



Gary Gygax's

GAME
SCENARIO

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CYBORG COMMANDO

SCIENCE FICTION ROLE-PLAYING ACCESSORY

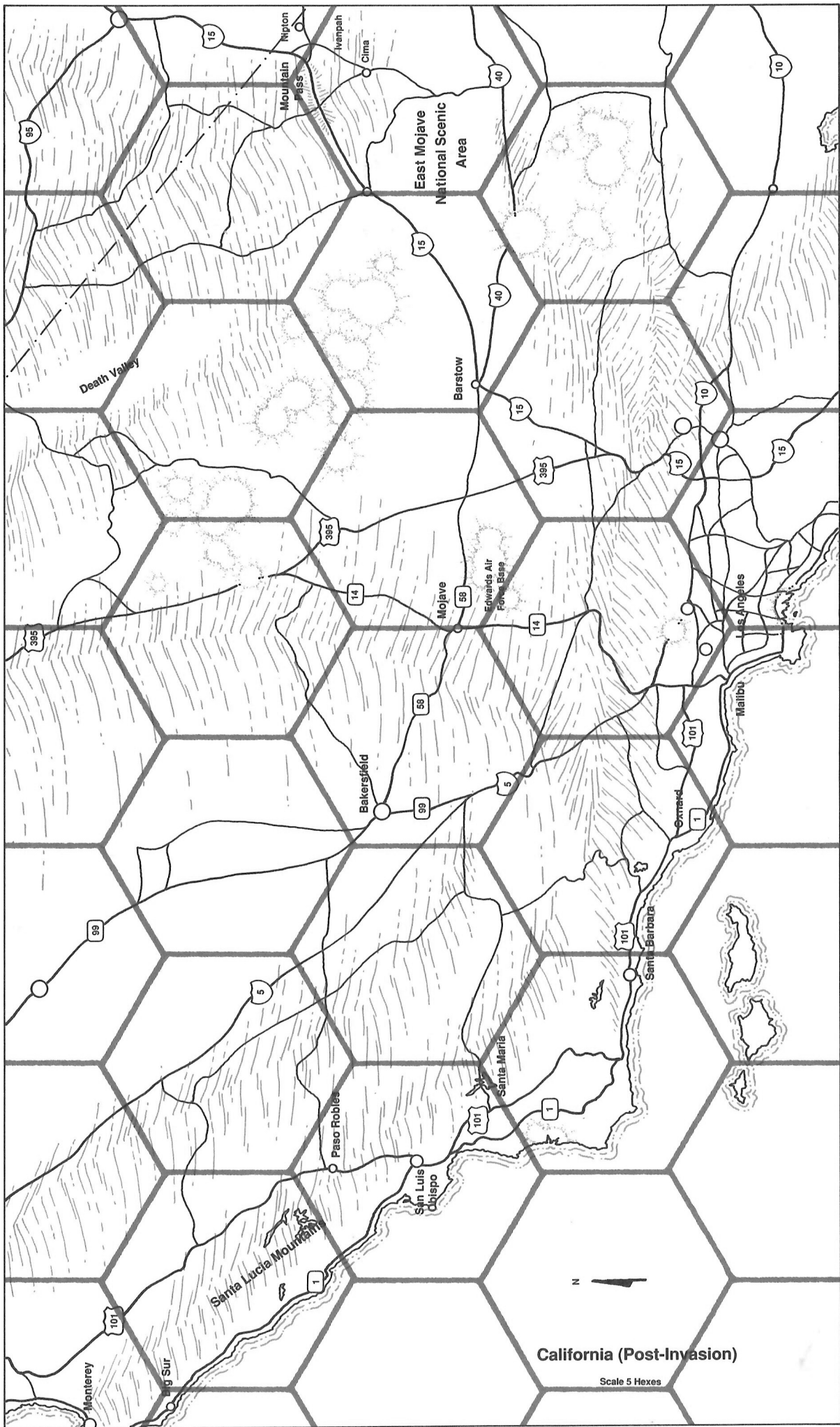
SAN FRANCISCO KNIGHTS



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by
**Penny
Petticord**



CYBORG COMMANDO™

SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

San Francisco Knights

by Penny Petticord

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Introduction

This adventure is a work of fiction. Except for the names of the locations listed in the box below, all names, characters, events, and location descriptions herein are fictitious. Any resemblance to actual persons living or dead, organizations, events, or location descriptions is entirely coincidental.

San Francisco Knights is set in the southern and central portions of California, in the United States of America. It begins in January, 2035, and covers a period of several weeks. The action takes place in the chaotic aftermath of the alien invasion. During the course of the three missions given here, the characters will bring a Secondary CC base up to full Primary status, and accumulate supplies and personnel vital to the continuing human resistance effort.

For the time being, the CCF must gather its resources and operate as an underground organization. The Xenoborgs must not find out the locations of

CC bases, and no CC operative must ever be captured by the enemy. No CCs are expendable — resources for making more are scarce in this war-torn world. Obviously, the CCF cannot yet afford to encounter the aliens in a head-on combat. In fact, the enemy must not discover how serious a threat the CCs represent until the time is right to retake possession of Earth.

The Adventures

This booklet describes three adventures, all of which are connected with establishing the Secondary base at Big Sur as a Primary base to replace the one lost in the depopulation of San Francisco. For this new base to become functional, supplies and equipment must be brought in (Adventure #1 — “A New Base”), staff personnel rescued from the ruined city of San Francisco (Adventure #2 — “A Lost

Comrade”), and raw materials for making new CC parts obtained (Adventure #3 — “Rare Earth Maneuver”). Use the three adventures in the order given, keeping track of the time elapsed during each, and between assignments. Feel free to add encounters or other short missions as you see fit, based on the information given.

Much of the action in this module occurs in imaginary future versions of real places that exist today. The names and locations of the places listed in the box below are true. However, interior building descriptions, maps, and inhabitants are entirely fictitious, designed for easy play. If you wish to research these locations on your own and redesign the adventuring areas for more realism, by all means feel free to do so. For playability, however, it is *not* necessary for the layouts of these buildings to correspond with those of their present-day counterparts, since this adventure takes place fifty years in the future.

Start

First, read this entire booklet through from start to finish to gain an understanding of how the storyline flows. Then go back through the material, making notes on specific details that you may wish to adjust for your own campaign. Take special note of the new game rules given on page 4.

Your players may use CC characters of their own creation if desired. Alternatively, they may use any or all of the six pre-generated characters included with this module. These characters are described completely in the center pull-out section (pages 23-26). Three of the characters are designed to be the actual CCs assigned to the San Francisco Primary base at the time of the disaster. If your players do not wish to use them, feel free to include them as extra encounters for your game. The only Type-1 unit assigned to that base, Jeb Perkins, was lost during the invasion. (See the Campaign Book in the CYBORG COMMANDO Game for information on the number of CCs stationed at bases throughout the world at the time of the invasion.)

Once the characters have been assigned, read the main Players' Introduction (page 5) aloud. This will set the stage for the action to come. Allow the players to make any further preparations they

The following names and locations are real, and belong to their respective owners. Details given herein about these places are fictitious.

