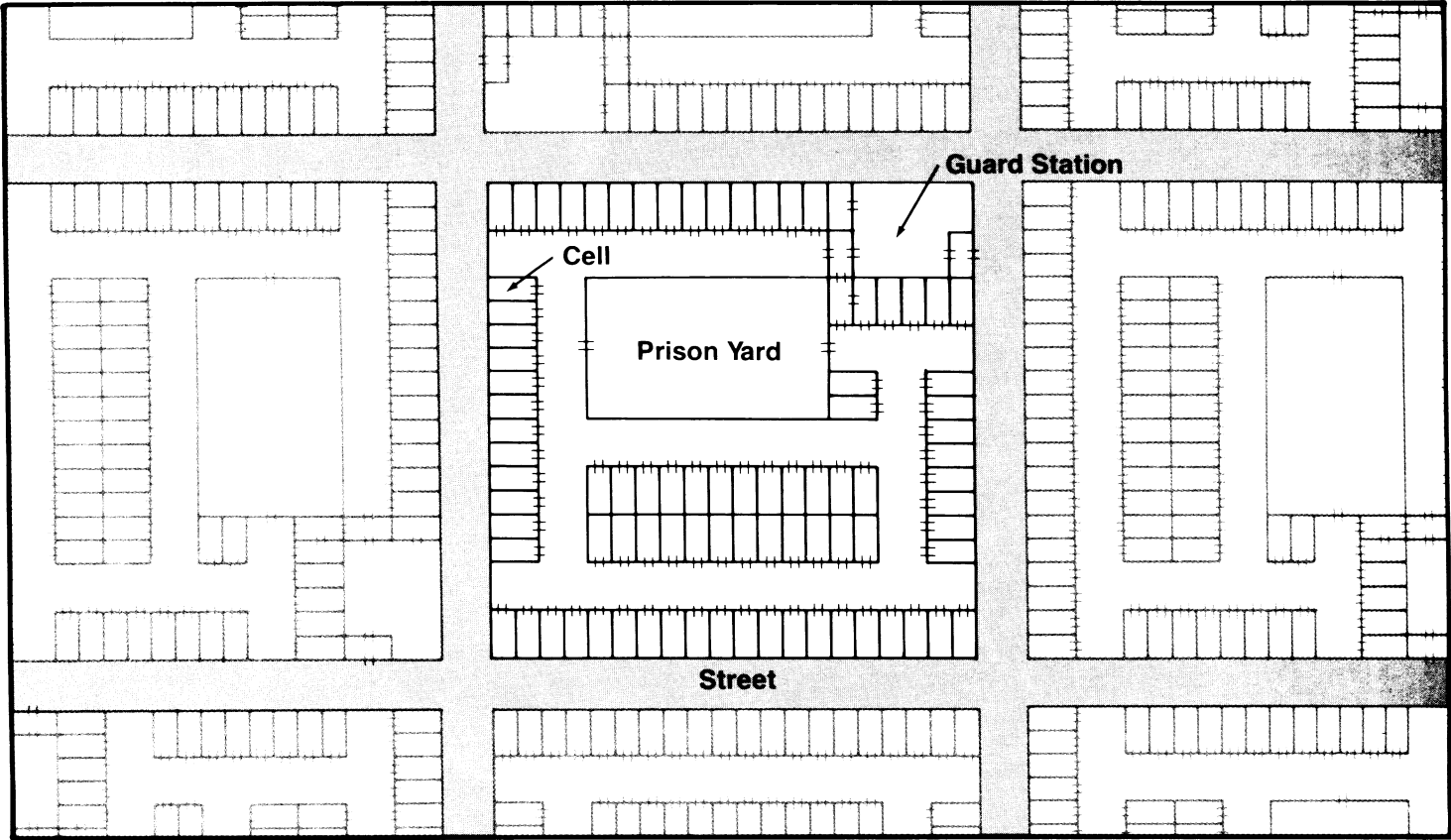


Official Game Adventure

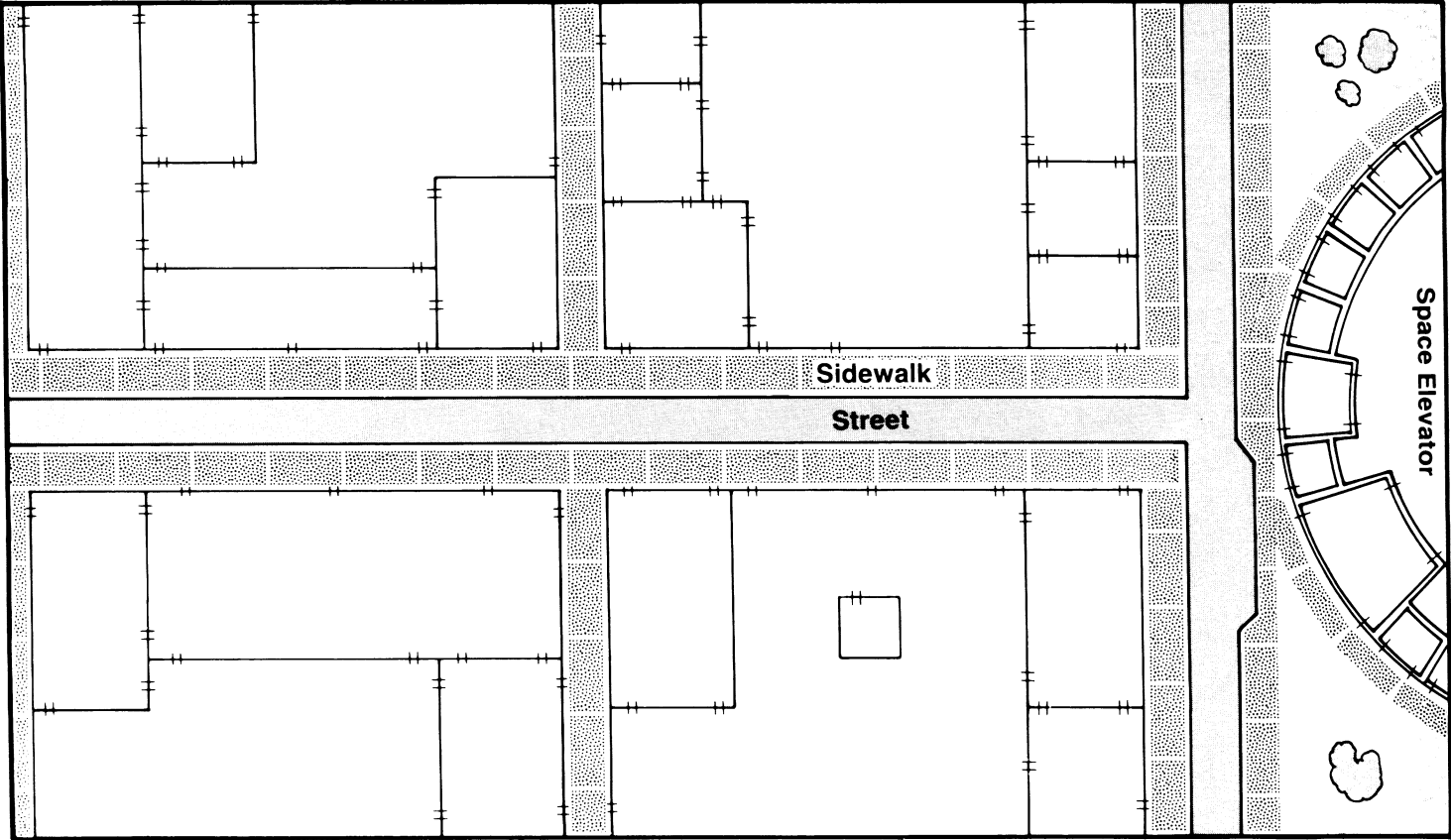
By Dale "Slade" Henson



MAP 1—Typical Detention Level



MAP 2—Typical Industrial Level



Deimos Mandate

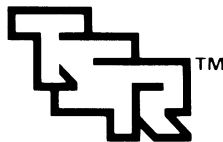
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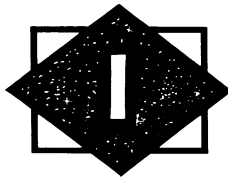
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INTRODUCTION



In this adventure, your group of player characters, serving either as NEO supporters or as members of the New Earth Organization, are sent on a mission of mercy to Mars, the fourth planet of our solar system. Their task is to rescue a soon-to-be imprisoned NEO official. It's not necessary for the players to be members of NEO, but it's a plus. It's doubtful that the NEO leaders would give this important assignment to just any adventuring group. At the very least, the PCs must be strong supporters of the NEO cause against RAM.

This adventure is designed for those players who are somewhat familiar with the XXVc™ Science Fiction Role-Playing Game system. It is suggested that the players first run through either the *Buck Rogers in the 25th Century* adventure or the *Ghost in the Machine* adventure in the XXVc boxed set before they try this one out. Their familiarity with NEO and what it is fighting for is an absolute must. Abhorrence for RAM politics is a plus as well. Buck Rogers, the tenacious hero from the twentieth century, is not available to perform this extraction duty for NEO, nor can he be present to rescue the characters "in the nick of time" should they fall prey to a regrettable snag.

Who Should Read This Module

This module is specifically designed for the game referee's eyes only. It contains all of the information regarding the happenings and the pitfalls the characters may run into. There are also several new gadgets included in the reference section in the back.

If you intend to run a player character in this adventure, READ NO FURTHER! The mystery and suspense of the adventure is completely lost if players gain all the information before the start of the game. In fact, there is a great chance that play may be spoiled for everyone, because player knowledge of future happenings equals that of the referee. After, or even before play, there is nothing wrong with players purchasing this XXVc adventure to complete their role-playing game libraries.

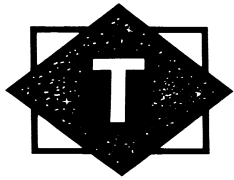
The Players

This adventure works best if at least one character from four of the main careers are present in play. Each one has a different skill that can increase the total party's chance at success. These careers are the Rocket Jock, Warrior, Rogue, and Medic. A scout or an engineer can also be of great help either with or in place of the Rogue.

Though career levels of four through six are suggested, characters of greater skill than this should suffer no penalty for their higher advancement. Characters of less than third level might find this adventure somewhat lethal at times, but good role-playing techniques can outmatch an overwhelming opposition!

Feel free to tailor this adventure to the inherent abilities of your player characters. Balance the RAM opposition with their levels of advancement if you can, but remember: the opponents do not always have to be of equal or lower level than the characters. The true test of merit in any gaming situation is the ability to best an enemy who is bigger, stronger or more technologically advanced.

STARTING OUT



he characters can begin anywhere in the inner solar system, but this adventure officially starts when the charac-

ters enter the Salvation III space station, by invitation from the leadership of NEO. (Salvation III is fully documented in the *Earth in the 25th Century* accessory, but is not necessary for running this adventure.) It climaxes on the Pavonis Space Elevator on RAM-controlled Mars, while the closing remarks occur where the adventure begins, at Salvation III.

Deep within the Earth's fifth Lagrange point lies a battered space station. This bluish wad of old, twisted sheet metal and glass is Salvation III. Salvation III is home to the largest mechanical trash dump in all the inner planets. It is also the off-planet hideout for the New Earth Organization. Here, the current leader of NEO, an aging and graying man nicknamed Beowulf, explains their political predicament and attempts to get the PCs to perform a rescue mission.

The Call to Salvation

The characters, while performing everyday duties, receive a Priority One message from Beowulf. Though he is not able to give the PCs any information over the radio, they are to report immediately to base. Beowulf is very careful not to mention Salvation III as the base, nor does he mention the player characters' names. He does this to protect the NEO supporters and the base from RAM as much as possible.

Referee Note: If PCs are not NEO operatives, interrupt a favorite tri-vee program, or song on the radio with the message. Perhaps their fax machine mysteriously starts printing . . .

Once the characters enter the space surrounding Salvation, they see thousands of derelict ships cluttering the station's perimeter. Once the space station can be seen, it appears to be business as usual for those on Salvation. Work pods and tug ships scurry about, pushing this hulk here, dragging that ship there. People in space-suits are working everywhere. All the characters see and hear is done to maintain their cover.

"Lunarian Trader LFC-4398-021A, this is Salvation. You are cleared to dock at the outer fueling port, Annex #1, vector 175 mark 67. Keep your speed at 25 clicks. It's good to see you again. Turabian, out." The chatter and fake identification is done only as a cover. The characters, as NEO agents, are not fully aware of the protection that Beowulf and Turabian have incorporated in Salvation, but it all should become perfectly clear to them in a little while. Both Beowulf and Turabian are mentioned in the **NPC ROSTER** section in the back of this book.

Once their ship clears the pressure curtain on the landing strip of the station, they hear the deep clang and hiss of a fueling port nozzle entering the side of their ship. Once they are outside the ship, they are greeted by two men, who introduce themselves as John Hancock and Dave Marlatt. The group is led to a large open elevator, called ANX-1, which takes them up to the fourth level. Each preceding level is filled to capacity with equipment and parts. These storage units are so complete that there are enough parts to com-

pletely build three or more heavy cruisers. Once the elevator stops, they are led to a closed door. John reaches out and punches a series of numbers in a digital key pad next to the door. He is not secretive about the combination, so if the characters are looking, they can see that he types in '90125-1814.'

The door opens on an small airlock. Once the characters are inside, they are enveloped in a deep red light.

