put into a pit with few to no weapons, and the survivor of the fight would be allowed to live. Clayton surmised people would pay good money to watch people fight to the death, and he was right.

What money the mercenaries had was put into a pre-fab building to house the fights, a secure prison to hold their prisoners, and barracks for the mercenaries, including a private cabin for Clayton himself. Video recording equipment and a satellite uplink completed the setup. Clayton and several of his subordinates traveled to Haven and made contact with the Gorchoff family and presented a proposal. The mercenaries would obtain people and set up the fights, and the Family could run betting parlors, with Clayton getting a small percentage of the earnings. The Family would have clean hands, except for running illegal gambling operations, and would make good profit. The agreement was sealed.

Force Solutions began rounding up participants from the lowest ranks of Poseidon society. The homeless, destitute, addicts, and others began to disappear from the slums of Haven and Second Try. Fisherman and prospectors who strayed too close to the island were also taken. In all there are usually 20 to 30 people held on the island at any one time. The broadcasts are held weekly and typically feature four fights. Most are one on one matches with two people, but Clayton has started trying “special events”—including a four-way death match—and fights against Poseidon wildlife, namely a marsh devil that was found on one of the captured boats.



So far the mercenaries have been fortunate, as no one taken has been important or wealthy enough to warrant a fast response. However, a young man taken from his small luxury yacht a week ago is actually the son of a prominent Hanover executive. Hanover has already determined the location of the island, and will be dispatching a black ops team to recover the boy, then leveling the compound with rocket salvos from their jumpcraft. This team will show up while the characters are busy freeing prisoners and dealing with mercenaries, and will provide an extra level of danger and confusion.

## EVENTS

- The scenario begins when the characters approach the island. They will have a low-resolution satellite map of the island, and have recommendations from the GEO as to where to land their boat. However, the mercenaries have a communications jammer that blankets the entire island and up to six kilometers out, so communication units will not work.
- Characters have to travel some distance overland to reach the native village or the mercenary encampment, and may face threats along the way from Poseidon wildlife.
- If the characters travel to the southern site marked on their map, they come across the native village. The villagers there will not aid the characters for fear of reprisals, but they won't give them away. There are only four mercenaries guarding the village, moving in pairs around the perimeter and among the huts. Information from villagers or captured mercenaries can lead the characters to the main camp, as well as warn them about sentry patrols.
- If the characters travel to the northern site marked on their map, they come to the mercenary camp. They must evade or deal with sentry patrol first. When they get to the camp proper, they characters see people in expensive clothing arriving by jumpcraft. These people head into the largest building, the entrance which is watched over by two guards (the arena).
- Once the characters have gotten to the arena and started freeing people, the Hanover black ops team arrives and announces their presence by blowing up the barracks with rocket fire from one of their jumpcraft. All hell breaks loose, and the characters have a chance to take advantage of it, if they survive it.
- The characters have to try to escape with the prisoners, while evading the black ops team and the mercenaries. Their options are stealing a boat or two, or the mercenaries' cargo jumpcraft. Either way there will be a final firefight between any remaining mercenaries and their leader.



## APPROACHING THE ISLAND

The characters are provided with a boat to travel to the island. The Emergency Rescue Team (ERT) cutter is a sturdy craft capable of handling Poseidon's bad weather without going down. The boat can even right itself if capsized, handy if the pilot isn't that skilled. The ERT cutter has a shallow enough draft to land nearly anywhere, except a beach, so the characters have options.

A low-resolution satellite map of the island is provided to the characters. The heavy cloud cover of Poseidon makes clear satellite imagery tricky, so this was the best to be had on short notice. An encampment is visible on the northeast corner of the island in an area of obviously artificially cleared foliage. Another fuzzy image on the south central side of the island also could be a settlement, but it's not clear enough to be sure.

The characters will be initially approaching from the southeast side of the island, at around eleven at night to avoid visual detection. At this point it is up to them where to land the boat. If they're not sure, the GEO was kind enough to suggest they land on the northwest or southwest side of the island, to minimize the risk of detection. The island is not large, approximately six kilometers north to south, seven kilometers east to west.