State of California, U.S.A., and all city, town, and road names
 “Emperor Norton I” (deceased), and his history
 Great American Melodrama & Vaudeville House in Bakersfield, CA (privately owned)
 Kelley Park in San Jose, CA (City of San Jose)
 Lakeside Park in Oakland, CA (City of Oakland)
 Mission San Carlos Borromeo del Rio Carmelo in Carmel, CA (privately owned)
 Pfeiffer Big Sur State Park in Big Sur, CA (State of California)
 Winchester Mystery House in San Jose, CA (privately owned)

In San Francisco (Owned by the City unless noted otherwise):

Alcatraz Island (National Park Service)	Golden Gate Bridge
Bay Bridge	Golden Gate Park & areas therein
Bay View Park	Japan Center (privately owned)
Cable Car Barn Museum	McLaren Park
Chinatown (privately owned)	Mount Davidson Park
China Trade Center (privately owned)	Polytechnic High School
Chrissy Army Airfield (U.S. Army)	The Presidio (U.S. Army)
Coit Tower	Telegraph Hill
Embarcadero Center (privately owned)	Transamerica Pyramid (privately owned)
Empress of China (privately owned)	Treasure Island
Fisherman's Wharf (privately owned)	Twin Peaks
For Heaven's Cake Cafe (privately owned)	University of San Francisco
Fort Funston (U.S. Army)	Yerba Buena Island
Ghirardelli Square (privately owned)	

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wish, then begin reading the Mission Briefing for the first adventure (page 6). Use the subsequent adventures in the order given, adjusting the information given to correspond with the actual game date when the characters are free to undertake each mission.

Aliens

One Xenoborg platoon (five squads) has been assigned to the southern half of California and the entire desert southwest region. The Lieutenant in charge of the platoon is currently based in Las Vegas. Two full squads (Privates #1-#8, Corporals #1 & #2, and Sergeant #1) have been assigned to occupy the San Francisco Bay area. Their specific locations and movements are given on page 17.

The other three squads are stationed throughout central and southern California. The Lieutenant has deployed one full squad (Privates #9-#12 and Sergeant #2) in Los Angeles, and another short squad (Privates #13-#15 & Corporal #3) split between San Bernadino and San Diego. The last squad (Privates #16-#19, Corporal #4, and Sergeant #3) has been instructed to patrol the southeastern section of California and the desert portions of the surrounding states individually or in pairs, as convenient. Other lone Xenoborgs with no commanders (remnants of units that suffered casualties during the initial strike) are wandering the same territory, and may be added as random encounters.

Stats and armament for the Xenoborgs from the platoon are given below. Use the same basic stats for wandering Xenoborgs; armament is given in the individual encounters. For weapon statistics, see the back cover of the Campaign book in the CYBORG COMMANDO™ Game.

Xenoborg Privates & Corporals

Stats	DVs
Mental: 20	Laser: 25
Neural: 50	Impact: 30
Physical: 80	Thermal: 35
Move Rate: 10	E-M: 20
IPs (basic): 160	Sonic: 10

Attacks per Cycle: 3

Comm Equipment: 1 (Corporals only)

Armament (Privates):

- #1: 2 lasers, ignition system
- #2: 1 laser, 2 fragmentation grenades
- #3: 1 laser, 1 electromagnet, 1 sonic grenade
- #4: 2 lasers, 1 paralytic gas grenade
- #5: 1 laser, 2 ignition systems
- #6: 2 lasers, 1 sonic grenade
- #7: 2 lasers, 1 electromagnet
- #8: 2 lasers, 1 ignition system
- #9: 1 laser, 2 fragmentation grenades

- #10: 2 lasers, 1 electromagnet
- #11: 2 lasers, 1 smoke grenade
- #12: 2 lasers, 1 ignition system
- #13: 1 laser, 2 sonic grenades
- #14: 3 lasers
- #15: 2 lasers, 1 electromagnet
- #16: 2 lasers, 1 fragmentation grenade
- #17: 2 lasers, 1 paralytic gas grenade
- #18: 1 laser, 1 ignition system, 1 electromagnet
- #19: 3 lasers

Armament (Corporals):

- #1: 2 lasers, 1 ignition system (intense)
- #2: 1 laser, 2 white phosphorus grenades (with launcher)
- #3: 1 laser, 2 poison gas grenades
- #4: 1 laser, 2 sonic grenades (with launcher)

Xenoborg Sergeants

Stats	DVs
Mental: 25	Laser: 25
Neural: 55	Impact: 35
Physical: 100	Thermal: 35
Move Rate: 10	E-M: 20
IPs: 200	Sonic: 10

Attacks per Cycle: 4

Comm Equipment: 1

Armament:

- #1: 1 laser, 1 pulser, 2 white phosphorus grenades (with launcher)
- #2: 2 lasers, 1 electrostatic generator, 1 ignition system (intense jet)
- #3: 2 lasers, 1 missile, 1 E-M Beamer

Xenoborg Lieutenant

Stats	DVs
Mental: 30	Laser: 30
Neural: 60	Impact: 40
Physical: 125	Thermal: 40
Move Rate: 15	E-M: 25
IPs: 250	Sonic: 10

Attacks per Cycle: 5

Comm Equipment: 2

Armament: 2 lasers, 2 sonic grenades (with launcher), 1 E-M Beamer

Survivors

Throughout the three adventures, the characters have ample opportunity to interact with human survivors of the invasion. Some of the more important humans — those with special skills — are fully detailed in the adventures where they appear. You may add encounters with other normal humans as desired, but try to avoid slowing down the adventure with too many unimportant encounters. Summarize where possible to avoid delays.

All adult humans living in urban areas can be considered to have the following stat ratings:

	Male	Female
Mental:	10	10
Neural:	10	15
Physical:	15	10

Adjust the skills listed on the table (below) as needed for humans living in remote locations or especially backward cultures. For example, people in the mountains of Tibet may still be unfamiliar with vehicles, depending instead upon mounted movement to get around. All humans described in the adventures are considered to have this basic skills package in addition to whatever other skills are listed for each individual. Feel free to develop other human characters of your own, based on the examples given here. If you are unsure about assigning specific skill ratings, check the "Dice" section of the CCF Manual in your CYBORG COMMANDO™ Role-Playing Game for the probabilities of rolling any given result or less on d10x, and assign your ratings based on the actual percentage chances of success desired.

Adult Human Skills (both sexes)

SR 2	#110	Personal Movement (#111 Land-based, normal)
SR 1	#230	Personal Weapons (#234 Common Devices)
SR 2	#410	Personal Arts (#411 Mental & #412 Physical)
SR 2	#420	Creative Arts (#422 & #423 Domestic Arts I & II)
SR 2	#430	Cultural Arts (all)
SR 2	#440	Languages (#441 native + #441 Terran, #445 Nonverbal)
SR 3	#450	Communications (#451 Strategies & #452 Tactics)
SR 2	#510	Computer Sciences (#512 Modern Operation & Software)
SR 3	#520	Medicine & Health (#521 General Medicine, limited to first aid, exercise and diet, and common illnesses)
SR 1	#530	Terrestrial Sciences
SR 1	#550	Energy Sciences
SR 1	#560	Physical Sciences (#562 Mechanics, General Repair only)

The following three topics were not covered in the CYBORG COMMANDO™ Game. **The material given on this page constitutes official new rules for use in all CC games.**

Field Repairs

All CCs may make limited field repairs to themselves or to other CCs, assuming availability of suitable materials. For example, to repair a damaged arm, sheet metal (e.g. the outer portion of a car door) could be wrapped around the arm for shielding. Welding equipment of some kind would also be required.

Of course, the characters may choose to expend power and use their lasers for welding or brazing metals, if they use the focusing lenses (in their knuckles) to adjust the lower-powered beam. The cost of a laser weld is 1 PU for each 10 IP repaired (rounded up).