While in this light, everyone feels a slight tingling pass slowly from head to toe. After a short minute, the white lights come back on, and a small sign above another doors lights up, saying "*Bacterio-Viral Eradication Complete.*" The inner door then opens, revealing a long, narrow, dimly lit room. There are no windows to provide a view. Seated in this room are three gentlemen, and two ladies.

"Welcome, welcome! Please have a seat." One of the younger men jumps to his feet and quickly approaches the characters with a friendly gesture and an outstretched hand. He is dressed in a white jump suit, with the NEO logo on his shoulder. His soft-soled boots make slight squeaking noises on the smooth floor. He graciously leads the characters to empty chairs. John and Dave, the character's escorts, stand silently next to the door. John whips out a cigarette in apparent boredom, and lights it dramatically.

The eldest man stands and runs his fingers through his graying hair. Smiling at the characters in a cheerful, yet stressed manner, he addresses them, waving a scarred hand toward the man seated at his right side. "I would like to introduce you to Salvation III's Commander, Turabian. To his right, Flight Leader Boyington, and to my left, Pilot Earhart and of course, Colonel Deering. My name is Beowulf. As you may or may not know,

Phoenix is an organization much like NEO. They damage the progressions of RAM in Earth's politics as much as possible. Our two groups, or "terrorist organizations" as RAM tags us, have worked together on many occasions, and we have trained our pilots together in the same classrooms.

"The Phoenix leader, Regal Bacci, was captured three days ago by a RAM agent who managed to get his spying foot in their door. Bacci has been sentenced and is to be sent to the Deimos Prison in two days. . . . we would like for you to extract him from the Pavonis Space Elevator before he is transported to Deimos." He looks keenly at the characters, waiting for their response.

Beowulf allows the characters to mull it over a while. If they are members of NEO they are granted a bonus, if they ask for it, of 50cr per individual. Beowulf guarantees that it is equal to full officer's pay. If the characters are not members of NEO, but they are strong supporters, they are offered a position within the firm with pay equaling 200cr or more per month, which is the standard starting pay for NEO members. This is approximately what the characters should be making now, if they are members of NEO's forces.

NEO is unable to pay very well because most of the resources they receive are immediately dumped back into their organization. The characters should realize this fact. In fact, many of the freedom fighters employed by NEO are never paid. They acquire room, board, fuel, and the guarantee that NEO will attempt to extricate them from any imprisonment that RAM may put on them, and that's about it.

Colonel Deering takes the floor from Beowulf who sits down. "I'm not going to give the same gratuitous crap that every-

one gets before a potentially dangerous mission. The truth is this: The job *is* dangerous. Very dangerous. We don't expect to see all of you after the extraction mission is complete. In fact, there is a chance that none of you are going to make it home alive, but we do have some precautions built into the scenario now." Colonel Deering slides a chip into a slot, and taps in a combination on a keyboard. A hologram rises from the floor, showing blueprints of several layers of the Pavonis Space Elevator.

Referee Note: *These layers are supplied on the inside cover of this adventure.*

Each level is on a separate sheet, but the different floors are too large for the scale shown in the blue prints.

"These are two levels of the Pavonis Space Elevator. We are unable to show you all the levels because the thing is just too damned big." Wilma Deering answers any question that the characters put forth to her if she can. Below are a few answers to some possible questions the characters may ask. She does not voluntarily divulge that information. She assumes the characters already know the answers to questions unasked.

How long have we got to do the job?

- The characters must make the extraction before the inner moon of Mars, Deimos, reaches conjunction (the closest proximity) with Phobos, which is at the top of the space elevator. If the prison guard makes it here, Regal Bacci is lost forever. It is doubtful that he will ever be seen again.

What kind of protection does Bacci have?

- Regal Bacci is to be escorted and surrounded by eight guards. These guards are from the Martian police forces. One of them, Major Marcus Wolfe, is a vicious

officer-class Mark II Terrine who does not believe in the 'Due Process of Law.' He should be considered dangerous. See the **NPC Roster** for a full description of both Mark II Terrines and this lethal adversary in particular. His men follow his every word without falter.

Can we use our own ship?

- Even if the characters insist, Salvation III and NEO supply them with a ship in which to make the trip.

How was Bacci captured?

- Regal Bacci was captured performing duties for NEO. This is why it is their responsibility to extract the man. NEO also furnishes a few weapons upon request. These are one laser pistol, two rocket pistols, and one microwave gun. They are able to supply the characters with additional batteries only upon request.

What if we get caught?

- If the characters are caught, NEO may have Phoenix go in and get them. Their success, like the PC's success is not guaranteed, but the attempt is insured.

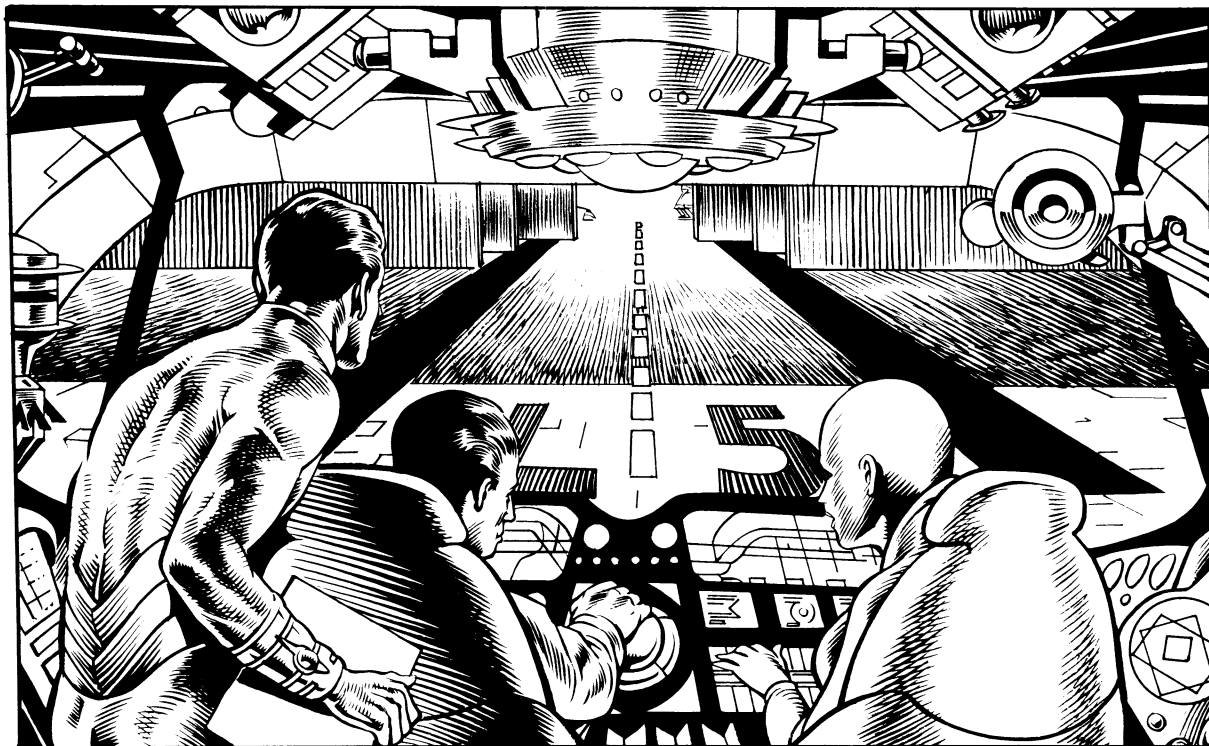
Wilma Deering closes the meeting with one more comment. "If you are caught, RAM may use you as a propaganda tool. Expect the worst of treatment. They use every trick in the book in order to pull any information RAM feels is necessary. Hopefully, any extraction can take place before that occurs. That is why the mission to save Regal Bacci is so very vital. He has been found guilty, but now that he is heading off to prison, he is to be tortured until there is nothing more to tell. If they succeed in tearing him down, we are all doomed. He knows everything there is to know about us."

When the meeting is over, the characters are escorted back to the flight deck, where the characters immediately notice that their ship is gone. In its place, there is a light cargo ship that is being repaired. The PCs are taken to another door in the forward section of the space station. This door is labelled BW-1. Once everyone is inside, they are again subjected to the *Bacterio-Viral Eradication*.

Once the process is done, a small panel near the door opens up, exposing elevator buttons. The numbers range from B1 through B3, and 1 through 3. Their escort hits B3, settling himself against the wall. When the doors open, he shows them to their own rooms. Each of these small chambers contain a bed, dresser, video viewer, and a radio. The escort gives the PCs a tour of the bathroom as well, which contains all of the necessary facilities. Here, he gives them permission to roam

wherever they wish, as long as they do not interrupt the 'business as usual' on the first floor. When the tour is finished, he leaves.

Allow the characters to investigate the space station at this point. They find two exercising facilities, two cafeterias, sleeping quarters, and the small area of offices where the accounting and billing departments perform their work. The station appears to be nothing more than a standard repair facility, but here, NEO conducts most of its off-Earth besiegement. There are no encounters until they are awakened in the morning.



HEADING OUT



hen the characters are ready to proceed with the mission, they are again called into the NEO meeting hall.

There, Beowulf and Boyington wait patiently for them to arrive. The two NEO warriors wish the characters a safe and successful mission.

"Before you go, we have some things that you will need. Here are RAM ID cards for each of you. We also have some clothing with the RAM corporate emblem on the chest. The emblem signifies each of you as a corporate manager. This means that you are very high up; directly under the corporate director. That should get you anywhere without too many check-point hassles. Also, we have a vehicle downstairs for you. It ain't pretty, but it will get you where you want to go. Her name is the *Hellas Breame*. She isn't heavily armed, but she sure can move! She is also modified to hold more fuel, but this limits her cargo capacity significantly."

The ID cards that the characters receive have their names on them, so they don't have to worry about remembering another name on top of everything else. If the characters ask, the identification cards show them to be employees of the Economic Affairs Division of Earth; a subsidiary of RAM.

Hellas Breame (Scout Cruiser): Tonnage 50; Length 50; Width 12; Cargo 3; Hit Points: Hull 100, Sens/Comm 25, Controls 25, Life Support 50, Fuel 140, Engine 75; AC 6; Armaments: 1 Missile Mount, 2 Gyrocannon; Crew 9; Speed 5; Reaction Bonus -1; AC Defense Bonus -2.

As the characters leave the confines of the Salvation III Space Station, they hear one last comment from Turabian. His message is on a secured and coded frequency. "Remember that you are RAM corporate officials now, so act like it! Oh, and one more thing. It is smarter if you land the ship on the ground at Mars-Pavonis, instead of on Phobos."

Once the coordinates are fed into the flight computer, the characters find that they are 18 light minutes from Mars. This equates to six and one-half days at 20 fuel points per day. The characters are unable to choose their own fuel consumption, because intelligence reports that the PCs have only a week left to make the extraction. They do not have the fuel capacity to speed at 40 fuel points per day.

During their trip to Mars, the characters have a one in eight chance (1 on a d8) in an encounter with one of the following ships. The ships are listed in order of their appearance. If they run into only one ship, it is the RAM heavy cruiser.

RMS Chryse: RAM Heavy Cruiser; Tonnage 500; Length 1,000; Width 250; Cargo 250; Hit Points: Hull 2,000, Sens/Comm 500; Controls 500, Life Support 1,000, Fuel 1,500, Engine 1,500; AC 4; Armaments: 5 K-Cannons, 5 Heavy Missile Mounts, 5 Pump Lasers, 5 Gyrocannons; Crew 135; Speed 1; Reaction Penalty +1; AC Defense Penalty +2

Ceres Knave: Pirate Scout Cruiser: Tonnage 30; Length 60; Width 15; Cargo 15; Hit Points: Hull 120, Sens/Comm 30, Controls 30, Life Support 60, Fuel 90, Engine 90; AC 6; Armaments: 1 Heavy Acceleration Gun, 1 Missile Mount; Crew 3; Speed 34; Reaction Bonus -1; AC Defense Bonus -4

The *RMS Chryse* is seen travelling far ahead, in the exact path of the character's ship. When the PCs approach, the captain of the ship asks the characters for identification. If they answer, the captain accepts it without challenge. He asks the PCs if they wish an escort to their destination. The characters can accept or refuse without worry of their cover. (Acceptance of escort depends upon how soon they meet the RAM heavy cruiser. The referee should feel free to warn the characters of the time constraint. Their on-board computer would.)

Referee Note: if the characters accepted the escort from the RAM heavy cruiser *RMS Chryse*, the pirates in the next encounter turn tail and leave without ever engaging. The PCs see a momentary blip on the screen ahead of them, but it leaves immediately.

If the characters should meet the *Ceres Knave*, the pirates order the characters to halt immediately or be blown out of the sky. If the PCs stop and allow the pirates to board, they steal all of the character's valuables, as well as 20 points of fuel. As soon as this is done, the pirates leave. If the characters refuse to halt, the pirates attack. They fight until one of the following conditions is met:

- The *Knave's* Sensors/Communications, Controls, or Life Support systems are destroyed.
- One of the other sections of the *Knave* receives one-half damage.

At that point, the pirates attempt to escape the characters at full speed. The characters can either pursue to destroy, or they can leave the pirates to their plight. Keep their time limit in mind.