If they circle the island, artificial lights are visible from the northeast encampment. With a successful Awareness attribute roll using telescopic optics, a dock can be made out as well as a large building that appears to be a warehouse. With an Action Value of 2 or more, the character can make out figures walking around the building. On the south central side of the island, fires and torches are visible there, but the light is too dim to see any details, and too far for light enhancing optics to be effective.

Small coves are present on the northwest and southwest sides of the island, sufficient for anchoring the cutter. The southwest cove is completely safe, but the northwest cove is the lair of a small polypod. The beast is quite territorial and will whip tentacles up the side of the cutter and try to grab morsels off the deck. The polypod will come up to the surface when attacking, and can be targeted by characters. The polypod has only eight tentacles, and will retreat when it has suffered one serious or two minor wounds.

### POLYPOD

**ATTACKS:** Grapple 4 (DR 5)

**MOVEMENT:** 3 m

**PRIMARY ATTRIBUTES:** Build 5, Fitness 4, Agility  
-4, Awareness 2, Will 2

**DERIVED ATTRIBUTES:** Endurance 3, Reflexes -1,  
Strength 5, Toughness 2

**ARMOR:** 1

The polypod is a young adult female, not yet fully grown. It is motivated by territorialism and hunger, but will retreat underwater to its lair if it suffers one serious or two minor wounds.

If the players want to land somewhere else, they will have to swim to shore from the cutter, as it has no small craft on board. This will require a successful Swimming check if they're laden down with gear.



## INTO THE JUNGLE

Once on the island, the characters may proceed in whichever direction they see fit. If they head for the southern site, they'll make it to the native village in three to four hours, depending which side of the island they landed on. If they head for the main encampment, they'll get there in five to six hours. Regardless of direction, they'll run into a few hazards along the way. For more threats, use the marsh devil detailed in the mercenary camp (see p. 10).

First is a small copse of needle bushes. The main body of this plant consists of a huge, beautiful flower-like gourd that blooms all year round. The body of the plant, however, is surrounded by a tangle of thorn-covered stalks and brambles that form an almost impenetrable thicket around the gourd. A successful Awareness roll will let a character notice the wicked thorns on the bushes, and a successful Botany or Foraging roll will let a character know that the thorns contain a dangerous toxin.

The needle bushes can be avoided simply by walking around them. Anyone walking through the bushes must make a successful Agility roll or be scratched by a thorn, introducing a dangerous poison.

### NEEDLE BUSH

**POISON:** Paralytic respiratory toxin (Onset  
Time 30 mins, Duration 24 hrs, DR 4)

Another threat comes from a creature known as a Hangin' Joe. Joes are arboreal mollusks that attach to a tree and dangle tentacles onto the ground to trap creatures. Their hides are a mottled brown, but are typically covered with a thick mat of moss. Joes have 10 to 20 long,ropy tentacles (this Joe has 12 tentacles) that look remarkably like hanging vines. These limbs are powerfully muscled and can reach 30 meters in length.

The Joe can sense the vibrations made by creatures walking near its tentacles. Anything walking into the area is surrounded by grasping tentacles which kill by constriction. The dead victim is then hauled up to the Joe to be devoured. A successful Awareness roll is needed to spot the danger before the characters walk into the killing area.

### HANGIN' JOE

**ATTACKS:** Constrict 5 (Suffocation)

**MOVEMENT:** None

**PRIMARY ATTRIBUTES:** Build 5, Fitness 0, Agility  
-5, Awareness -5, Will 3

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes -5,  
Strength 2, Toughness 1

**ARMOR:** None

The Hangin' Joe functions purely on animal instinct, and will only let go of prey if it suffers a serious or critical wound. In this case, it will also retract all tentacles.



## THE NATIVE VILLAGE

The native village, called *Tranquility* by the inhabitants, is now a place ruled by fear. The mercenaries are bully-boys who treat the villagers as slaves. They don't kill any arbitrarily, as the villagers keep them fed, but are otherwise harsh in their treatment of them. There are 54 people in the village, but none of them will stand up to the mercenaries for fear of reprisals against their families, at least not while there are still mercenaries guarding the village.