Roll d10x to determine the number of IPs restored by a field repair operation. If the character making repairs has a skill rating in Field #562 (General Repair), add that number to the d10x roll. Only one field repair roll may be attempted on each CC per battle. The time required to effect such repairs varies, since the characters may have to locate appropriate materials.

If the total damage suffered in any one battle exceeds $\frac{2}{3}$ of the character's normal (maximum) IP total, assume that this excess is damage to the circuitry. Such damage cannot be repaired in the field, since coaxially shielded superconducting cables and other exotic components are not available. Characters must return to base for circuitry repairs. Players should note the new maximum IPs on their character sheets whenever the total changes.

Example: After a fierce battle, a CC character's mechanical body has 30 IPs left (normal maximum 180). The critical point is 60 ($\frac{1}{3}$ of 180), so the current IP total is 30 IP below the critical point. This 30 IP is circuitry damage, irreparable until the character returns to base. The character's new field maximum IP is therefore $180 - 30 = 150$; the new critical point is 50. After gathering materials, a character with a skill rating of 35 in #562 (General Repairs) attempts to repair the injured character. The d10x roll is 90, so the total value of the repair is $90 + 35 = 125$. The injured CC's new IP total would normally have been 155, but 150 is the new maximum. Note that the total irreparable damage may exceed the critical threshold through cumulative damage and repairs.

Damage, whether or not it has been repaired, may cause the CC to be more vulnerable to subsequent damage. To account for this, an optional DV penalty of -1 per 20 IP of damage may be applied to all DVs at the GM's discretion. If the Ad-

vanced rules are in use, the GM may, if desired, apply any subsequent damage to a patched limb directly to the frame beneath, disabling that limb automatically.

Character Death

When a CC takes damage equal to or exceeding the IP total for the mechanical body, the character is immobilized, but not dead. The organic brain and MadMac, still inside their brains capsule, are unaffected by the body damage.

The capsule itself has the same IP value as the mechanical body. That is, if a character's body has 220 IPs, the capsule inside also has 220. Only when the outer body's IPs have been exceeded does damage begin to accrue to the brains capsule itself. For example, suppose our sample character above suffers 250 IPs of damage during a battle. The first 220 IPs apply to the mechanical body, immobilizing it completely. The remaining 30 IPs apply to the brains capsule, which then has $220 - 30 = 190$ IPs left. The brain inside does not die until the capsule is destroyed, though the GM may opt to decrease the survival time because of capsule damage. Once the CC body has been destroyed, the capsule has the same DVs as the body normally had (i.e., without penalties).

Psychogenic Links

Any human or CC with psychogenic abilities may be part of a psychogenic link.

Purpose: To use others' psychons to "power" one's own psychogenic actions, thereby increasing the potential psychonic power usable by an individual.

Participants: One "linker" (the person opening the link), and one or two "suppliers" (persons supplying psychons of power through the link).

Skill Requirements: The linker must have telepathy (#465, full psychogenic communications). The supplier must have some psychogenic skill (in either Category #300 or Field #460), and must consent to opening the link.

Costs (all to linker): 2 psychons per link opened; 1 psychon per AT duration of the link (per link). Psychons are expended at the beginning of each AT.

Opening the Link: If the supplier has no skill in Field #460, the linker must touch the supplier while expending the initial psychonic cost. If the supplier does have Skill Field #460, the linker need only see the supplier (in person, excluding psychogenic vision). If neither of the above conditions applies, the linker may open a link only with a successful skill check, and at double the psychonic cost to do so.

Reversing: A link may be reversed only if the supplier also has skill #465, and only with the linker's consent while the link

exists. The cost of the reversal is 2 psychons, expended by the supplier (who becomes the new linker).

Breaking: The supplier(s) may break the link at will, and the linker likewise. The link breaks if and when any mandatory cost (e.g. the 1 psychon for an upcoming AT) is not expended.

Detecting: A link is only detectable psychogenically. Someone using Skill Field #330 (Dynamic Psychogenics/Beings) or #460 (Psychogenic Communications) on the linker or a supplier detects the link automatically. Specific individuals or identities are not detectable.

Effects: During the link, the linker is aware of the surface thoughts of the supplier(s). If two suppliers are used, they have no contact with each other through the link. Supplier(s) may act independently as desired, including using psychogenic skills, without breaking the link.

When the linker expends psychons for some action, he or she may draw from each supplier up to $\frac{1}{3}$ that amount, and use those psychons as additional psychonic power for the action. Psychons thus drawn may not be kept by the linker in any way. Skill checks required for the action are based on the linker's skill alone, unaffected by the link.

Multiple Links: A single supplier may supply up to two linkers at once, and a linker may act as a supplier for another linker. A well-organized group of telepaths may thus use multiple links (and regular reversals) to distribute psychonic costs fairly evenly amongst themselves.

If a linker is maintaining two links with suppliers and opens a third, one of the first two (randomly selected) breaks.

Transferring Links: If a supplier becomes a linker by acquiring his or her own supplier, he or she may "connect" that supplier to the original linker by expending 1 psychon and "dropping out" of the circuit. The consent of all individuals is required. Using this method, a new supplier may be acquired for a linker who is distant and otherwise unable to acquire one.

Other Notes: A normal person cannot open a link with a CC without making a skill check, since a CC's organic parts cannot be touched. However, subject to the other limits given above, one CC can open a link with another CC by touching the mechanical body.

Example: A linker with two suppliers wants to use clairvoyance to examine the interior of a heavy metal safe, and knows from experience (and/or GM decision) that at least 10 psychons are needed for any chance of success. The linker expends 6 psychons and draws 2 (maximum) from each of the two links, thus meeting the needed expenditure. A skill check vs. the linker's skill rating (#465) is still required to determine success.

Players' Introduction

It all started three days ago, on January 11, 2035. The sun rose over the famous San Francisco skyline as usual, bathing the still sleeping city in various shades of gold. The three of you known as the San Francisco Knights walked from your apartments at the Primary base to the adjacent building.

Major Norton, the base commander, had awakened you early that morning for a Priority One mission. You knew it had to be something big to require that all three of you attend, and you were excited at the prospect of finally getting a chance to use your new bodies for something other than crowd control. The morning headlines on the monitor screen in the briefing room showed nothing unusual, just another Tong-related murder in the city.

"Good morning," Norton said as he entered the briefing room with C-14, otherwise known as Jeb Perkins, a Type-1 CC and the fourth member of the San Francisco Knights. "There has been a major disaster — one that will affect the entire world shortly. We're not entirely sure what has caused it, but we did receive a somewhat garbled message from moon base — something about a meteor on the wrong trajectory. Then communications were abruptly cut off. Shortly thereafter, a massive nuclear explosion took place in Antarctica, apparently triggered by a bomb dropped with pinpoint accuracy from the air — or beyond.

"The destruction of this Antarctica station has precipitated devastating weather patterns all over the globe as millions of tons of water vaporized by the explosion move with the air currents. We expect the seas to rise, and tidal waves to hit all coastlines. Jeb will remain here to handle flood control, as will Type-1s in other coastal bases.

"The rest of you will fly to Antarctica and institute a search. Locate any data that remains as to what happened. Obviously, Antarctica is the only single location on Earth whose destruction would affect areas owned by all five alliances. It is possible, though unlikely, that one of the other alliances set off the explosion to precipitate a war. Another possibility is that renegades on moon base are starting a push for independence from Earth. It is vital that we find out exactly what happened — and why — as soon as possible. If you can find any video footage of the disaster, return it to us. Gather any equipment you need from the lab and report to

the military jet on the landing strip outside. Your aircraft may have to be abandoned en route due to the fierce and unpredictable weather. Any questions?"