The characters' travel is nearly over. Mars looms ahead of them in the view screen. Several small pin-points of light are seen in the distance as well. As the planet is approached, a voice crackles the silence

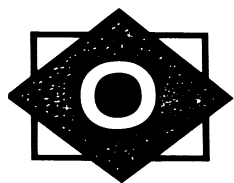
in the cockpit. "*Phobos-Pavonis Traffic Control to incoming vehicle. You are approaching Mars space. Please identify yourself.*" When they respond, the Space Traffic Controller asks their destination. The controller then gives the Rocket Jock character air rights and landing instructions. "*You are cleared to land at Mars-Pavonis. Maintain a holding pattern at a speed of 1,000 miles per hour and await further instructions. Phobos-Pavonis out.*"

Have the Rocket Jock character roll an Average Skill Check on the Pilot Rocket skill to perform the deeds successfully.

In 45 minutes, another voice crackles across the cockpit's speakers. "*This is Mars-Pavonis Traffic Control. Hellas Breame, you are scheduled to dock in five minutes. Adjust heading to three point seven degrees port, and speed to 250 Miles per hour. Land at Access 12. Thank you for joining us, and enjoy your stay...*" The Rocket Jock must roll another Average Ability Check on the Pilot Rocket ability to adjust course and speed. Landing the craft, however, requires a successful Difficult Skill Check on the Pilot Rocket ability. If successful, there is no damage to the ship.

If the check is unsuccessful, the ship is landed, but there is a chance for damage. The percentage chance of damage to the ship is determined by the amount by which the roll was exceeded; for example, if the Rocket Jock requires a 40 on a 1d100 roll, but gets a 72, the character missed by 32. This means that there is a 32% chance that the ship was damaged in some way. Roll against the **Ship Hit Location** in the **Characters and Combat** book from the **XXVc™** boxed set, to determine the damaged system. The system takes one-half the missed percentage roll in damage. To continue the example given above, the ship would suffer 16 points to the randomly determined location.

PAVONIS SPACE ELEVATOR



nce the characters successfully set their ship down, they notice a box sealed with a great deal of plastitape lying under one of the seats. Inside the box, there is some equipment that NEO figured the characters might need. There are several small plastic items in a small zip-lock bag, along with a slip of paper. The paper explains that the items are ear-inserted **Speak-Easy's**. The **New Technological Items** section at the end of this adventure explains in detail how these items work.

Meanwhile, maintenance crews come running up to the ship, to see if they can be of any assistance. These are the men that perform preventive and corrective maintenance and fueling services. These services are provided only if the owners specifically request it. They also can recharge and restock weaponry, but the cost is usually 50% more than the stated price in the **Technology Book** from the **XXVc™** boxed set. They rope the ship to a transport that moves the rocket to a hangar safe from the exhaust of other incoming and outgoing rockets. This also assures the ship's safety from the wicked storms that frequently brew on Mars' surface. The cost for storage service is 100cr per ship. This is an expense that NEO did not consider.

A magnetic monorail shuttle waits at a terminal 1,000 feet from the hangar area. The computerized train waits for patrons to climb aboard for the ten mile ride to the Pavonis Space Elevator. The ride is a free service to those who park their rockets on one of their pads. The rail car is a very comfortable vehicle. The motion is barely felt, and the chairs are well padded. The familiar electric smell of ozone is

light but unmistakable as the train whirs along its super-conductive track. Within minutes, the rail car comes to a silent stop. The doors open, revealing a somewhat pyramidal mass of buildings. They are now at the brink of the city of Pavonis, the home of the Pavonis-Mars Space Elevator.

The gigantic elevator sails straight up into the sky as far as the eye can see. From their vantage point on Mars, the end cannot be seen. The section above the city of Pavonis is more than 750 feet in diameter. The space elevator's anchor, which is the entire city, is well over ten miles in diameter, and hundreds of floors high. The majority of the buildings have the distinctive Martian pyramidal shape. The entrance to the City of Pavonis is a large gate which is blocked by several dozen guards, robotic units and large canine-like animals. There is no way to enter the city without going through these gates.

When the characters approach the gates, the terrine guards there instantly snap to attention. They ask for identification from everyone. The guards take the ID cards, and run them through a computer. After a wait, the guard returns the IDs. If the characters try to make small talk with the guards, the Terrines wonder why the PCs, being so high in the corporation, would talk to mere guards. Any answer is accepted, but rolling a handful of dice may cause the characters to sweat it out a bit.

One of the Terrines picks up a phone, typing out a ten digit number. He speaks on the phone for a long time, before coming out to the characters. "You have . . ." He pauses for a moment . . . "been given clearance. Welcome to Mars." The terrine's gruff voice has a definite air of disappointment in it. The characters are

allowed to maintain possession of all their weapons.

As the characters pass through the gates, they enter the bowels of the City of Pavonis only to be immediately enveloped by a very large crowd of what appear to be Martian workers. They are a mob on the verge of violence. The noise level is almost deafening. Angry shouts can be heard as the people mill about, solidifying into a chant of "Die, Bacci, Die!"

Suddenly over the noise of the people, several high caliber weapons are heard echoing through the enclosed city. Screams of panic burst from the crowd as the people begin running about, trampling their fallen comrades as they run from the sound of the weaponry. Within minutes, the characters can see 30 or more Terrines striking at these running people with truncheons and firing on them with small caliber rocket and laser pistols. Several dozen of the workers are wounded, and lay on the floor of the city in pools of blood. Cries of despair can be heard from several blocks away. The Terrine guards come up to the characters with their clubs raised high, until they see the RAM Manager patches on the left breast pockets of their uniforms.

"Excuse us, managers. We did not realize any of you were caught in this mob." Seven Terrines stand before the PCs, apprehensive to arrest RAM personnel with high rank. If the characters claim that they have just entered the city limits, the guards apologize clumsily, and bid them good day.

Should the characters begin fighting, the Terrines try to subdue the PCs without killing them. At that point, they are arrested, sent to prison, and their true identities and alignment with NEO are discovered. Refer to the **Characters Who Are Caught** section in the **RAM's Most Wanted** chapter of this book for what

happens to these unfortunates.

As the characters meander throughout the city, they are approached by a kindly, older man. "Hello. My name is Mortimer, assistant to Natalia Holzerhein, the Director of Health and Martian Services. I have been sent here by my employer to show you around Pavonis. We realize that first-time visitors to the finest RAM city on Mars, besides Coprates of course, can sometimes become unnerved. I am here to make your transition as smooth as possible. Ms. Holzerhein sends her greetings, and looks forward to hearing your report regarding the Economic Affairs of Earth. She is always looking for the 'Inside Information' regarding any monetary investments she can make." He cups a hand around his mouth and whispers, "She never gets the inside scoop from Werner. For relatives, they sure compete against each other! Come, I'll show you to your suite."

He leads the characters to an elegant elevator. He runs a card through an electronic card reader and smiles at them. "Oh, by the way, I am to give each of you one of these." He hands the PCs each a card identical to his own. They are a deep red color, thin and very light.

Soon an elevator comes, and he walks in. He holds the doors for any of the PCs who may be somewhat apprehensive about getting in. "Don't worry. These elevators are the newest and the finest in existence today. You won't find anything like them on Earth, I'll tell you that!" Mortimer, definitely proud of the Martian legacy, hits a button labelled **LEVEL-24**.

At this point, he answers any questions the characters care to put forth to him. If the characters ask him what the riot was for, Mortimer explains that the NEO prisoner, Regal Bacci, was on public display. The riot erupted when he mocked the Martian way of life, saying that it is the

epitome of the evil men can do to one another. The people did not take kindly to the propaganda, and they tried getting through the Terrine forces there to kill the man. It soon got out of hand, and several Martians were killed.

Because an elevator ride can take as long as a few hours, the elevator is well equipped for travel. Several comfortable benches line the wall and center of the elevator. There is also a well-stocked bar. Mortimer instinctively helps himself to a drink and one of the chairs in the middle.

After nearly 10 minutes, the elevator slows down, and the door opens. An almost-human voice comes from a hidden speaker, saying, *"Level Twenty-Four. This is the end of your lift. Please be sure to remove all belongings from the elevator before departing."* This floor is laid out splendidly. It has streets, light posts, sidewalks and several multi-storied apartment-like buildings spread across its total footage. Mortimer leads the PCs only a short way before they board a super-conductive rail car. He tells his instructions to the robotic car, which immediately heads in the specified direction. They travel about 1,000 feet before it whispers to a stop in front of the nearest building.

"Well, this is where we get off. Natalia has rented the finest apartment on this floor. Here, I'll show you." He leads the characters to the nearest door, and instructs one of the PCs to run his card through the slot. The door opens, releasing a breeze of fresh, clean air. The apartment has two levels, with enough bedrooms for all the characters. There is a bathroom with a jacuzzi for ten. The PCs should get the impression that this place is quite elegant. It rents for 2,000cr per month, ten times the amount of money that the NEO freedom fighters earn.

Mortimer shows them the video-viewer, also known as the Tri-Dee. He explains that Media-Bloc is on channel Two, should the characters wish to catch up on current events. As Mortimer approaches the door, he turns to the characters one last time. "I'll see you all in the morning. Please, this is your home while on Mars; enjoy yourselves. Good night." The door closes as he leaves.

If the characters check out the surrounding area, they find this residential section to be very peaceful. The streets are empty, except for the occasional Martian employee catching a ride on one of the rail cars. A group of children can be seen kicking a small boomerang ball on grass that smells freshly cut. There are no signs of police, Terrines, or anyone dangerous, nor is there any sign of observers watching their apartment.

Should the characters tune in to Media-Bloc, they come in on the middle of a newscast on the morning's riot. Several points are brought up that the characters should find very useful, including the following:

- Regal Bacci's life is shown in the Martian perspective. Regal Bacci has been the leader of the terrorist organization *Phoenix* for many years. Regal, also known as Infinity, was a minister who had a church in the Montrealeorg. He was first imprisoned thirty years ago when RAM intercepted a sermon he was giving one Sunday morning. He was encouraging the people within radio range to fight against everything that RAM stands for. He condones the killing of innocent women and children. When *Phoenix* was created, he had the support of other terrorists organizations like NEO, another gang who makes a habit of killing the innocent.

Together these two groups have brainwashed the good people of Earth into believing that they are heroes.

- Regal Bacci is a tall, proper looking man with always-mussed, greying hair. He is sixty-two years old, but still as wiry as a man one-third his age.
- In spite of his "dementia," Regal's intelligence and wisdom have made it very difficult to find and capture him.
- He is a dangerous maniac with a 100,000cr price on his head, which goes to the Director of Corporate Security, Siegfried Holzerhein. Siegfried is credited with the capture of Regal Bacci.
- Regal Bacci will be displayed tomorrow at 2:30pst (Pavonis Standard Time) on Level 54 of Mars-Pavonis for those of the cache, which means only those of importance can be there.
- After tomorrow's presentation of the criminal, Regal Bacci is to be transported the rest of the way to Phobos-Pavonis. A shuttle, guarded by three battlers, is to fly him to the Deimos prison, where Regal will spend the rest of his life in the solitude he so richly deserves.

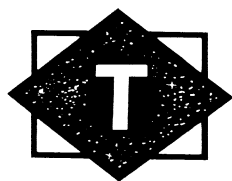
The player characters should get the impression that this upcoming viewing is the only safe time to rescue Regal Bacci. All the other times, he is guarded too heavily. If they wait until the elevator is at Phobos, it is hopeless. The moonlet is used by nearly every ship that comes to Mars for trade or for lei-

sure. The referee should make it clear that after tomorrow, any hope of extraction is completely lost.

The day is coming to a close, and there is nothing that the characters can do today. They should sleep, in order to be ready for their extraction tomorrow. If the PCs do not take this opportunity for rest, the referee should penalize their Initiative, to-hit rolls, Intelligence and Wisdom check rolls by one point for fatigue until they have had a full night's sleep.



THE TARGET IN SIGHT



he characters wake up in the morning by an annoying buzz of a Videophone. When it is answered, Mortimer's bright, cheery face blips onto the liquid crystal screen.

"Good morning, all! I hope you had a pleasant rest. I just thought I'd warn you that I am coming over in about an hour to pick you all up. I figured you could use a very good Martian breakfast, after which the NEO prisoner, Regal Bacci, is on display at my boss's front hall. What a way to top the afternoon, eh? I'll see you then." The screen quietly blips off.

The characters have exactly one hour to plan their course of action, should they wish to do so. If they are comfortable with the lifestyle that RAM has offered them, then allow them to pursue it if they wish. (Their greed expedites their end, because it won't be long before the fake identification cards are discovered.) Allow them to see the maps again, should they request it. It is assumed that Colonel Deering gave them all the necessary chip-copies of the maps she showed them.

Like clockwork, Mortimer shows up at the character's door. He has a pocket-size hand-held video camera in hand. He tells the characters that he wants to pull some shots of the NEO punk for his scrapbook of infidels. He waits until the characters are all ready to leave, and escorts them to the waiting rail car. The car again makes the very short trip to the Pavonis elevator shaft.

Mortimer again slides his card through the slot, and requests an express elevator. It soon arrives, and he takes the characters to the 50th level, where he orders them a late breakfast. He willingly pays for the whole bill, insisting that it's "on my boss' tab." He

has a few areas of conversation that he wishes to discuss. They are listed below:

- "What is Earth like? I've always wanted to go there, but I can never find the time to take a vacation, because the job is so demanding."
- "I enjoy working for Natalia. She is a very nice woman. She is as loyal to Simund as they come."
- Mortimer also asks the characters what they are doing now in Economic Affairs. If the characters cannot come up with a good lie, he replies, "Oh, sorry. I guess you can't speak about it. Well, I'll not say another thing about it."
- "Where were you all born? I notice that none of you have the genetic alterations that are very common on Mars."
- "Heard any good rumors lately? I hear that Marcus Wolfe is trying to marry my boss, Natalia Holzerhein. They say that he is marrying her only for the power her name holds."
- "I guess Siegfried and Holloran Holzerhein are at it again. I tell you, the fights those two wage are legendary! It seems that Holloran is complaining because Corporate Security made an arrest in the Coprates city limits when a beggar was found panhandling on the steps of the capitol. Holloran is saying that the arrest should have been the responsibility of Internal Affairs. These two divisions can never seem to figure out where their responsibilities lie."