Due to today's broadcast, most of the mercenaries are at the main encampment, leaving only four to guard the village. The village is spread around a 90-meter area, so the guards patrol around and through the village in pairs. They are used to the villagers' passivity, so they are not as alert as they should be. Jumping one pair of guards and fighting hand-to-hand shouldn't make enough noise for the other pair to hear, as long as no one fires a gun. The villagers nearby will certainly notice, but they won't give the characters away. The village is far enough away from the mercenary camp that gunfire will not be noticed by those at that camp.

Once all guards have been subdued or killed, the villagers will hastily pack and move off into the jungle to the west to hide. If the characters have lost anyone so far or want help, one able-bodied villager will offer to go along and help free the other villagers that were taken to the main camp.

If a mercenary is still alive, a successful Persuasion roll gets him to reveal the location of the main camp, the buildings there (arena, barracks, and Clayton's cabin), and the number of mercenaries present there (42). The villagers only know the location of the camp.

### MERCENARY GUARDS (4)

**GOAL:** Wealth

**MOTIVATION:** Discontent

**ATTITUDE:** Arrogant

**PRIMARY ATTRIBUTES:** Build 1, Fitness 1, Agility 1, Dexterity 0, Awareness 0, Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes 0, Strength 0, Toughness 1

**APTITUDES:** *Superior:* Close Combat, Firearms; *Strong:* Command, Military Weapons, Stealth, Tech

**PRIMARY SKILLS:** Aquatics 3, Armed Combat 5, Bureaucracy 2, Culture (GEO 2, Military 6, Street 3), Demolitions 2, First Aid 3, Handguns 5, Heavy Weapons 3, Hiding 4, Leadership 4, Logistics 3, Longarms 6, Sneaking 4, Tactics 4, Unarmed Combat 4

**GEAR:** Knife, small caliber handgun, submachine gun, two reloads for each firearm

The mercenaries that work for Force Solutions come from a variety of backgrounds, but generally care only about their paycheck. They are still disgruntled from their earlier hand to mouth living, and aren't happy that they have to stay on the island, unable to enjoy the fruits of their labors. Because of this they aren't as loyal to Clayton as they once were, and would cut him up for fish bait if their money was threatened. Most of them are overconfident braggarts, convinced of their own superiority. They tend to take out their frustrations



on the prisoners and villagers. Despite their attitude, they won't fight to the death unless unable to retreat, surrendering after taking a serious wound.

### BRAVE VILLAGER

**GOAL:** Freedom

**MOTIVATION:** Duty

**ATTITUDE:** Cooperative

**PRIMARY ATTRIBUTES:** Build 1, Fitness 1, Agility 1, Dexterity 0, Awareness 1, Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes 1, Strength 1, Toughness 1

**APTITUDES:** *Superior:* Athletics, Survival;  
*Strong:* Administration, Close Combat, Physical Sciences, Vehicles

**PRIMARY SKILLS:** Aquatics 7, Archery 5, Armed Combat 4, Culture (Colonial 4, Native 6), First Aid 4, Fishing 4, Foraging 6, Longarms 3, Meteorology 3, Mountaineering 3, Navigation 5, Negotiation 3, Orienteering 5, Sailing 5, Sneaking 4, Tracking 5

**GEAR:** Knife, speargun, six spears

This able-bodied villager is keen to help free the people that have been taken to the mercenary camp. She is familiar with the island and its hazards and can guide the characters around dangers.

## OUTSIDE THE MAIN CAMP

**The characters find themselves on the outskirts of the mercenaries' main camp.** Security is never especially tight around the camp, since the main focus is on the prisoners inside. The isolation of the island, as well as zero attempts at rescue have added to the air of laziness concerning security, so the guards are quite lax. The camp consists of the main arena building—actually a pre-fab bioplastic prison—the barracks, and Clayton's cabin. A dock stretches out into a small cove, with several fishing boats and a small luxury yacht moored there. The yacht looks to be new, and is loaded with amenities if anyone climbs on board to check.