"Yeah! I've got a biggie, Dad," C-14 piped up, his eight-foot frame towering behind the major. "How do my pals get back from Antarctica with all of this equipment and data without their plane?"

"CCs are built to cope with these problems," replied Norton tiredly. "If the team is unable to return by air there is always land or water. The details are always up to the team leader. Is that understood?"

"Hey, by all means — is it Your Excellency?" replied Jeb with a chuckle.

Major Norton hid a smile of his own. "Remind me to ask the computer tech if your MadMac can be programmed for respect, Jeb." He sighed and gathered his papers. "That's all, then. Good luck."

"You guys get all the good missions these days," C-14 moaned as you prepared to depart. "I always have to do the hard labor — construction, excavation, and testing equipment for the space program. Flood control! Great! Millions of panicky citizens underfoot trying to drown themselves. Oh well, hurry back so you can take over here. I want a chance at some exciting missions."

Soon you were bound for Antarctica aboard a small military jet. Stowed in the aircraft were three pairs of underwater propulsion legs, plus additional weapons.

Hours later, as you approached the midsection of the South American continent, a great roaring sound became audible, seemingly all around the plane. The sky ahead was gray, fading to black in the distance. "La Paz relay station to all south-bound aircraft!" crackled the radio in the control panel. "The South Pole has extensive damage. Large masses of ice are moving. You cannot remain airborne."

As you continued southward, thunder crashed, and the heavens seemed to open, spilling torrents of rain upon the tiny plane. The frightened human pilot struggled to keep the jet airborne, but it was finally forced down. The pilot landed safely, though not without considerable damage both to the plane and to the coffee plantation where it came down.

"There's never been weather like this," muttered the pilot darkly. "That plane isn't going anywhere now." Taking what you could from the ruined craft, you moved the pilot to shelter in an abandoned building and set out on foot toward the southwest-

ern coast. By the next morning, your underwater propulsion legs had brought you to the icy waters of the Antarctic. Above, the unnatural storm still raged.

You were not alone at the research stations — at least a dozen Type-2s from all over the globe were there, apparently engaged in tasks similar to your own. You decided to join forces with the other units from the T.A.U. and operate as a team. By nightfall, you had entered the remains of a T.A.U. station and recovered videotapes of the disaster. The tapes showed a small metallic object — not a meteor, but rather a device of unfamiliar manufacture, hurtling through the atmosphere toward the station. Then, explosion!

As you emerged from below the ice on the morning of January 13, a creature — like a huge, misshapen version of an insect — crawled toward you. Weapons bristled from the sides of the nightmare monster! Together you and your group were able to defeat it, and afterwards you tried to establish radio contact with CCF Command. But the only response was a recorded message, broadcast over and over again: "Invasion! Repeat, Earth has been invaded by alien forces. All units, save yourselves. The invaders are too much for us. We must regroup. Do not engage in combat. Move immediately to the nearest Primary facility for instructions. Repeat, make no effort to aid human military units or civilians. Avoid capture at all costs, and do not allow the enemy to track your progress, or you will jeopardize other bases."

Your newly-formed team moved underwater to South America, intending to check in at Buenos Aires Primary the following day. But when you arrived in a jeep you had commandeered, only a few survivors remained in the streets of that once-proud city and the base had been abandoned. Two huge aliens prowled the streets, but you avoided them.

Scenes of terrible carnage spread before you in the open countryside. Hundreds of soldiers lay dead in the fields, some half-devoured by scavengers. Your next stop was Caracas Primary, but that, too, had been destroyed. Since you could not establish radio contact with Panama Primary, you skipped it and went underwater again, finally arriving at Mazatlan, Mexico on the morning of January 17. This city had apparently survived the invasion, so you broadcast your recognition codes, and the main door opened to admit you.

Adventure 1: A New Base

The characters will be asked to rendezvous in Malibu with three trucks carrying essential supplies from Los Angeles to the new Big Sur base. These supplies include heavy medical equipment (such as X-ray monitors, surgical supplies, and refrigeration equipment), an extra generator, and laboratory equipment (including cracking ovens, liquid and gas chromatography equipment, an NMR analysis unit, and a small-scale mass spectrometer model that uses superconductors). The characters must escort the trucks from LA to the new base via the Pacific Coast Highway, since the Xenoborgs patrol Interstate 5 heavily.

Mission Briefing

The characters receive their instructions for this mission at the Primary base in Mazatlan, Mexico, where they have checked in while en route to the U.S.A. from Antarctica. (See Players' Introduction, page 5, for details.) They are greeted by Captain Sanchez, acting base commander. Once they are comfortably seated in his office, a small room decorated with sequined sombreros, he begins the briefing.

"You are all to assist in upgrading a Secondary Base, located on the west coast of the United States, from Secondary to Primary status. The San Francisco Primary, where I believe some of you have been stationed, was destroyed during the invasion. We have no details except that it had to be abandoned. Its replacement will be Secondary Number 14, located just south of San Francisco near Big Sur. All of you will be stationed there until further notice.

"As with most Secondary bases, there is not much equipment there now. CCF agents have gathered vital machinery and supplies from the remains of Los Angeles. Your assignment is to pick up those supplies, which are stored at the beach-front home of movie star Cliff Hamlin in Malibu. Load them onto the four trucks that Hamlin will provide, and escort that shipment safely to the

new Primary at Big Sur.

"Use the Pacific Coast Highway; the interstate has been severed by enemy bombs in several locations, and the remains of that road are patrolled regularly. Do not simply ride with the trucks; at least some of you will be needed to run interference for the convoy. If you sight any aliens, you will have to destroy or distract them in such a way that their leaders will never realize that a convoy has gone through. If the aliens suspect that such a large quantity of equipment is on its way up the coast, they will certainly investigate, and that would compromise the new base.

"Remember that some alien patrols seem to have radio communication with other enemy units. Do not allow yourselves to be detected or discovered as a threat."

Part 1: Up the Coast

The characters are assumed to arrive safely at Cliff Hamlin's house, where the supply trucks are loaded and waiting.

1. Malibu

Read the following to the players when they are ready to begin:

After taking your leave of Captain Sanchez, you drove your jeep to Malibu, and quickly located Hamlin's home. The trucks were waiting as promised — three large ones already loaded with the equipment, and one smaller one for yourselves.

As you were walking out to the trucks with the four human drivers who were provided for this mission, you saw an old drunk staggering along the beach toward the trucks, a bottle clenched in his fist. The next thing you knew, he had vaulted into the driver's seat of the lead truck and was driving away with the entire load of machinery!

The man is not old at all, nor, obviously, is he drunk. This young college fellow (wearing a white wig) has been awaiting the chance to steal a vehicle, intending to drive to Santa Maria and locate his parents. He has promised rides to six other refugees if they will cover him during the theft. The young man is not armed, but each of his friends has a hunting rifle (range 30, damage 10). They are hidden behind rocks along the beach. If the driver does not stop the truck for them when he reaches their position, they will begin firing at the cab.

Allow the characters to take actions as desired. Possible methods of retrieving the truck include using their weapons to blow out a tire, pursuing the van on foot and dragging it to a stop (Physical Stat Check), or jumping onto the cab of the truck and ordering the driver to stop. (He is quite willing to obey orders from a CC, especially an angry one.) Meanwhile, the young man's five friends will fire at any pursuers, including CCs. At your discretion, up to two may use called shots (CCF Manual, page 30), aiming for the characters' feet.