If the characters make any rumors up or spread rumors from Earth, Mortimer realizes that the characters are not who they seem to be. He does nothing to clue the characters in on his discovery.

Once the breakfast is over, Mortimer again takes the characters to the elevator

shaft of the Pavonis Space Elevator. This time, he has one of the characters put his or her card through the elevator call-slot. When it finally comes, Mortimer presses the button for **Level 54**. After several minutes, the elevator stops, opening up to a very spacious room. This room is 70 feet wide, and 60 feet deep. There are several planters with beautifully trimmed trees and other non-flowering plants. It smells clean, but there is the slight ozone tang of computer circuitry in the air. A series of three steps leads to a group of padded benches on the left side of the room, while a small circular stage is in a right hand side corner. Several suited executives are meandering throughout the room, laughing, talking and drinking colored beverages from thin, clear plastic glasses.

Mortimer looks at his wrist watch, saying that there are a few minutes left before the showing of *Regal Bacci*, so there

is time yet to see Natalia Holzerhein. He begins leading the characters to the stairs at the back of the room. Just then, an elevator door opens up, revealing eight guards with laser pistols in hand. One of the guards is definitely Terrine. With them, there is an older man with wild, unkempt hair. His arms are tightly cuffed behind his back. As Mortimer leads the characters up the stairs, a woman opens a door and steps out into the hallway.

"Oh, Mortimer. Welcome back. Are these the employees from the Economic Affairs Division?" She smiles brightly, extending her hand to the characters for them to shake. When he affirms her assumption, she says, "Please, come into my office and have a seat. I have to get a cup of coffee before the showing, so I'll be right back." She leaves with the scent of her perfume still in the air. The door closes silently behind her.



TERROR ON THE 54TH FLOOR



s the characters sit relaxing in the office of Natalia Holzerhein, the sounds of laser fire, automatic rocket rifles and screams can be heard coming from the room adjacent to the elevators. If the characters decide to go out there and fight, Mortimer begs them not to. He goes to a computer terminal, and accesses the cameras. There, on the screen, the PCs see what appear to be pirates herding their captives onto the raised portion of the room. They are armed with plasma throwers, laser rifles, grenade launchers, and automatic rocket rifles. They are dressed in totally black leather suits, with laser resistant helmets.

Pirates (8): As 5th level Terran Warriors: Hp 40; AC 0; THAC0 16; Str 16; Dex 17; Con 13; Int 15; Wis 15; Cha 14; Tech 16

Weapons: These weapons are distributed as evenly as possible amongst the pirates: 3 grenade launchers (4 Shots/each): Dmg 4d10, ROF 1/2, Range 200; 5 plasma throwers (3 Shots/each): Dmg 4d10, ROF 1/2, Range 400; 6 rocket rifles (40 Shots/each): Dmg 2d8, ROF 1, Range 2,000; 2 laser rifles (28 Shots/each): Dmg 1d12, ROF 1, Range 3,000

The pirates shoot several of the guards in the process of securing the floor. Oddly enough, Siegfried Holzerhein and Marcus Wolfe, both members of Corporate Security, are not injured in the takeover. Natalia Holzerhein is thrown in with the rest of the corporate brass. They are forced on their knees, their hands tied. The weapons that the Martian Police had are thrown down a forced-open elevator shaft.

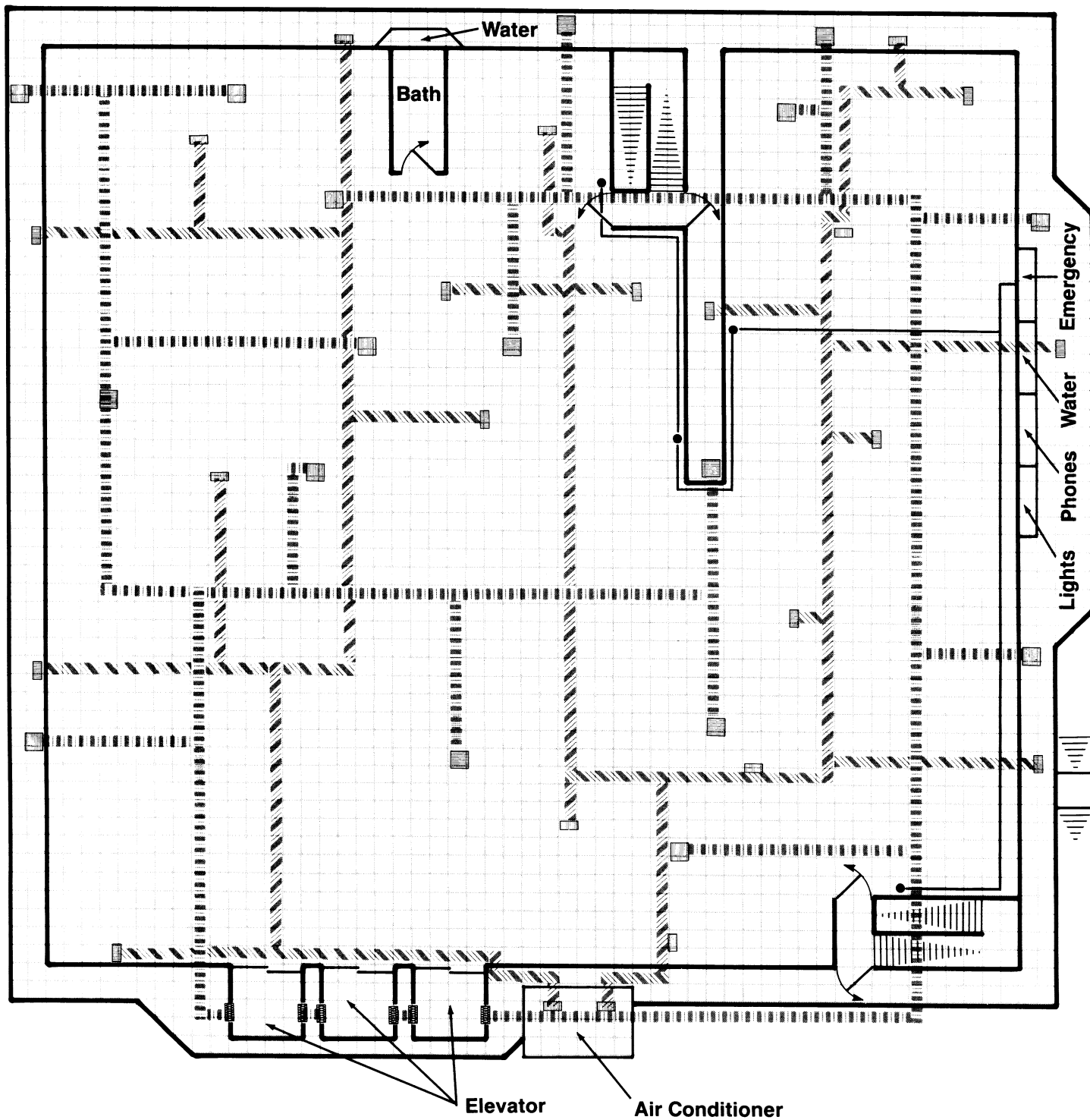
After the pirates have herded their pris-

oners to the left side of the room, they shoot the security cameras, effectively blinding both the characters and Pavonis Security. Voices can be heard ordering someone to check the other rooms. Mortimer, at this point, admits to the characters that he knows who they are. "I know that you are NEO terrorists . . . I mean freedom fighters. I have known this for some time, but we need your help now. If you can eliminate the terrorists out there, I can work a deal for your safe escape. You can leave with Regal Bacci, if that's why you're here. Hurry, up the vents here, or down there." He points to the two duct openings, urging the characters to hurry before they are caught by the pirates. Mortimer refuses to join them, but if they insist, he follows the characters into the shaft.

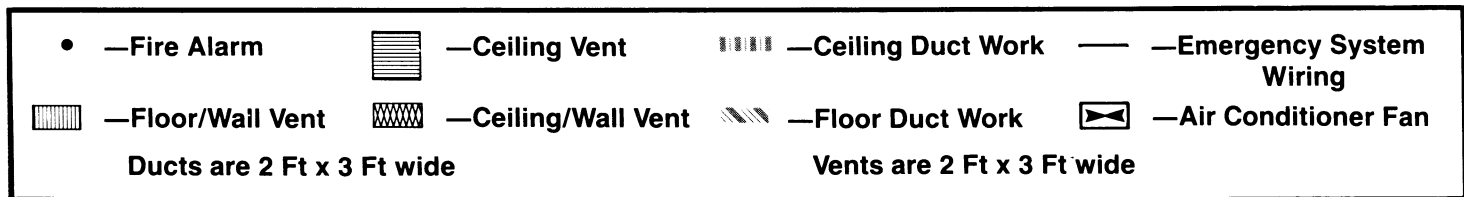
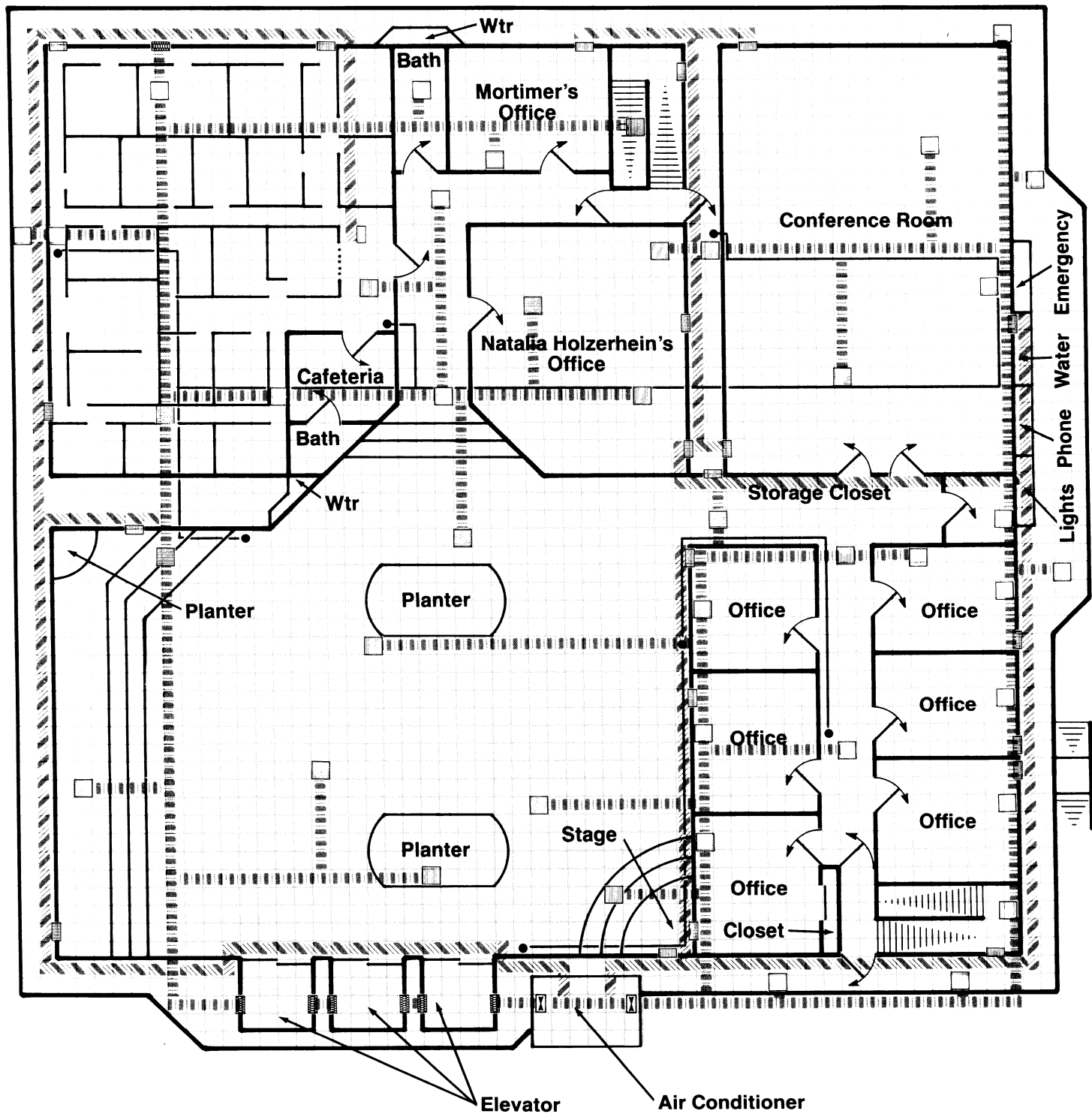
Referee Notes: The pirates have been hired by Marcus Wolfe to break into the Pavonis Space Elevator to kill the Director of Corporate Security, Siegfried Holzerhein. He feels that this is the only way to secure Siegfried's job. At the same time, he is 'protecting' Natalia, so that she will marry him out of gratitude. Marcus has encouraged the pirates to extort as much money as they wanted from RAM in the process. The idea is to make everyone assume that the pirates are greedy and gutsy individuals who have no ties with anyone in the RAM organization. If in the process people believe that these are NEO terrorists, so much the better.