There are two guards visible standing at the main door into the large building. The only other guards outside are the four mercenaries patrolling around the edge of the camp. They walk together and take about 12 minutes to circle the camp, if any of the characters bother to watch and time them. If the guards are ambushed on the north or east side of the camp, there's little chance a hand-to-hand scuffle will be overheard. Gunshots will instantly alert the whole camp, and the characters will be in trouble.

Have the characters be chased or pinned down before jumping ahead to **The Black Ops Team Arrives** (see p. 13).



## PATROLLING MERCENARIES (4)

**GOAL:** Wealth

**MOTIVATION:** Discontent

**ATTITUDE:** Arrogant

**PRIMARY ATTRIBUTES:** Build 1, Fitness 1, Agility 1, Dexterity 0, Awareness 0, Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes 0, Strength 0, Toughness 1

**APTITUDES:** *Superior:* Close Combat, Firearms; *Strong:* Command, Military Weapons, Stealth, Tech

**PRIMARY SKILLS:** Aquatics 3, Armed Combat 5, Bureaucracy 2, Culture (GEO 2, Military 6, Street 3), Demolitions 2, First Aid 3, Handguns 5, Heavy Weapons 3, Hiding 4, Leadership 4, Logistics 3, Longarms 6, Sneaking 4, Tactics 4, Unarmed Combat 4

**GEAR:** Knife, small caliber handgun, assault rifle, two reloads for each firearm

## INSIDE THE CAMP

As the characters first come up on the camp, they hear the whine of jumpcraft motors, and see a passenger jumpcraft approach from the north. Several mercenaries exit the barracks and wait for the jumpcraft to land off to the west side of camp beside the large building. Seven people in very fashionable and expensive clothing, obviously rich and probably Incorporate, come out of the jumpcraft and are escorted to the arena. The jumpcraft then takes off and leaves.

If the sentry patrol has been taken care of, the characters won't be spotted unless they approach from the south, the direction the arena guards are facing.

## THE CABIN

At this time, the camp is gearing up for another broadcast, so about half the remaining mercenaries are in the barracks, while the rest are at the arena. Clayton is currently in the arena, so his cabin is empty, although the door is locked. There are several windows, which are not locked.

Any character looking in can see the cabin is empty except for a native woman sitting on the floor near the bed, handcuffed by one arm to the wooden bedpost. She is sleeping, but will wake if anyone enters. She will not give away the characters to the mercenaries, but will not help them fight. She can tell them that Clayton is in the arena.

Characters searching the cabin can find an assault rifle with a full magazine behind the bed, a fragmentation grenade in a desk drawer, an unsecured maincomp on the desk, and a locked safe. The safe is too heavy to easily carry—it weighs over 150 kilograms—and has a fiendishly complex electronic lock (–4 on Lockpicking TN; only one attempt to open or a failsafe seals the lock). If the characters do manage to break into the safe, they find stacks of incorporate scrip organized by type, about 10,000 scrip total.



The maincomp has been left unsecured, since Clayton trusts that his men won't enter the cabin, and savvy characters can easily turn up payments and transactions from betting cuts. Really cagey characters might transfer all the money—about 270,000 scrip—out of the merc's account, to hold hostage or just keep it. The mercenaries may turn on Clayton if their money is threatened, at the game moderator's option.

## THE BARRACKS

The barracks are currently occupied by 18 of the mercenaries and is the source of the jamming blanketing the island. Assaulting the barracks is a suicidal proposition, given the number of adversaries there.

### "COLONEL" JACK CLAYTON

**Jack Clayton is the leader of the mercenary company Force Solutions.** He's not really a colonel; he adopted the title when he took over the company from the previous leader, whom he killed in a knife fight. Clayton is unstable on the best of days, with a volatile temper and an absolute obsession with the acquisition of wealth. While he is capable of sound judgement, his tendency to be impulsive and emotionally reactive tends to short-circuit his ability to make decisions.