If the characters bring the truck to a stop without injuring the driver, the latter will explain the situation and apologize for stealing the vehicle. Should the characters decide to offer the young fellow and his friends a ride as far as Santa Maria, all will be very grateful.

All three of the supply trucks are 9 m/y vans. Each has a load capacity of 3,402 kg (7,500 lbs) weight, or 28.5 cubic meters (1,000 cu. ft.) volume. An extra 5 m/y truck has been provided to accommodate the CCs. Each of the four human drivers has 20 IPs and a skill rating of 5 in Vehicular Movement, landcraft (#130). The large trucks have 2,600 IPs each; the smaller one has 1,700.

DVs for Vehicles (all)

Laser:	15-20
Impact:	20
Thermal:	40 (10 for flammable items vs. flame)
E-M:	75
Sonic:	25

When the characters take their leave of Hamlin, he bids them farewell and gives them a bit of advice about the roads ahead. Read the following to the players:

"Now you all take care of yourselves, and watch out for big, ugly critters. I know you're CCs, and you probably realize all of this already, but I wanted to warn you to be careful on the last part of that run up the Pacific Coast Highway. That darn two-lane road is real steep, and visibility is downright awful; the cloud cover is thick, and it rolls right over the road on its way up the mountains. The police don't even bother to patrol that stretch — no one with any brains would exceed the speed limit anyway. So keep your eyes open!"

2. Malibu to Santa Barbara

Distance: 116 km (72 miles)
Est. Transit Time: 96 minutes (7 ST)

There have been a few human casualties in the towns along this stretch, but life here goes on as usual, except for the lack of power and communications.

3. Santa Barbara to Santa Maria

Distance: 119 km (74 miles)
Est. Transit Time: 111 minutes (8 ST)

Route 101, the major highway between these two cities, has suffered some damage from wandering Xenoborg patrols. There are several large pits in the pavement. The trucks will have to be lifted over at least two of them if they come this way. (The total power cost to lift a truck over a pit is 10 PU. More than one character can assist with this task, dividing the power cost between them as desired, so long as the total expenditure is 10 PU.) The remainder can be avoided with a skill check on Vehicular Movement (#130) at speeds over 40 mph, or without a skill check at any speed below that. A failed Skill Check means that the truck will overturn (7 in 10 chance) or fall into the pit for 70 IPs damage (broken axle, 3 in 10 chance).

Route 1 is less traveled, and the Xenoborgs have paid little attention to it. The residents of Lompoc have seen no Xenoborgs as yet, though they have heard the reports. They will question the characters if they stop here, but will not hinder them.

4. Santa Maria to San Luis Obispo

Distance: 50 km (31 miles)
Est. Transit Time: 45 minutes (3 ST)

Xenoborg marauders have been seen around San Luis Obispo, and there are

two citizen vigilante groups guarding the roads coming into the city. They stop all vehicles and demand to search them. The vigilantes will fire rifles and hand guns at the tires of any vehicles that do not stop, but they can be dissuaded from searching if the CCs identify themselves and order them to desist.

5. Pacific Coast Highway (San Luis Obispo to Big Sur)

Distance: 257.5 km (160 miles)
Est. Transit Time: 4 hours (17 ST)

The Coastal Highway between San Simeon and Big Sur is often no more than a two-lane road cut into the side of a mountain that drops precipitously to the sea, some 61-91 m/y (200'-300') below. There is no beach to speak of; only sharp rocks where the Santa Lucia Mountains meet the Pacific. The road itself is often obscured by clouds that drift in low from the ocean, then float up the mountainside in a thick, white layer of mist. At such times, there is only a small triangle, with a base as wide as the road, where visibility remains clear. The Pacific Coast Highway is seldom used during the winter, since there is danger of ice on the steep grades and of rocks falling from the mountains that loom high to the right of the narrow roadway.

5a. The Walls Have Eyes

One Xenoborg Private that was air-dropped in hyperdehydrated state during the initial invasion thrust landed on a mountainside here on the coast. It rolled down and lodged just to the right of the highway 119 km (74 miles) south of Big Sur, where it has remained since then. For several days now, it has lain here soaking up rain water from the storms and the clouds. It has regained enough moisture to soften the side of its body closest to the rock wall and extrude legs, which are fully developed but still in soft state. It has one light gray eyespot to watch the road.

At first glance, this particular alien resembles nothing so much as a giant gray boulder, approximately 3 x 4 x 3 m/y. The lines of its outer cells are not readily apparent unless it is inspected closely, nor are the legs visible from the road.

Read the following to the players as they approach:

The Pacific Coast Highway now leads out of the populated areas to the south and into the rugged mountain wilderness of the California coast. The wide beaches of clean white sand are slowly giving way to

rocky outcroppings jutting out of the water near the shore. Breakers splash against the stones with increasing force as the tide comes in.

The road ascends higher, until it is nothing but a thin strip of pavement hugging the side of a mountain. To the left of the road is a sheer drop to the ocean 90 meters (yards) below; to the right, a mountain looms majestically. There are no options on this stretch of road, no turnoffs, and you have passed only a scattered few clumps of houses — theoretically towns, according to your map.

A sign on the right side of the road ahead warns you to watch out for "falling rocks." This, at least, is common on mountain roads. But around the next corner is a sight that causes you to take the warning a bit more seriously. A huge boulder, at least 3 meters (yards) tall, rests against the mountain, less than 1 meter (yard) from the road. Scars on the cliffside show where it bounced and rolled on its way down the slope before coming to rest here.

When the characters come past with the convoy, this alien will note their passage. If they drive past and do not destroy it, the Xenoborg will follow them at a safe distance on its newly formed legs, attacking from the rear once they are engaged in Encounter 5b.

Xenoborg Private

Leg & Underside DVs (soft state)

Laser:	20
Impact:	5
Thermal:	13
E-M:	13
Sonic:	63

Armament: 2 lasers, 1 ignition system

5b. Double Trouble

Two miles north of Encounter 5a (left), two Xenoborg Privates have crawled out of the ocean and up the mountainside onto the Pacific Coast Highway. Like the one in Section 5a, they were air-dropped into the Pacific Ocean during the first strike. These two aliens have no communications equipment, and they have no commander.

As the trucks approach, the two Xenoborg Privates are just climbing over the guardrail on the left side of the highway, under the cover of heavy clouds. Read the following to the players:

Visibility is poor on this stretch of the Pacific Coast Highway. Clouds roll slowly up the mountainside from the sea in a thick white layer of mist, obscuring the magnificent view of the rugged California coast below to the left. The road surface is icy, and it takes all of the drivers' skills to keep the trucks under control on these steep grades.

Suddenly, as the lead truck rounds a particularly tight curve, two grotesque gray tentacles reach out from the left, through the mist! They are closely followed by a huge alien form that steps over the guardrail, its immense bulk filling the road ahead.

The two Xenoborgs are very hungry, so they will move toward the trucks and try to tear them open to get at the nourishment (i.e. humans) inside. They reach for the truck drivers first, then break into the vehicles if that is unsuccessful. If the trucks manage to turn and retreat, the Xenoborgs will pursue. Once each Xenoborg has captured a truck, it will stop pursuit and open the vehicle, then devour the protein sources inside.