Unfortunately for Wolfe, pirates will be pirates: They broadcast a message demanding a sum of 2 million credits from NEO for the release of Regal Bacci, while demanding 15 million credits from RAM for the safe release of their prisoners,

LEVEL 53



LEVEL 54



which includes several of the top executives of the RAM corporation. RAM, however, has never given in to terrorist actions, and does not plan to start now. In a few hours time, RAM shall have nearly 50 heavily-armed men storming the floor, shooting at everything in sight until all the pirates are dead. The managers and the other 'important' people here mean nothing to the corporation. They are to be used only while they are convenient. Once the convenience is gone, so are the people. This is the RAM way.

The characters, to successfully complete their mission, must eliminate all of the pirates without killing *any* of the RAM prisoners. This will be more difficult than it seems. When running this scenario, allow them to view the maps (since NEO let the PCs take the maps with them to increase their chances of success).

Listed below are a few reactions to various player character advances. Complete freedom of role playing is suggested. Give the PCs complete autonomy: let them plan strategies, etc. Above all, stress the **ROLE-PLAYING**. Make 'em act. There may be a lot of pirates dying here, but the main purpose of this adventure is to increase the *role-play* aspects to the XXVc™ universe, not the "plug 'em and plant 'em" facet.

- Once the pirates realize that the characters are here to destroy their plans, they start sending teams of men out after them to eliminate this vigilante infestation. These teams consist of 1-3 individuals. They are not cannon-fodder. They are intelligent, crack terrorists. They escape when the timing or situation is bad for them, and they attack again once they have the upper hand. Allow them to think and act like people. They do not fight to the death, with the possible exception of their leader.

One way to increase the effectiveness of the pirates' movements, is to photocopy the maps supplied with the scenario. On this duplicate set of maps, move the pirates as they search for the characters, and vice versa. Only you, as referee, will know where the pirates are at any given moment. Once you have secretly moved, allow the characters to determine their movements on their map. If the paths of the pirates cross with the characters, that is where an encounter occurs. Remember to allow the pirates to retreat into an advantageous position to make the characters sweat. These pirates are constantly moving about. They do not stop in a predetermined position and wait or the characters to come and kill them. *Play these guys hard.*

- If the characters attempt to rush the pirates, they point their weapons at the prisoners and order the PCs to throw their weapons down. (There is a 10% chance that the pirates choose Regal Bacci in this situation.) If the weapons are not put down, the pirates shoot one prisoner, then ask again. This continues until the characters either lay their weapons down or flee the area. If the weapons are laid down, the pirates shoot to wound, not to kill. Allow the PCs to escape into another section of the floor should this event occur.
- Should the characters kill one of the pirates, and somehow display the dead man openly, the terrorists get very irate and threaten to kill some of the prisoners. This is a bluff. The man-hunt for the characters only increases.
- Allow the characters to roam throughout the two floors as they want. The pirates are checking out the service channels as well. If they should meet, a fire fight results. Remember that the characters should only be able to kill

these pirates on a lucky shot, or after the third or fourth fight with the same pirate. This gives the characters the impression that these guys are very tough.

If the characters are using the Speak-Easy transceivers, **THEY ARE IN BIG TROUBLE**. The pirates can listen in to their conversations, find out where they are going, and what they are doing. After a time, the PCs may discover this fact, but do not dilute the effect. While the characters are openly discussing their strategies over the air, the pirates can predict their movements. Once they discover the fact that the pirates can hear them, and they stop using the comlink, the pirates can no longer predict their actions. (A good way to run this part of the scenario is for the Referee to move the pirates after the players move. Continue this devious work until the characters realize that their broadcasts are being picked up. At that point, the Referee should move the pirates on his board before the characters move on theirs. Always keep the movements hidden until a sighting occurs.)

- Once the pirates are aware of the characters' location, they attempt to lock them in the elevator shaft, or force them into the air conditioner's fans. They try anything to assure that the characters are kept busy with other things besides foiling the takeover.
- If a character is spotted in the ducts, the pirates shoot at the opening. In the case of pirates armed with grenade launchers, the character receives no saving throws versus the effects, because of the area confinement. There is a 40% chance that the duct work shatters, dropping the character at the pirates' feet.
- If the characters push down on the fire

alarms, the pirates call Pavonis Emergency Services and cancel the alarm, claiming that it is false. Afterwards, a group of pirates secure the alarm by cutting the emergency wiring before it reaches the emergency panel. If the players hit the alarm on the floor below the pirates, they send a man down there to cut the wires. Once the system is secured, they send another pirate down to flush the characters out and kill them.

- If the characters do not mention that they are trying to be quiet while in the duct work, assume that they are making noise. The pirates fire smart bullets into the ducts wherever they hear noise. Electronic Counter-Measures (ECM) units are unable to deter the smart bullets at such a short range, so the characters lose the benefit of these devices. However, due to the randomness of sound within a confined area, the pirates have a -4 to hit the characters while in the ducts.
- If the referee decides that one or more pirates go into the duct work while characters are in there as well, everyone has a +6 to hit. This is because the bullets and laser beams bounce off the ducts as they speed toward their target. Remember, ECM units are useless in this situation.

At the end of the battle, at least one of the pirates surrenders. If anyone asks, he says that he and his 'brothers' were here only to make a few credits to afford a new power generator. He explains that he was hired by no one.

Referee Notes: The surrendering pirate(s) is needed to complete the module. Once the characters go through the **RAM's MOST WANTED** chapter in this book, it will all make sense to them.

VICTORY!



When the last pirate has finally surrendered to the characters, he pleads for his life, requesting that RAM arrest him instead of subjecting him to the horrors of NEO. He claims that his team was there only to get badly needed money to replace a generator on Pallas. (Pallas is one of the major asteroids which has reported frequent power outages.)

The people whom the characters saved from certain death cheer and surround them in the happiness of their new-found freedom. One man in particular approaches the characters with a stern smile.

"Greetings, 'NEO warriors.' My name is Holzerhein; Siegfried Holzerhein. I would like to congratulate you all on the terrific job you performed here today. If you were more upstanding citizens, I would hire you right on the spot for the Planetary Assault Corps. Since you are terrorist gangster scum, however, I am afraid must place you under arrest."

If the characters resist the arrest, he says, "How do you plan to get out of the city, now that your cover has been compromised?"

If the characters threaten to use him as a temporary prisoner, he pulls an auburn colored card from the breast pocket of his smart-suit, handing it to the characters. "Listen, I am of no use to you as a hostage. It would only reinforce my assertion that you are scum, and leave you dead. This card allows me to go anywhere in the Pavonis Space Elevator. It has a priority command code that makes any elevator it controls an express car, much faster than the standard ones. You can use this to escape the elevator and the city if you wish.

"This is no trap, I promise you. You have

helped us, now I would like you to leave my sight. That's fair, isn't it?"

When the characters demand the release of Regal Bacci, Marcus Wolfe uncuffs him and roughly pushes him into the characters. "Here is your Terran 'hero.' In gratitude for your destruction of these pirates, I wish to give you something in return. If you ever return to Earth alive, you will find it." Marcus steps back, allowing the characters to move past him to the elevator.

Within about 30 seconds after the characters run the card through the control slot, an elevator door opens, exposing several amazed people. The elevator requests that the people remove themselves and their articles from the elevator to wait for another. The former prisoners stand silently as the elevator door closes behind the characters' departure. The characters, after requesting **Level 1**, have a 25 minute ride before the elevator's descent comes to a stop.

During that time, if they do not think of changing Regal Bacci's appearance, have each of the characters make a roll versus one-half their intelligence until one makes it. At that point, one of them "suddenly remembers" that they have to deal with it during the rest of the elevator ride. If they cut the man's hair and take the man's NEO uniform off, that is sufficient to make him a bit more inconspicuous.

When the elevator door opens on the first level, the characters see a city full of people going about their day-to-day business. No one they see pays any special attention to them as they walk off the express elevator. When they approach the gates to the city of Pavonis, they can see a large group of people waiting to enter the gates of the city. There are also a

great number of people leaving the city limits as well.

As the characters approach the gates, a Terrine guard waves them over to him. He tells the characters that they can go on through, saying, "Customs is just too damned busy to deal with the crowds leaving as well as these tourists coming in." The walk to the Rail-Car is very uncomfortable for Regal Bacci, unless the characters remembered to give or buy him a environmental suit of some kind before exiting the city. He can, however, make it to the super-conductive transport before he collapses from oxygen starvation. If he buddy-breathes from a PCs air supply, he can make the trip with little trouble.

During the short ten mile trip to their ship, he manages to recover his breath somewhat, but expresses fears that he cannot make it the 1,000 feet from the rail-car's end-of-the-line stop to the ship. If he is carried or helped by those with environmental suits, he is not in any particular danger of passing out.

Once the ship is reached, the characters are again on their own. If they check for sabotage, they find none. If they wish to check, make them roll against their *Notice* skill at one-half. This makes their fruitless check a difficult one, since there is nothing to find. The tanks are full of fuel, and their weapons have been fully recharged and loaded. The characters now only have to wait for clearance. Once cleared, they can take off and return to base unmolested. If they choose to take off without clearance, the air traffic controller screams at them over the radio in profanities unfit for human ears. Once they reach the atmosphere, they are approached by the *RMS Arsia Mons*, whose commander is not above destroying the characters' ship for disobeying Martian Air Rights.

RMS Arsia Mons, RAM Scout Cruiser: Tonnage 40; Length 80; Width 20; Cargo 20; Hit Points: Hull 160, Sens/Commo 40, Controls 40, Life Support 40, Fuel 120, Engine 120; AC 6; Armaments: 2 pumped lasers; Crew 10; Speed 5; Reaction Bonus - 2; AC Defense Bonus - 4

The *Arsia Mons* orders the characters to land themselves at the Phobos-Pavonis docks for arraignment on air space violation charges. If they do not, the RAM scout cruiser attacks them. If the characters manage to succeed with this battle, the *Arsia Mons* calls in the *RMS Pallas Athene*, which comes for them. The characters can see that this nearly 2-mile long battler has more armaments than their ship has tonnage. This is a very heavy battler with intent to kill. At that point Regal Bacci interrupts to tell the characters to escape because he knows there is no way they can succeed against the battler.

RMS Pallas Athene, RAM Battler: Tonnage 5,000; Length 10,000; Width 2,500; Cargo 2,500; Hit Points: Hull 20,000, Sens/Commo 5,000, Controls 5,000, Life Support 10,000, Fuel 15,000, Engine 15,000; AC 0; Armaments: 1000 Pumped Lasers, 50 Heavy Missile Mounts, 500 Gyrocannons, 20 Missile Mounts; Crew 1,700; Speed 1; Reaction Penalty +2; AC Defense Penalty +5

If the characters decide to fight this monstrous machine of death, it attacks with everything it has. The *Hellas Breame* should be destroyed in one or two rounds, depending on the luck of the RAM Battler's die rolls. Fighting this monstrosity should not be an option that they consider.

The rest of the scenario depends upon the characters not being foolish enough

to take on a battler. If they attacked and destroyed the *RMS Arsia Mons*, they are home free, assuming they left before the battler started pumping shells in their vicinity. The characters now must figure out what fuel rate they wish to use to return to Salvation III.

Once the characters get within one day's travel from Salvation III, they see a ship approach them on the viewer. The ship's captain's voice rattles over the airwaves. "This is the *RMS Cassini Royale*. We demand that you halt or we will be forced to fire upon you. You are hereby placed under arrest by the RAM Police Force. Shut down your engines." The ship's weapons are armed and ready to fire. The RAM police plan to damage the characters' ship, so that it can be taken into tow for transport back to Mars.

If the characters inquire why they are wanted by RAM, the Captain of the *Cassini Royale* states that they are wanted by the Corporate Security Division for the murder of Siegfried Holzerhein. The orders come directly from the new Director of Corporate Security, Marcus Wolfe. The PCs are to be returned at any cost.

RMS Cassini Royale, RAM Scout Cruiser:
Tonnage 30; Length 60; Width 15; Cargo 15; Hit Points: Hull 120, Sensors/Commo 30, Controls 30, Life Support 60, Fuel 90, Engine 90; AC 6; Armaments: 1 heavy acceleration gun (rear mount), 1 missile mount; Crew 3; Speed 5; Reaction Bonus -2; AC Defense Bonus -4.

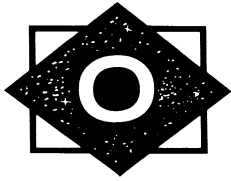
If the characters manage to inflict enough damage to destroy two of their enemy ship's systems, the *Cassini Royale* turns and leaves, making sure that her heavy acceleration gun is pointed directly at the characters' ship. If the characters choose to pursue, the captain of the RAM vessel orders his crew to fire the gun at

the PCs' ship, until pursuit is canceled or the PCs are destroyed.

Once the characters have left the *Cassini Royale* behind, the ride the rest of the way to Salvation requires a difficult *Pilot Rocket* skill check to determine if there is enough fuel left to perform the docking maneuvers. (This assumes that they performed fast maneuvering, or pursued the *RMS Cassini Royale* if it ran from them.)