Clayton doesn't clearly understand the potential consequences of his bloodsport broadcasts. He is too blinded by the sheer amount of money the broadcasts bring in. He will not back down from any challenge to his authority, no matter how badly the situation is against him.

**GOAL:** Wealth

**MOTIVATION:** Obsession

**ATTITUDE:** Manic

**PRIMARY ATTRIBUTES:** Build 1, Fitness 2,  
Agility 1, Dexterity 0, Awareness 0,  
Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes 0,  
Strength 1, Toughness 1

**APTITUDES:** *Superior:* Close Combat,  
Firearms; *Strong:* Command, Military  
Weapons, Stealth, Tech

**PRIMARY SKILLS:** Aquatics 3, Armed Combat  
5, Bureaucracy 2, Culture (GEO 2,

Military 6, Street 3), Demolitions  
2, First Aid 3, Handguns 6, Heavy  
Weapons 3, Hiding 4, Leadership 4,  
Logistics 3, Longarms 6, Sneaking 4,  
Tactics 4, Unarmed Combat 4

**BIOMODS:** Programmed Reflexes (Autoload,  
Defender)

**GEAR:** Diamond knife, large caliber  
handgun, two reloads for handgun,  
light vest

## MOST WANTED



## THE ARENA

The guards at the arena door can be dispatched if quiet care is taken and no firearms are discharged. The arena building has no windows at ground level, so no one can see the characters jump the guards, and the noise inside is too loud to hear a fight outside. The characters could slip into the arena, although they will be noticed almost immediately, since they stick out amongst the well-dressed spectators.

There is another door into the arena on the east side of the building. This door leads into the arena near the broadcast control center. Inside the arena, near the door, is a reinforced cage holding a very hungry marsh devil. Clayton plans on using it for one of the matches tonight, and has not fed the devil for days. If let loose, the marsh devil indiscriminately attacks the nearest people. The cage is not fixed to the floor, and fits through doors, so the characters could get creative with this.

The inside of the arena consists of a control room where Clayton and three other mercenaries run the broadcasts, the fighting arena bounded by electric fields, open areas around the arena for spectators to watch, and cells for the prisoners along the outside walls. The cell doors are solid and soundproof, so as to not disturb the guests. The open areas contain tables with food and drink, as well as chairs. The guests will be scattered around the spectator area watching the match. The remaining 11 mercenaries will be around the spectator areas.

At some point, the characters will announce their presence, intentionally or not. When this happens, it's time for everything to break loose.

### ARENA DOOR GUARDS (2), ARENA GUARDS INSIDE (14)

**GOAL:** Wealth

**MOTIVATION:** Discontent

**ATTITUDE:** Arrogant

**PRIMARY ATTRIBUTES:** Build 1, Fitness 1, Agility 1, Dexterity 0, Awareness 0, Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 1, Reflexes 0, Strength 0, Toughness 1

**APTITUDES:** *Superior:* Close Combat, Firearms; *Strong:* Command, Military Weapons, Stealth, Tech

**PRIMARY SKILLS:** Aquatics 3, Armed Combat 5, Bureaucracy 2, Culture (GEO 2, Military 6, Street 3), Demolitions 2, First Aid 3, Handguns 5, Heavy Weapons 3, Hiding 4, Leadership 4, Logistics 3, Longarms 6, Sneaking 4, Tactics 4, Unarmed Combat 4

**GEAR:** Knife, small caliber handgun, submachine gun, two reloads for each firearm

### MARSH DEVIL

**ATTACKS:** Claw 7 (DR 8), Bite 5 (DR 6)

**MOVEMENT:** 12/20 m. Fast and deadly, marsh devils are able to manage truly terrifying bursts of speed for short durations. These creatures cannot sustain a top movement rate of 20 m per action for more than 8 rounds.