Each driver who tries to stop and/or turn around on this icy road must make an unmodified skill check vs. Vehicular Movement (#130) to maintain control of the vehicle. Out-of-control vehicles will slide into the cliff face on the right (5 in 10 chance), or into the guardrail on the left (3 in 10 chance), or they may plow directly into an alien (2 in 10 chance). In the latter case, the alien and the truck will each automatically take 30 IPs of impact damage. The truck will require repairs before the engine can be restarted, since the engine will be clogged with gooey alien cells. (A CC can destroy these by expending 2 PU for a microwave attack at point-blank range.)

Any single impact inflicting 30 or more IPs of damage may (2 in 10 chance) knock a target (Xenoborg, vehicle, or CC) that is within 3 m/y of the guardrail over the side of the cliff, inflicting d10x+10 additional IPs of impact damage from the fall. Targets farther from the cliff may also be so affected (GM's discretion as to chances). Characters or Xenoborgs who deliberately jump off the cliff in pursuit will automatically take d10+10 IPs of impact damage from the fall. Xenoborgs may climb back up at 1/2 their normal movement rate (5 for privates). Humans or CCs must make a skill check vs. Personal Movement (#110) to climb at 1/2 normal speed; failure indicates climbing at 1/4 normal movement rate, plus a 5 in 10 chance of falling a second time (GM's discretion as to addi-

tional damage).

Each Xenoborg has two 2.5 m (8') spiked tentacles and working mandibles on a partially dehydrated "head" in addition to its weapons.

If the characters do not completely destroy all of these aliens, the remaining parts will regrow and eventually carry word of the convoy and its unusual riders to the Xenoborg leaders. This will take approximately 4-6 weeks.

Reinforcements: If the Xenoborg from Section 5a was not discovered, it has followed the convoy at a discreet distance. It will intercept any trucks that have managed to turn around, cutting off their escape as the two Xenoborgs ahead have done. If no trucks are heading in its direction, it will join the battle on the third combat cycle, attacking with lasers and its ignition system. Once the battle seems to be over, it will crawl over an opening in a truck and ooze its soft undersides into the vehicle to surround its victims.

There will be no repercussions from this incident since none of these aliens have communications equipment. They will simply be assumed lost during the initial strike. The characters will have no further incidents until they arrive at Big Sur.

Xenoborg Privates (each): 2 spiked tentacles (range 2 m/y, damage 15), 1 pair mandibles (range 0.5 m/y, damage 20), 3

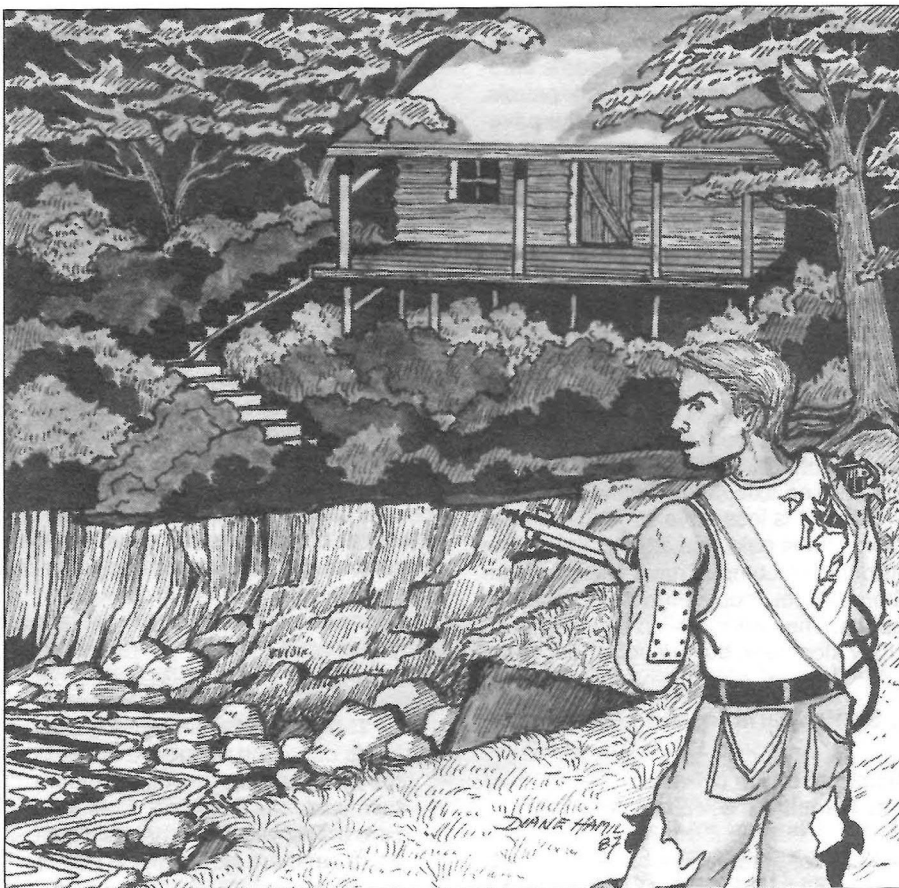
lasers, 2 fragmentation grenades (no launcher).

Part 2: Big Sur Base

The secondary base at Big Sur, located approximately 400 m/y from the coast, appears to be a single-story, one-room cabin, but beneath the 10 x 12 x 3 m/y structure is a sizable underground complex. The cabin is built of logs and hidden within a stand of huge pines and redwoods, next to a creek in this wild and beautiful section of the California coast. See pages 10-11 for details on the base.

Events at Big Sur Base

When the characters arrive at Big Sur, they will be greeted by Zach Johnson, the base guard, who is waiting by the side of the highway, rifle in hand. He will identify himself, then direct the trucks off the road into a clearing hidden in the forest. All the equipment must be unloaded and carried to the cabin by hand after night falls, to avoid attracting undue attention. At that time, the CCs must move the equipment through the cabin and down to the complex via the entrance shaft (page 11).



1. Debriefing

As soon as all the equipment has been unloaded and safely stowed, Zach introduces the characters to the new base commander, Major Hal Sims, who will debrief them.

Sims is young for one of his rank, about 34 years old. He has sandy brown hair, blue eyes, and freckles. Sims is a sharp tactician, and graduated at the top of his class from the military academy at Valley Forge. He trained in Vancouver, and this is his first base command assignment. He has never worked closely with CCs before, so he is slightly nervous. He speaks with a Philadelphia accent.

"Welcome to Big Sur Primary base," says Sims, walking into the small briefing room with Zach. "Consider yourselves assigned here until further notice. I understand you had some trouble on the way up, so let's have your verbal report first."

Allow the characters to relate the story of the Xenoborg attacks in their own words. Major Sims will take notes, then proceed with the debriefing.

"That will be sufficient for now; when we're finished here the data analyst will examine the records from your MadMacs for details.

"Meanwhile, we have to get this base set up and in peak operating condition. We have eight staff people here, most pulled in from other locations, and we only have room to sleep four comfortably. We're expecting six more technicians within the week.

"This underground complex has to be expanded. Your next assignment is to dig out several more underground chambers and join them with this complex. We don't have niceties like plaster to make the chambers soundproof, but at least we'll have enough room for equipment. The underground location provides not only extra security, but also constant temperatures for the electronics.

"We'll also need another entrance to this place, probably through the side of a mountain reasonably close to the Pacific Coast Highway. The entrance should be concealed by vegetation, as well as by natural rock formations.

"Finally, you must clear a wide

access road for trucks and other vehicles, then conceal that with vegetation. We'll keep most of the equipment in the trucks for now, until you have the access road cleared and the entrance secured. Then, we will move in the equipment by night while you run scouting missions and keep any aliens you find out of our way.