Eventually, the PCs reach the safety of the fifth Lagrange point. There, they are greeted by the familiar voice of Turabian, saying "*Lunarian Trader LFC-4398-021A, this is Salvation. You are granted vector to dock. Approach at 012 mark 16. Keep your speed at 25 clicks. Welcome back, folks.*" This, as before, is done only as a formality. Once within visual range, the rocket jock must roll an average *Pilot Rocket* skill check successfully before the docking maneuvers are completed without damage to the craft or the station. If the character fails miserably, such things as sticking the space craft into the side of Salvation III are possible results. If the character failed slightly, take the number he missed by, and take that as damage against a random location.

RAM'S MOST WANTED



nce the characters leave the *Hellas Breame* and enter the space station, they are escorted to the NEO facility. Here, they are met by a welcoming committee of all the important people of NEO and Phoenix. Beowulf, Turabian, Colonel Deering, and many others that the characters do not even recognize are there to greet them. Cheers rise from the crowd as people run to Regal Bacci, hugging him, shaking his hand, and slapping his back. Champagne is passed around to everyone in celebration.

The tap of a spoon on a glass calls everyone to attention as Beowulf stands at his table. He clears his throat and begins, "May I have your attention please. I would like to thank our heroes of the day for their assistance in bringing back my best friend, Regal Bacci." He gestures to the PCs and bids them stand. The noise level of the station rises to a loud roar as everyone applauds with the grey haired man.

During Bacci's speech, the characters are approached by Turabian and Beowulf and escorted to another section of the space station. Here, in total privacy, the men sternly look the characters straight in the eyes. "So, what *really* happened out there?" says Turabian.

Once the characters tell their story, Beowulf says, "I have a news disc from six days ago that you may find interesting. He slides it into the disc play-back unit and sits down as a stunningly beautiful woman appears on the screen.

"Hello. My name is Dara Zedaker, with Eye-Witness Media-Bloc. This is the scene today from the wreckage that remains from a NEO terrorist takeover. Here, at the

offices of Natalia Holzerhein, the NEO operatives (list the characters' names), along with eight others who are unknown at this time, seized the 54th floor of the Pavonis Space Elevator. They arranged for the rescue of another terrorist named Regal Bacci, and the murder of several of RAM's Directors."

"Here, as you can see behind me, is what remains from the NEO siege. This only goes to prove the lack of merit these Terrans have. With me on the floor, is the newly appointed Director of Corporate Security, Marcus Wolfe. Marcus, what can you tell us of this incident?"

"Well, Dara, the terrorists came in two different groups. One team was the scouts. They let the second team, who had the big guns, know exactly where the weaknesses of the previous CSD administration were. The second group then came in just before Regal Bacci was to be placed on display for the top persons of RAM. When they burst through the door, they fired canisters of sleeping gas, then brutally killed many Martians as they lay unconscious. Unfortunately, Siegfried Holzerhein, expecting no trouble whatsoever, did not allow my men and me to prepare for such an emergency, so we fell from the gas. When we awoke, we discovered nearly all of the people here were either killed or sent up the elevator shafts to Phobos. I promise you, those terrorists will not escape me. I have already sent several of my best men after them. These troops will not rest until the NEO scum are brought to justice."

"Thank you, Director Wolfe. Listed in the death tolls are Siegfried Holzerhein and Gordon Zetzen. Siegfried held the position of Director of the Corporate Security Division for almost 20 years. It is reported that he was killed in cold blood as he fell

from the effects of the sleeping gas. Gordon, the Director of Atomics Division, was shot and killed as the NEO terrorists stormed out of the elevator doors. This is a day of mourning for the city of Pavonis.

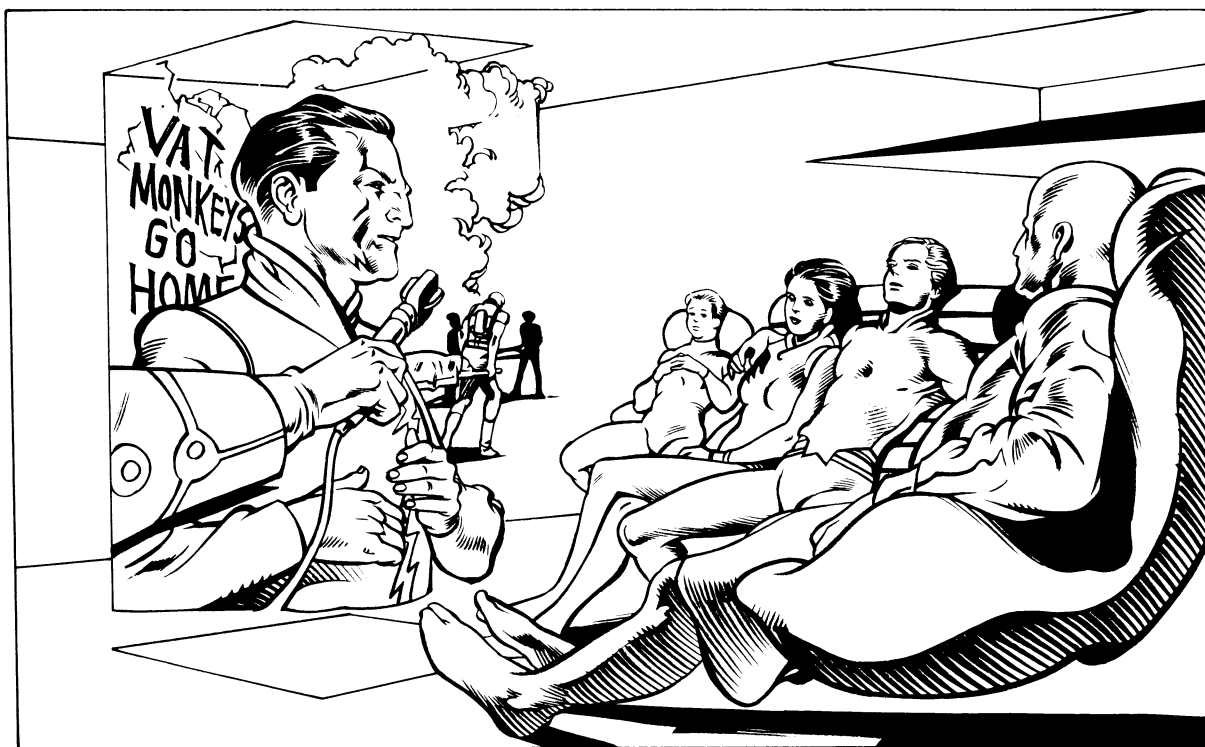
"Marcus Wolfe issued a memorandum just an hour ago, claiming that the Corporate Security Division will issue a cheque of 85,000cr per terrorist to anyone who can bring in any or all of these people." She again reads the names of the characters off, while showing their pictures. "The bounty is 85,000cr each. For those who are brave, Marcus claims that if all these people can be brought in together, he will double the price. Good luck, and good night from Pavonis 54."

The screen blips off as Beowulf pulls the small disc out of the player. He shakes his head and chuckles to himself, saying, "Sorry, folks. Looks like you have just joined the ranks of RAM's Most Wanted.

You now share a seat with the likes of Regal Bacci, Colonel Deering, Captain Rogers, and myself. How does it feel?"

Those Who Are Caught

Any characters who are apprehended are taken to a jail on the 121st level of the Pavonis Space Elevator. They are "tried" before a kangaroo court, where they are sentenced to life in prison on Deimos. In matters of utmost importance, the Martian Police Force announces an incorrect date for when the characters are to be transported up the elevator. Because of this, a Phoenix task force fails in retrieving the characters. The characters are then transported to Deimos, where they are tortured in hopes of gaining information. The rest of their lives are spent at the Deimos prison.



THE NPC ROSTER

Regal Bacci

(régul báchê)

Ex-Minister, 8th Level Rocket Jock

Con: 14	Int: 17	Wis: 18
Tec: 10	Dex: 11	Cha: 11
Str: 15	Hp: 75	

Regal Bacci has been the leader of the Phoenix organization since its beginnings. Regal, who also goes by Code Name Infinity, is a former minister, who had a church in the Montrealorg arcology. He was imprisoned thirty years ago when RAM misinterpreted a sermon he was giving one Sunday morning. They felt he was encouraging terrorism and the killing of innocent children. Since that day, he has remained a gung-ho pro-Earth activist. The day he was rescued by Davion Moore from his Australian prison was the day he created Phoenix.

When Phoenix was created, Bacci made sure that he had the support of the larger freedom fighting organizations like NEO. This encouraged many retired NEO fighters to recruit themselves into Phoenix. This also allowed cross-training projects with NEO, which increased the effectiveness of both his and NEO's men. In the twenty years since its birth, Phoenix has become one of the stronger anti-RAM influences in the world.

Regal Bacci is a tall, proper looking man with unruly grey hair. He is sixty-one years old, and still as wiry as a man one-third his age. His incredible intelligence and wisdom have assured several Phoenix victories against RAM. It has also forced RAM to place a 100,000cr price on his head. This price is nearly equal to that of his friend, Beowulf, the NEO leader.

Mortimer

RAM Employee

Con: 12	Int: 13	Wis: 10
Tec: 15	Dex: 12	Cha: 16
Str: 12	Hp: 20	

Mortimer is an employee of the Director of Health and Martian Services, Natalia Holzerhein. He is very loyal to Natalia, and is secretly in love with her. When the director found out that the characters, under false identification from Economic Affairs Earth, were in Mars, she sent Mortimer to assure that they were comfortable; in hopes of gaining some inside information, so she could determine the best place to invest her money.

Mortimer is a short, very good looking man, even by Martian standards. He dresses in close-tailored clothing that accents his musculature. He is 23 and single. His excitement and enthusiasm toward Mars and his career often blossom in casual conversation, but he seems to notice a dark shadow lurking behind the apparent glitter and prestige of RAM. If shown this darker side, he no doubt would leave it all behind; but not without a great deal of regret. When the scenario is over, and the characters do not kill any of the guards or RAM directors, Mortimer tells the characters that they now have someone 'on the inside'. (Referee's Note: Mortimer is also the PCs' ace in the hole in future adventures. Recorded on his pocket video camera is footage of Marcus Wolfe and his Terrines gunning down Siegfried Holzerhein and the other corporates. He secretly shot the video, and keeps it hidden in a safe place. The contents of the video, which he shot from hiding, are as follows:

Once the characters leave, Marcus and Siegfried walk about the floor, until they are alone where a pirate's body is lying dead. Just then, the company of Terrines arrives in the elevator. Marcus picks up the pirate's weapon, and shoots Siegfried in the head. On Wolfe's order, the Terrines fire canisters of sleeping gas at the corporate officials, then unload their weapons on the sleeping victims.)

Marcus Wolfe

Terrine Warrior 10th Level

Con: 20	Int: 17	Wis: 10
Tec: 15	Dex: 19	Cha: 20
Str: 22	Hp: 108	

Marcus Wolfe is a feared Terrine officer who is now the head of the Corporate Security Division. The director of CSD was, until recently, Siegfried Holzerhein. Siegfried trusted Marcus totally and completely, which was his downfall. When the characters were finally successful with the extraction, Siegfried gave the characters permission to take Regal Bacci back to Earth with them. Marcus let the PCs pass, giving them a promise that he planned to reimburse the characters properly for saving his life and the life of his fellow guards. Siegfried did this because he knew that Terrines were on the way to kill everyone, and this was the only way they could survive.

With the death of Siegfried, Marcus Wolfe is appointed Director of the Corporate Security Division, a job which he fills gladly. As his first duty, he calls for a bounty of 85,000cr on each of the character's heads, blaming the characters for the death of Siegfried. The bounty is the "gift" he promised the characters at the close of the adventure. Secretly, Marcus Wolfe is responsible for the death of Siegfried

Holzerhein. He personally pulled the trigger that ended his life.

He was hired by the Director of Internal Affairs, Holloran Holzerhein, to do away with Siegfried. There was a standing hatred between these two divisions that manifested itself into a personal grudge. Holloran planned for Wolfe to kill Siegfried and for Wolfe to take his place. If (and when) Wolfe ever backstabs Holloran, he plans to report Siegfried's murder to the authorities. Holloran then will attempt to combine the two divisions into one under his complete control. Of course, as previous events indicate, Marcus Wolfe's treachery is quite lethal, so a waiting game may not be such a good idea.

Meanwhile, Wolfe, now the director of Corporate Security, is also planning to kill Holloran as well. Then, saying that this only proves that Internal Affairs lacks the mentality to fight even the simplest of crimes, he plans to convince everyone that the two divisions should be thrown into one division under his control.

Unfortunately, Wolfe knows that he probably won't receive the post, because he is not related to anyone of power. This is where Natalia Holzerhein comes into the picture. He plans to marry the Director of Health and Martian Services, which will give him the edge into the Holzerhein family that he needs to make the whole plan work.

Turabian

Warrior 15th Level

Con: 12	Int: 17	Wis: 13
Tec: 18	Dex: 13	Cha: 16
Str: 10	Hp: 135	

Turabian, the chief of Operations at Salvation III, is an integral part of NEO and the Planetary Congress. As an only child, he inherited both the space station and his hatred for RAM from his father.

Once Turabian found out about the fighting force of the Planetary Congress, known as the New Earth Organization, he opened channels of communication. He allowed NEO to use Salvation III as a base, as long as the station's true nature remained a secret. This occurrence happened several decades ago, and ever since then, Salvation III has been a very important stopping point for NEO.

Turabian is a thin man who has a lot of grey hair. He attributes his greying hair to the influx of NEO warriors and Rocket Jocks into his station. *"These pilots are some of the most lunatic people I have ever met in my life!"* is his favorite comment. He does, however, love what they are trying to do, which is why he is willing to risk his station and his life in their cause. Turabian is reaching his mid-fifties, and his solid frame is beginning to show the lines of age and stress from living his dangerous life in space.