**PRIMARY ATTRIBUTES:** Build 5, Fitness 3, Agility 2, Awareness 2, Will 1

**DERIVED ATTRIBUTES:** Endurance 5, Reflexes 3, Strength 4, Toughness 2

**ARMOR:** 3



The marsh devil has a long, tapered body and six strong limbs ending in broad, flat feet with pronounced webbing and sharp claws. It is mottled gray to brown in coloration, and like many of Poseidon's animals, has two rows of multiple eyespots running the length of its body. It is motivated by extreme hunger and will only retreat if it suffers one critical or two serious wounds.

## THE BLACK OPS TEAM ARRIVES

As noted in Background (p. 4), one of the recently taken prisoners is the son of a prominent Hanover executive. Hanover figured out the location of the broadcast and dispatched a black ops team to recover the boy. Just as the characters are getting into the fight or are discovered, the black ops team makes its move.

The 12-person team was flown in via stealth jumpcraft, and dropped off on the north coast just half a kilometer west of the camp. They have moved into position on the west side of the camp, identified where the prisoners and mercenaries are, and are ready to strike. On a visual signal (bypassing the jamming), the stealth jumpcraft flies up over the tree line and fires a rocket salvo into the barracks, destroying it and killing all the mercenaries inside. This also destroys the communications jammer, allowing communication units to be used again. When this happens, the team moves in on the arena. They don't ask questions - anyone holding a gun is targeted. Even if the team saw the characters taking out guards and freeing prisoners, they could still be working for a rival Incorporate and are therefore still a target.

### BLACK OPS TEAM (12)

**GOAL:** Accomplishment

**MOTIVATION:** Professionalism

**ATTITUDE:** Confident

**PRIMARY ATTRIBUTES:** Build 1, Fitness 1, Agility 1, Dexterity 1, Awareness 1, Intellect 0, Presence 0, Will 0

**DERIVED ATTRIBUTES:** Endurance 0, Reflexes 2, Strength 1, Toughness 1

**APTITUDES:** *Superior:* Close Combat, Firearms; *Strong:* Athletics, Military Weapons, Stealth, Subterfuge

**PRIMARY SKILLS:** Aquatics 3, Armed Combat 5, Bureaucracy 3, Computers 2, Culture (Incorporate 6, Military 5), Demolitions

2, Fast-Talk 3, First Aid 3, Handguns 4, Heavy Weapons 5, Hiding 4, Longarms 6, Piloting 3, Remote Operation 3, Sneaking 4, Tactics 3, Throwing 4, Unarmed Combat 4

**BIOMODS:** Accelerated Neurons, Programmed Reflexes (Autoload, Defender, Quick Draw)

**GEAR:** Dark uniform, light vest, small caliber pistol, assault rifle with silencer, diamond knife, two flash-bang grenades, broad spectrum visor, in-ear comms unit with hearing protection, two reloads for each firearm

The Hanover black ops team is made up of highly-skilled individuals from military and security backgrounds. They are consummate professionals who perform their tasks with objective detachment and ruthless efficiency. They are too highly compensated to be bribed, and too professional to be swayed by emotional pleas.



If the characters have cleared the camp yard and are moving the prisoners, they have to head for cover or take on the black ops team. The black ops team clears the arena and starts opening cell doors until they find the boy. As soon as they have him, they exit the arena and leave camp to the east, laying down fire to cover their retreat. They don't bother firing on a character who takes cover and hides, although they will return fire on anyone that shoots at them. The firefight will attract Clayton and three of his mercenaries who will come out into the arena and engage the first hostiles they see.

If the characters are fighting in the arena, they'll get a little help. Six black ops members come in the main door, while the other six enter through the side door. They fire on the mercenaries present in the arena, but ignore the broadcast control center. They stay only until they have the boy, at which time they pull back and retreat east. A nearby character who makes a successful Awareness or Hearing roll hears one of them say, "Pulling out. Level everything in one minute." That should be the characters' cue to get out of the camp as soon as possible.