"Here's the proposed complex design. As you can see, we'll have to run additional wiring in to power the extra lab equipment. There is no base security to speak of at this time — nothing except Zach and his rifle. If you have any additional ideas, don't hesitate to speak up."

Show the players the diagram of the proposed cave complex (page 48). Allow them to comment and suggest other features that are within reason, considering the limitations of materials and manpower. (This will give them the opportunity to contribute something to the campaign.)

All of this construction work should simply be assumed, as it does not make exciting play. These tasks should occupy the characters for approximately five days and cost each of them a total of 150 PU, all of which may be regenerated from the base's power supply. During this time, they will be required to use their skills setting up power equipment, testing the facilities, and repairing engines — in addition to digging.

All the digging will go unnoticed as long as it takes place at night. Any dirt hauled during the day will attract the attention of local residents, who will then begin to spy on the cabin.

2. The New Tunnel

A Xenoborg Corporal has become separated from its squad, and is wandering this area. It will stumble upon the characters while they are excavating the new tunnel. Read the following to the players:

Not all CC work is glamorous. You have been at work since dusk, digging out the new entrance tunnel for the base through the side of a mountain near Big Sur Primary. One of you stands guard outside while the others trade off digging and dumping the dirt outside. Just after midnight, the character on guard picks up a low-pitched sound emanating from the bushes, about 30 m/y to the left of the tunnel.

The characters can get one free CT of attacks before the creature brings its weapons into position.

The Xenoborg will train its sonic projector on the tunnel entrance and fire, attempting to collapse the excavation on top of the characters. The attack will hit the tunnel automatically. The Xenoborg must continue the attack for a total of two more cycles to collapse the tunnel, so the characters have time to act before this occurs.

Once the sonic weapon has been activated, the Xenoborg continues to employ it continuously in the direction of the tunnel until it achieves its goal. Meanwhile, it uses its lasers against any attackers. After the tunnel is collapsed, the alien turns its sonic attacks upon the characters.

The entrance will collapse on Phase 5 of the second Combat Turn, burying anyone just inside. The dirt and rubble extend only 10 m/y back into the tunnel, so anyone outside that area is unaffected. However, unless the characters started from the underground base and worked outward, hauling dirt out through the cabin, this action closes off the tunnel, trapping any CCs or humans still inside until they can dig their way out. (A CC can dig through 1 m/y of dirt per CT at a cost of 5 PU; a human digs at one-third that rate.) Being buried alive will not harm the CCs, but any humans present need oxygen, and will die in 2-8 ST if not rescued.

If the characters do not completely obliterate this alien after defeating it, small chunks of it will survive and grow, regaining enough intelligence over the next two to three weeks to locate a superior Xenoborg officer and report the existence of this base.

Xenoborg Corporal

DVs (values in parentheses indicate DVs when under cover):

Laser:	25 (45)
Impact:	30 (35)
Thermal:	35 (40)
E-M:	20 (25)
Sonic:	10 (10)

Armament: 2 lasers & 1 sonic (range 50, damage d10x)

Conclusion

This adventure is worth 0-3 SP (per character). Repairs will be available, within the limits of manpower and resources at this base. Once the characters have finished their tasks, Major Sims will give them their next field assignment. Turn to page 12 for the San Francisco mission when you are ready.



Base Personnel

The base guard is Zach Johnson, an unmarried CCF communications specialist. He lives in the cabin, masquerading as a mountain man who lives off the land. In point of fact, Zach is quite adept with a rifle, which he uses to hunt his own meat. He also supplements his diet with vegetables grown in the garden behind the cabin. Zach Johnson has been quite self-sufficient for several years, except for infrequent trips into town for flour and sugar. So far, none of the local residents have been suspicious of the cabin.

A few technicians and specialists have already been smuggled into the base from the Carmel mission where they had taken refuge. A new base commander is now in charge — Major Hal Sims. Major Norton and all the other staff at the San Francisco Primary are missing and presumed dead.

Outer Area

The cabin itself is built of pine. An open front porch runs the width of the building.

A. Meat Storage

Zach Johnson shoots his own deer and squirrel for food. After he skins the ani-

mals, he cuts up the meat and buries it in the ground outside his cabin to remove the strong flavor. After a few days, he digs up the meat and preserves what he does not need for immediate consumption.

B. Root Cellar and Cooler

Zach dug this 3 x 2 x 3 m/y cellar when he moved into the facility. It is accessible through a trapdoor set into the ground beside the cabin. For security reasons, there are no connections to the inner complex from this area.

This cellar serves as cold storage for the dried venison and squirrel meat that Zach obtains through hunting. Dried meats are kept in separate containers next to the vegetables in the root cellar itself. There is enough fresh food in the cellar to feed ten people for two weeks.

C. Vegetable Garden

This 6 x 8 m/y garden provides Zach with sufficient fresh vegetables to supplement his diet. He grows no more than he needs for a season, since he has little skill with canning and preserving.

D. Privy

In keeping with his image as a hermit, Zach has built a small wooden outhouse

(2 x 2 x 2.5 m/y) behind the cabin. It is rarely used.

Interior

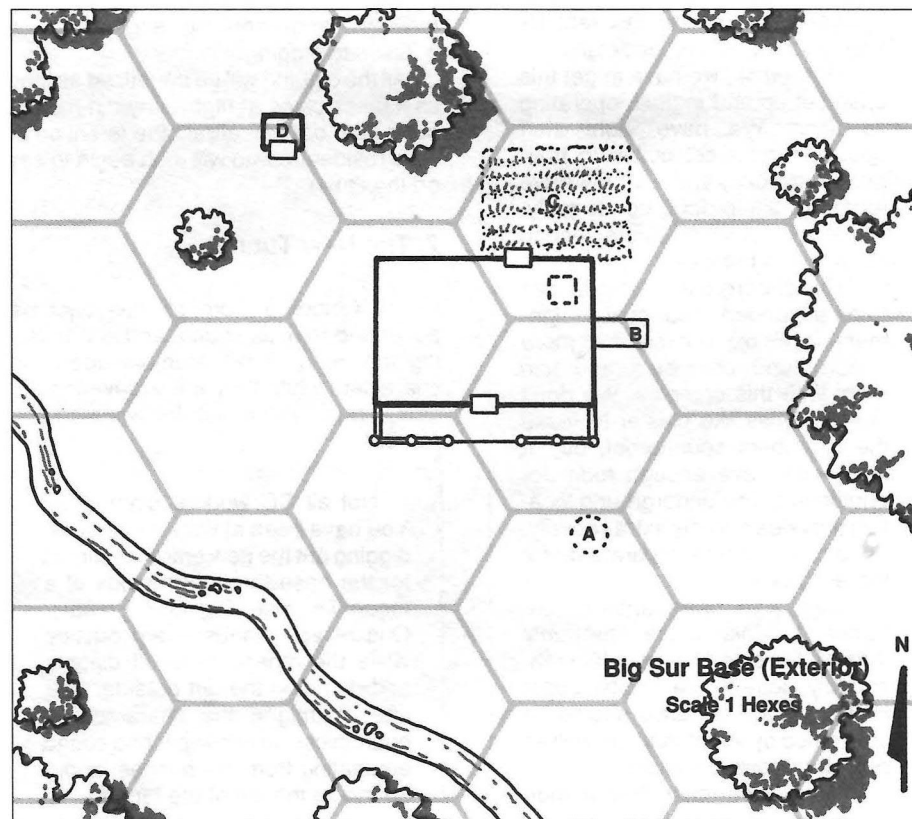
Inside, the cabin appears to be a rustic one-room dwelling for a solitary mountain man. Wooden cabinets, fashioned lovingly by hand from pine, hang on the south wall, and a rough table and bench stand near the center of the room. A burled pine bed in the corner hides a trapdoor, which opens into a shaft leading down to the ultra-modern base facilities underground.