When Beowulf and Regal Bacci met while attacking the same RAM target, they made an agreement of alliance at Turabian's Salvation III's annex level 4. This is where NEO conducts most of its meetings, except in cases where a lot more room is required.

Turabian has managed to maintain the station as a standard dealer in parts and

repair. Occasionally, the station sells fuel to RAM ships that fly into the fifth Lagrange point, where Salvation III lies. This willingness to serve RAM has made it less of a potential target, as well keeping a lid on the secret NEO base within.

Turabian insists that the NEO ships, once they dock into the station, be placed on the many elevators in the station and stored on the lower floors. This assures secrecy as well. He does this just in case a RAM battler or cruiser happens to fly by to make a quick inspection of the station.

Beowulf

Rocket Jock 12th level

Con: 17	Int: 13	Wis: 16
Tec: 13	Dex: 10	Cha: 14
Str: 16	Hp: 40	

Beowulf is the legendary leader of the New Earth Organization. He once was one of the top pilots in RAM's fifth fighter squadron.

Because he was born in Point Barrow, Alaska, he always was looked down on by the other RAM employees. However, when the RAM navy witnessed the fighter skills he possessed, his Terran background soon became minor compared to his value as an ace Rocket Jock.

Many years ago, Beowulf and his men were sent to destroy a mining station on the asteroid Thule. When they arrived, the miners stationed there were defenseless against the fighters, and begged for mercy. RAM ordered the extermination of the men, as an example of RAM's military might. The job was completed, but half-way back to Mars, Beowulf broke away from his squadron (destroying a number of RAM fighters in the process), and headed for Earth.

When he arrived at Earth, he attempted

to join with NEO immediately. Unfortunately at the time, NEO was very suspicious of Beowulf. RAM leaked misinformation stating that RAM was using Beowulf as a spy to bring NEO down. It was a long time before this lie was exposed. After several years working freelance snipe attacks against RAM, NEO finally accepted him into their ranks, giving him the duties of a low-rank pilot, which he accepted gladly.

Beowulf worked his way up the NEO ladder, until he was the head advisor to the commander, who at that time was a Swede named Daniel Jones. Daniel was captured and put to death at the Hauberk station. His execution was televised to drive home the ramifications of joining NEO. Shortly thereafter, Beowulf assumed the position of commander. NEO has never been the same since.

Now it is a more uniform group, attacking specific targets with phenomenal success. Even so, the ranks still lack the morale to hit the important targets. That is why the prospect of a twentieth century rocket jock with charisma joining the team appeals to him, although he knows Rogers' motivations differ somewhat from those of the Planetary Congress (the legislative branch of NEO).

Since RAM has been notified of Beowulf's involvement with NEO, they have placed a bounty of 150,000cr on his head. "Dead or alive" does not apply; RAM only wants to see him dead.

Beowulf is a proud man in his mid forties. Recently, he stopped wearing a moustache. He is quite handsome, and has never had a problem meeting women. He has, however, had a problem keeping them. His jealousy and short temper drive them away. He has gained control over his temper over the last few years, for which he credits NEO.

He is not one to dwell on his past with

RAM. He claims to gain strength from it. "It is this dark past of mine that gives me the insight into and the edge on the affairs of RAM."

The Pirates

These men were hired by Marcus Wolfe to take over the Health and Martian Services floor once Regal Bacci and Siegfried were in the room. All the pirates fight and have hit points equivalent to 8th level warriors. They were ordered to demand a tremendous amount of money from RAM for the safe release of the important RAM directors. Unfortunately, the pirates threw a wrench into Marcus' plan when they demanded money from NEO as well. Their demands confirmed that the pirates were not from NEO, and ruined Marcus Wolfe's attempted frame-up.

These pirates were to 'accidentally' kill Siegfried Holzerhein sometime during the operation. They even bungled this simple task. Instead of killing Holzerhein, they killed Gordon Zetzen, manager of the Atomics division of RAM. Since the pirates failed to murder the right man, Marcus had to do the job after the takeover was finished.

The characters' unannounced arrival put Marcus Wolfe's scheme back on track, allowing him to blame NEO for the whole operation. Since the pirates who survived died of 'natural causes' before they were transported to the prison cells on Deimos, no information could be extracted from them. This leaves Marcus' word against the characters (or so Wolfe thinks . . .).

NEW TECHNOLOGICAL ITEMS

Speak-Easy

Cost: 85cr
Size: Fits in Ear
Weight: 1/4 Ounce
Range: 5 Miles

This item fits neatly into the ear cavity of any human. It allows the wearer to communicate constantly with someone that is wearing another Speak-Easy that is tuned to the same frequency. It is very light, and the pliable rubber plastic exterior makes it comfortable. Often, wearers say that they do not feel that it is even there after a time. The unit is also ingeniously manufactured so as to allow normal surrounding noises to filter through the unit. The Speak-Easy does not inhibit the wearers standard hearing. The drawback to these little marvels is that they are not built to function on secured frequencies; this allows conversations to be tapped by even the most primitive surveillance equipment. The tiny battery that the unit uses allows the item to function for sixty straight hours.

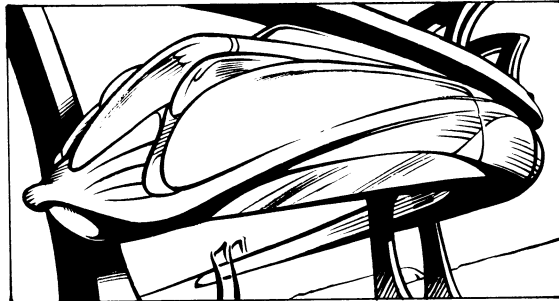


Rail Car

Cost: 30,000cr
Size 30' Long, 10' Wide, 8' Tall
Weight: 600 Pounds

These technological wonders represent the finest examples of the Martian mass-transit system. The cars are suspended from pods that produce a strong positive magnetic field. The two pods are built around a super-conductive, negatively-charged rail.

Since the two pods never touch the rail, there is no energy-wasting friction. This creates a very cheap and fast transportation system matched only by the Class A space ports on the other planets. Mars, however, uses magnetic levitation, or "maglev", technology as the center of its whole mass transit industry.



Automatic Rocket Rifle

Cost: 1,000cr
Size: 24" long
Weight: 7
Range: 1,500
Damage: 2d8
ROF: 4
Shots: 12

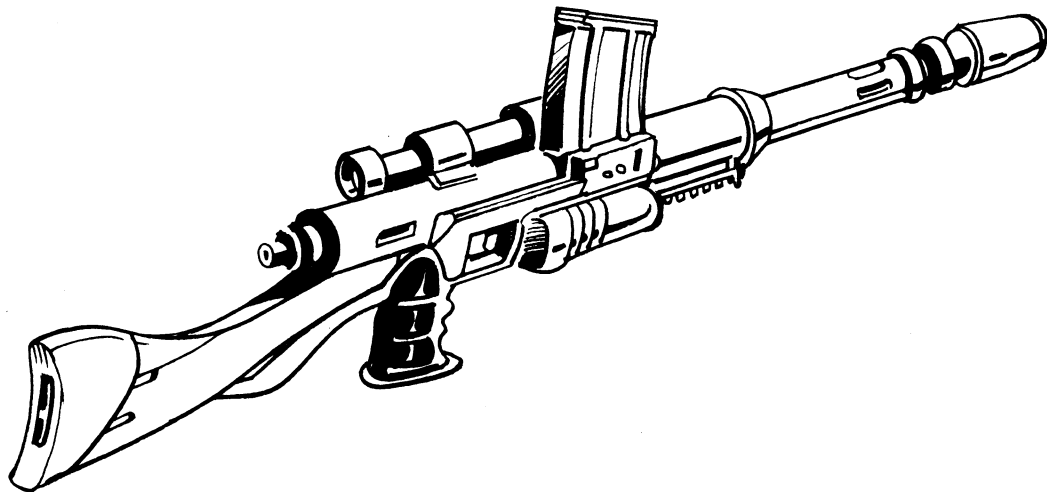
This weapon, as with all rocket weaponry, fires a stubby, self-propelled bullet. There is, however, a slight recoil felt when this weapon is placed in the automatic mode. A switch located on the pump action handle allows the user to place it in automatic, or single shot mode. A safety switch is located near the trigger.

The automatic setting allows the character to fire up to four times per melee round. This can cause a great deal of damage to a single target, but there are a few penalties associated with it. The player *must* state before the beginning of

the round, how many shots he wishes to fire. Each shot after the first, receives a progressive -1 penalty to-hit. This means, the second bullet of the melee round attacks at a -1, the third bullet at -2, and the fourth at -3. If the user wishes to choose different targets, the penalties stated above double.

When the automatic rocket rifle is placed in single shot mode, it handles like a pump-action shotgun, shooting out a single bullet per melee round. The weapon looks very much like the rocket rifle from the **Technology Book** from the **XXVc™** boxed set, except for the pump handle under the barrel, and a top-loading magazine which holds the bullets. This magazine holds 40 rounds.

The weapon has one flaw: if a one is rolled on the d20 attack roll, the firing mechanism jams. Though there is no danger of explosion, 2-5 rounds are required to remove the jam from the weapon. Jams can occur in either full-auto or single shot mode.



NEW SHIP CATALOGUE

RMS Hellas Breame

Type: Scout Cruiser

Attributes:

Tonnage: 50

Length: 50

Width: 12

Cargo: 3

Hit Points:

Hull	100
------	-----

Sensors/Commo	25
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Controls	25
----------	----

Life Support	50
--------------	----

Fuel	140
------	-----

Engine	75
--------	----

Armor Class: 6 (Military)

Armaments: 1 Missile Mount

2 Gyrocannons

Crew: 9

Speed: 5

Reaction Bonus: -1

AC Defense Bonus: -2

This is a RAM cruiser that is owned by Werner Holzerhein. Holzerhein had left the ship at *Port-of-Call*, a servicing station in orbit around Earth. (See **XXVCR2, Earth in the 25th Century** for more information regarding this service station.) When NEO was informed this ship was in port, they sent a spy disguised as Werner to the station. He stole the ship and brought it back to Salvation III, where it was turned over to the player characters as a loan for the extraction. Once the adventure is over, NEO plans to return the ship to *Port-of-Call*, where its real owner will pick it up, unknowing that it was taken on a joy ride.

The missile mount causes 40 points of damage with every hit, while the two gyrocanons perform ten points of damage each.

Ceres Knave

Type: Pirate Scout Cruiser

Attributes:

Tonnage: 30

Length: 60

Width: 15

Cargo: 15

Hit Points:

Hull	120
------	-----

Sensors/Commo	30
---------------	----

Controls	30
----------	----

Life Support	60
--------------	----

Fuel	90
------	----

Engine	90
--------	----

Armor Class: 6

Armaments: 1 Heavy Acceleration Gun

1 Missile Mount

Crew: 3

Speed: 4

Reaction Bonus: -1

AC Defense Bonus: -4

The *Ceres Knave* is a pirate ship owned and operated by a pirate named Simon Duarte who lives on the southern pole of the asteroid Hygaea. He named the ship after the asteroid Ceres, a place he never visits because "there's no elbow room". When the characters meet up with this ship, assuming that encounter occurs, he is after money or trade goods with which to repair a section of his domed living space. He has three crew members: Two run the weapons, while one monitors the communication and the radar station.

The *Knave's* Heavy Acceleration Gun causes 20 points of damage with every hit, while the single missile mount does 40 points of damage per strike.

RMS Cassini Royale

Type: RAM Scout Cruiser

Attributes:

Tonnage: 30

Length: 60

Width: 15

Cargo: 15

Hit Points:

Hull 120

Sensors/Commo 30

Controls 30

Life Support 60

Fuel 90

Engine 90

Armor Class: 6

Armaments: 1 Heavy Acceleration Gun
(Rear Mount)
1 Missile Mount

Crew: 3

Speed: 5

Reaction Bonus: -2

AC Defense Bonus: -4

This one of several hundred small scout cruisers used by RAM's Corporate Security. The characters run into it just outside Mars high orbit. The rear mounted Acceleration Gun does 10 points of damage each hit. The Missile Mount does 40 points of damage.

The captain of the ship, Gordon Ludwig, is very loyal to Marcus Wolfe, the new director of CSD. Gordon knows how Siegfried Holzerhein met his demise, but since Marcus gave him a raise in pay since his takeover, he is not saying anything. He also realizes that if he ever opened his mouth, it would be the last time.

Explanation of the Cover Maps.

MAP 1: This is a section of a typical prison level in the Pavonis Space Elevator. The prison block is well separated from the other levels in the elevator. A thick security wall separates the section containing the prison cells from the elevator proper, assuring that the prisoners are unable to escape into the elevators. The small squares in the different blocks are courtyards where the prisoners are allowed to exercise.

RAM prisons are not noted for their comfort, so as many as four prisoners can be located in a single cell.

MAP 2: This is a section of a typical industrial level. Each 'block' signifies a separate industrial company or RAM subsidiary. The manufacturing capabilities of these companies are limited only by the referee's imagination. Several possibilities are ball bearing manufacturers, super-conductive material, research and development, new rocket fuels, etc.

MAP 3: This is a small section of a typical living area. Super-conductive monorail cars whisk their passengers down tree-lined streets to and from the elevators. Many levels have apartments and condominiums which rent for exorbitant amounts of money.