One minute after giving the message, the stealth jumpcraft flies over the camp and unleashes rocket salvos into the arena and cabin in that order, and then flies off to the east to pick up the team and the boy. Any character in those buildings when the rockets strike takes an automatic DR 8 hit and is buried in rubble; all NPCs in the buildings struck are automatically killed. Anyone within six meters of a building when it is struck takes an automatic DR 4 hit. The black ops jumpcraft doesn't target the cargo jumpcraft or the boats at the dock.

The best thing the characters can do when it all cuts loose is make a break for the jungle, the jumpcraft, or the boats. If they take the prisoners with them, all the better. If everyone hides in the jungle until it's all over, they can easily head back to the dock and take one of the mercenaries' boats, or take the cargo jumpcraft.

Surviving characters are commended for rescuing the prisoners, or denounced for letting them die.

Just another day on Poseidon.



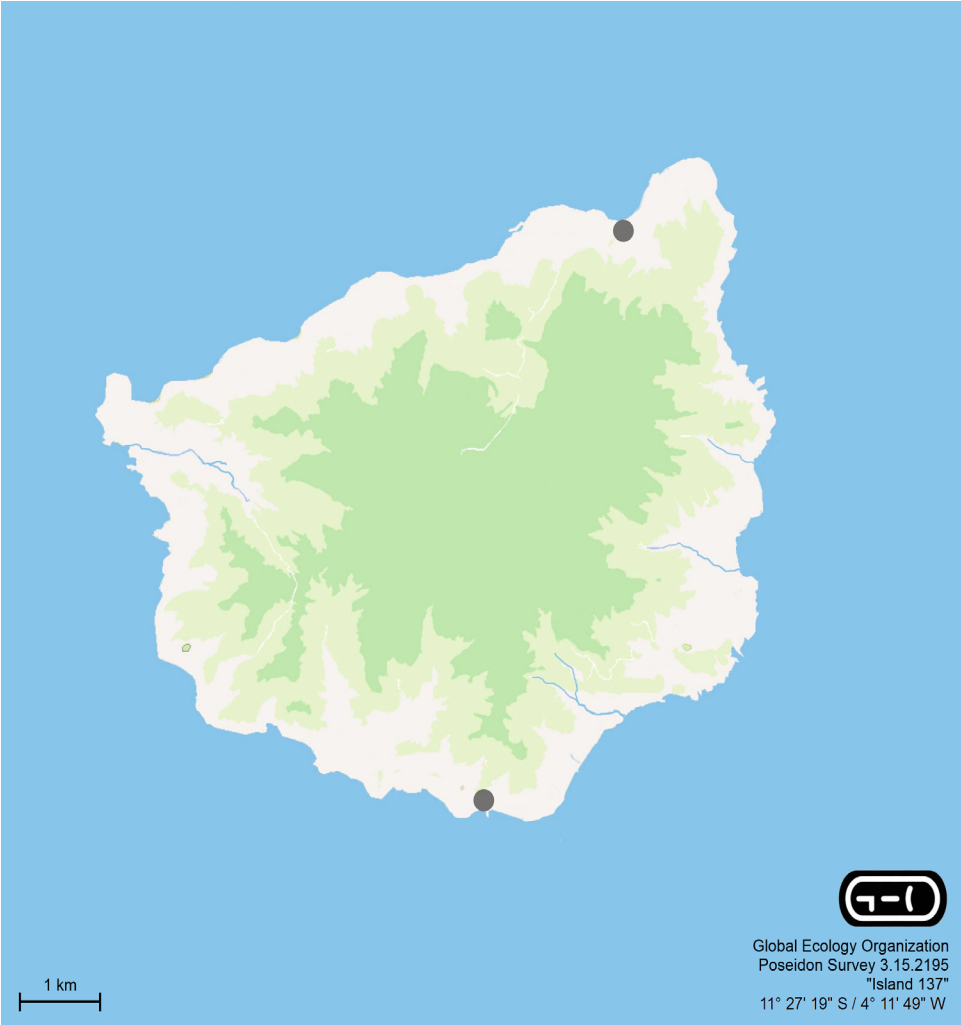
• **FIN** •





MERCENARY CAMP





**ISLAND HANDOUT**