Bioengineered grass is planted in eight inches of top soil to promote proper root growth. The grass provides a cheap source of oxygen, which allows RAM to pump little or no oxygen at all into these floors. The grass is watered by underground watering systems that are spread throughout the floor.

MAP 4: This is a small part of a typical shopping or commercial level. The level is subdivided into 'blocks' which function like tiny shopping malls. These stores sell everything from clothing and food to small weapons. Magnetic monorail cars carry shoppers from place to place among the various blocks. Air, water, sewage, and all electrical needs are paid for in the form of sales tax.

Type: Scout Cruiser

Attributes:

Tonnage: 50

Length: 50

Width: 12

Cargo: 3

Hit Points:

Hull 100

Sensors/Commo

25

Controls

25

Life Support

50

Fuel

140

Engine

75

Armor Class: 6 (Military)

Armaments: 1 Missile Mount

2 Gyrocannons

Crew: 9

Speed: 5

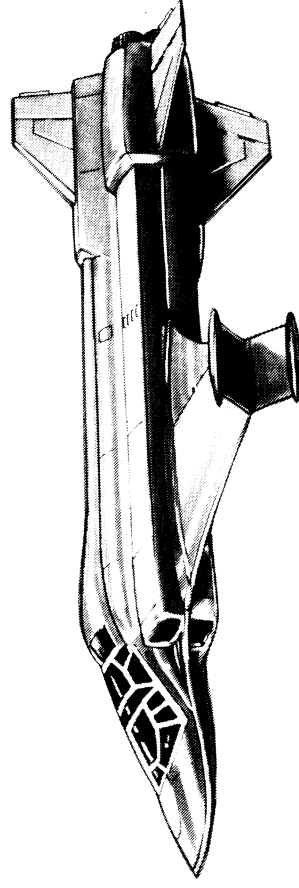
Reaction Bonus: -1

AC Defense Bonus: -2

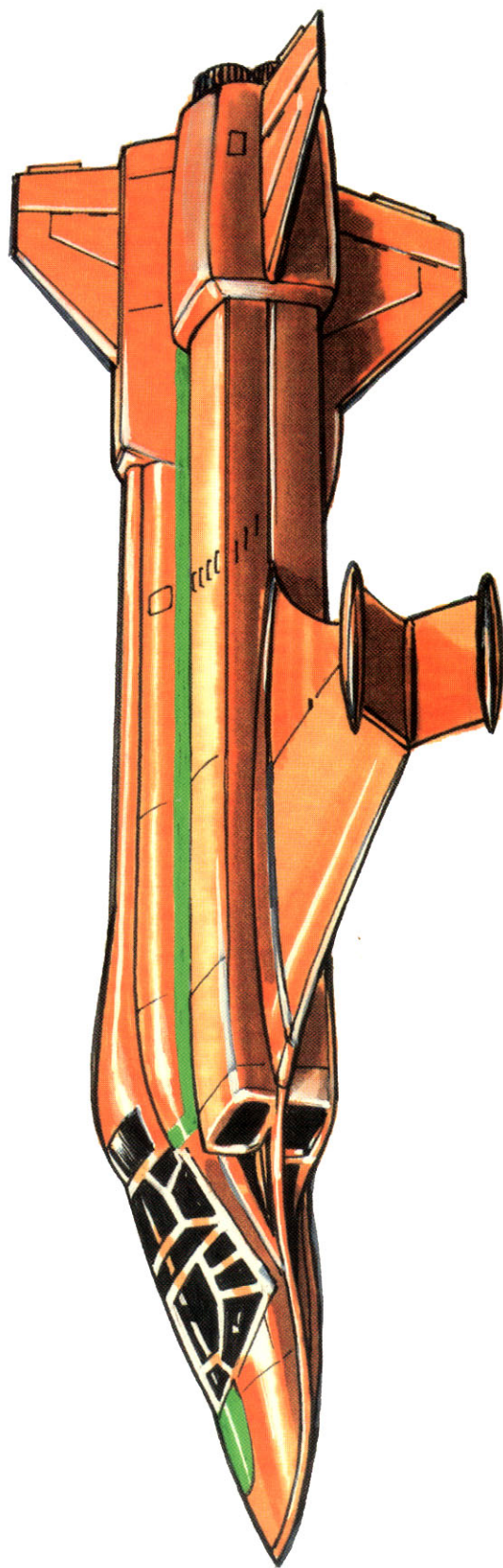
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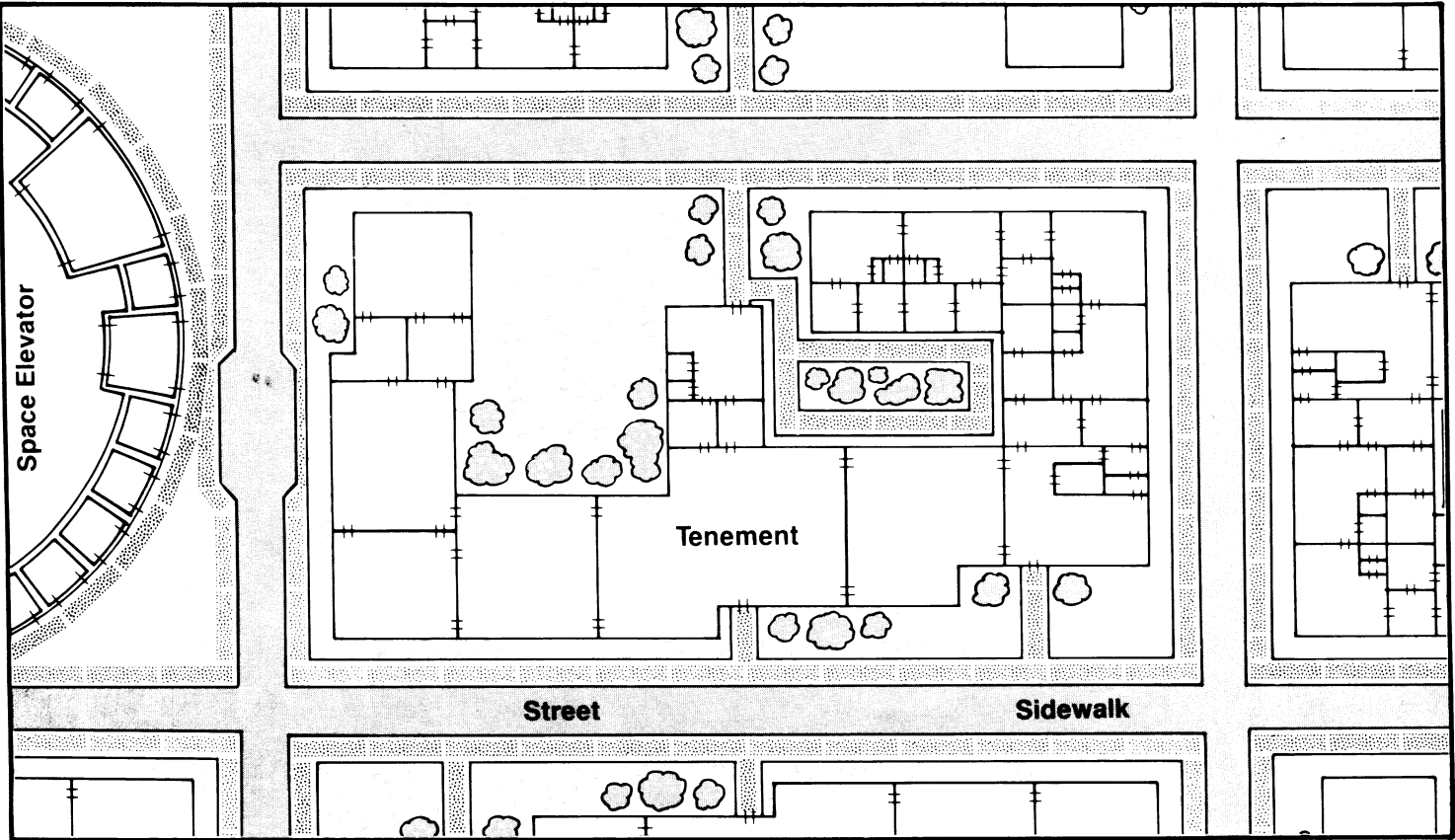
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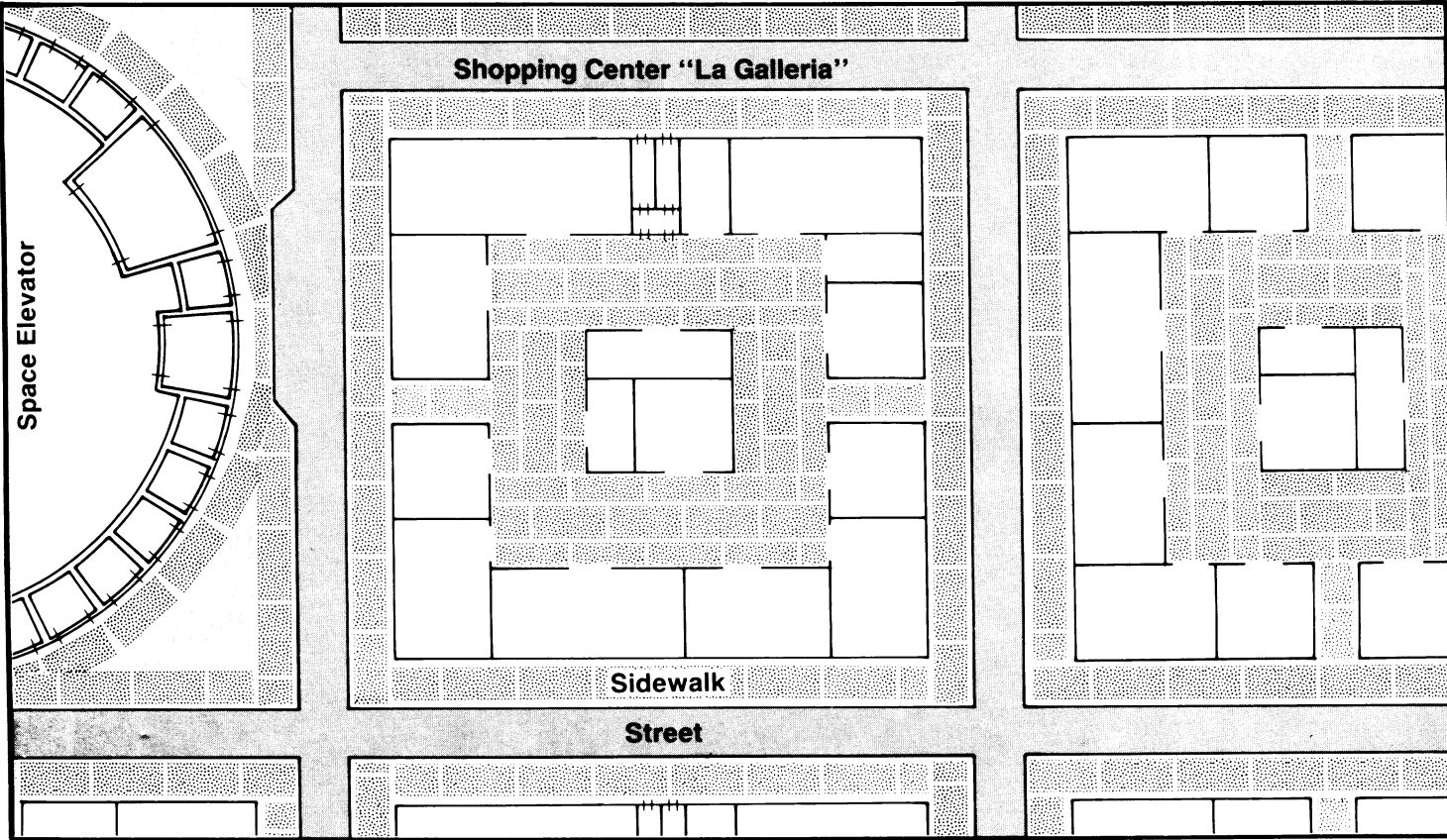
IRMS HELLAS BREAME



MAP 3—Typical Residential Level



MAP 4—Typical Commercial Level



Official Game Adventure

Deimos Mandate

By Dale "Slade" Henson

June 7, 2746; 16:40 GMT. NEO is in a turmoil. An important figure in their structure, a leader of another organization, was captured by RAM. Does your group have the merit to extract him from the most heavily fortified location in the solar system? The pay, by NEO standards, is good—but it still can't pay for a full tank of fuel.

"...Let's go for the extraction, NOW!" A NEO agent, dressed in the flight suit of a RAM rocket jock, jumps to his feet just as the sound of automatic rocket rifles and the whirr of laser pistols echo through the corridors of a level of the Pavonis Space Elevator.

He spits an expletive through his clenched teeth as he dives for cover once more. His best friend grimaces as he grips his right arm, his smart clothes quickly turning red. Their other companions, already in hiding, duck in caution as the miniature rockets ricochet off nearby bulkheads. "Every time we try to make a move, the pirates are there. It's as

though they know in advance what we're planning... we've got to try another way. There! Through the ducts! We've got to regroup to think this out!"

Deimos Mandate, the first installment in a trilogy of XXVc™ adventures, is designed for 3 to 6 characters of levels 4 to 6. You need the XXVc™ Role-Playing Game boxed set in order to play. *Deimos Mandate* includes:

- Details on the Pavonis Space Elevator, one of the technological marvels of the solar system, and generic maps of the most common types of levels in the Elevator
- New technological items your characters won't be able to resist
- New ships your characters may or may not get their hands on
- 32 pages of blood-sweat-and-tears adventure!



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