Steel bars set into the wall of the shaft enable personnel to climb down to the lower level.

There is an additional entrance to the underground base via a tunnel (430 m/y long, 6 m wide, 4 m/y tall) originating at the base of the cliff that forms the California coastline. The tunnel entrance is visible as a small cave, partially obscured by vegetation during low tide, but it is totally submerged when the tide comes in. Since the tunnel angles upward through the cliff-side, only a small portion of it is ever flooded, even at high tide.

Underground Area Key

The underground base area is lined with poured concrete and reinforced with



steel. The interior walls are plastered and painted yellow, and the floors are tiled with standard easy-care plastic covering.

1. Entrance Shaft

The 1.5 m/y square shaft from the upper cabin area comes out in this small entrance chamber, which can be sealed off from the rest of the complex with a single command from the base control computer (Room 2). The door to the inner work area is made of solid steel, and is kept locked. Those wishing to enter must give the appropriate verbal recognition code, which is changed weekly, before the door will slide open. The computer recognizes the voice pattern of Zach Johnson and that of Major Norton, the Base Commander at the San Francisco Primary. Additional voice patterns will be stored in the computer's memory as more base personnel arrive. Zach himself handles the programming. CC operatives may operate the door either by voice command or by plugging a finger into a socket on the wall next to the voice control mechanism and feeding in a modulated electronic signal known to their MadMacs.

2. Base Control

The main work area is a large, central room, approximately 32 x 16 x 5 m/y. Presently, this room is stocked with a basic computer and drive system, two laser printers, hand monitor units for checking the CC body's equipment, spare batteries and CC parts, plus various hand tools boxed up in packing crates. With the new equipment the characters have brought, this chamber is very cramped.

The main computer operates by voice command, and is capable of verbal re-

sponse to questions, though its synthetic voice is rather flat. Johnson specifically requested a female voice, and he has named the computer "Darlin'."

In the northwest corner is a working communications station, which Zach used to broadcast weekly reports to San Francisco Primary base (TA 04 P.1) and occasionally to Flagstaff Command base. Next to the Comm station is a stack of official dispatches from Flagstaff, with notes scribbled upon them in Zach's handwriting regarding actions taken. Zach has not used the communications equipment since receiving a message on the emergency channel the day of the invasion. At that time, Flagstaff warned him that the base was to be upgraded, and that radio silence would be maintained until the new base personnel arrived by submarine at the coastal entrance.

3 & 4. Sleeping Quarters

These two outer rooms of the complex were built to serve as quarters for additional base personnel, should the need arise. Zach has furnished them sparsely with hand-made beds and chairs. Genuine Indian blankets from the desert southwest cover the beds, adding a bit of color to the otherwise stark yellow chambers. Each room will accommodate two people comfortably, or four if two sleep on the floor.

5. Dry Food Storage

Freeze-dried emergency rations and medical supplies are stored here in large steel cabinets. There is enough concentrated nourishment to support ten people for six months.

The preserved foods are quite nourish-

ing, but the taste leaves much to be desired. These packages are akin to the sustenance carried into space by astronauts before the establishment of the space station with its hydroponic gardens.

The medical cabinet stores a standard array of broad-spectrum antibiotics, such as tetracycline, penicillin, and the new synthetic xytomycin (for those with allergies to either of the former), plus ritalin, digoxin, digitalis (for heart problems), and sulfa drugs. Standard personal injection units filled with antihistamines are available for those with life-threatening allergies to bee stings or natural substances, and there are three dozen disposable syringes for diabetics. First aid supplies include bandages, one portable field surgery kit (self-cauterizing laser scalpel, sutures, clamps, retractors, local anesthetic with syringe, hand-held microwave sterilizer for tools, and sterile bandages), alcohol, iodine, and burn ointment.

There is a small camp stove on a table in the southeast corner of the room, and this will suffice for reconstituting the freeze-dried foods stored in the cabinets and for cooking small portions of standard fare. On the east wall is a sink whose tap yields cold running water, piped in from the nearby creek. There are no other facilities for washing underground, and no hot water is available.

The refrigerator unit is a steel box with one cubic m/y of space inside. Currently, it holds enough insulin to maintain one diabetic person for three weeks, plus two dozen fresh eggs from the local market in Big Sur.

6. Sanitary Facilities

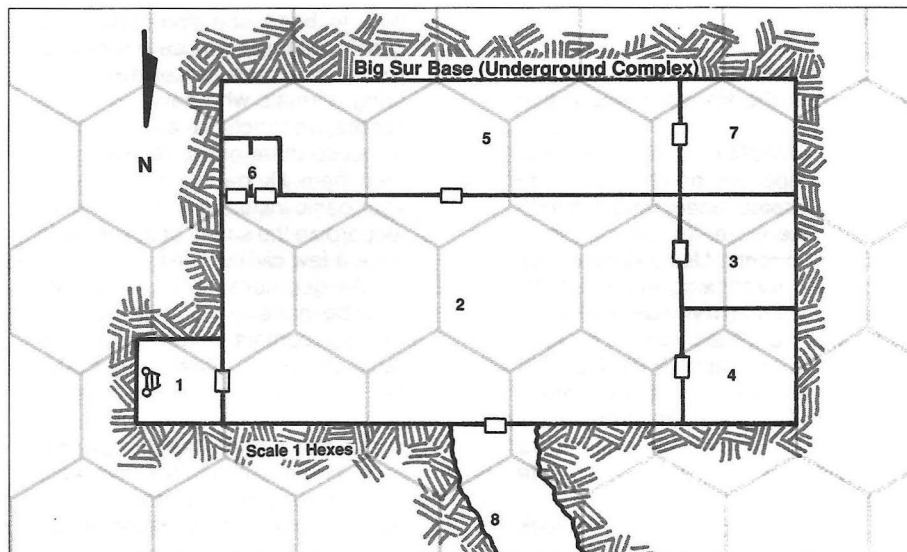
Although Zach sometimes uses the outhouse behind the cabin, this restroom is available for base personnel. Waste is routed through a small tunnel to the ocean.

7. Generator Housing

The generator that powers the base is a turbine mounted close to shore, just under the surface of the Pacific Ocean. Power lines run up through the rock to the lighting systems within the complex. Two storage batteries kept in Room 5 hold enough reserve power to keep the base fully functional for about one week.

8. Tunnel Access

Like Room 1, this small chamber can be sealed off from the rest of the complex. Visitors must be cleared through the computer by voice print or by electronic code, in the case of CCs.



Adventure 2: A Lost Comrade

The characters must enter the ruins of San Francisco and recover a Type-1 CC presumed lost during the initial invasion. Their primary goal is to bring the unit to the new Primary base at Big Sur.

Secondary goals include retrieving as much intact equipment and as many surviving base personnel as possible. These must be transported to Big Sur Primary without being detected by the enemy.

The characters' tertiary goal is to recruit any survivors whose talents would be beneficial to the CCF, and arrange to transport them to the Big Sur base.

Start

The characters begin at Big Sur Primary base. Major Sims will give the characters a briefing once all of their systems have been checked and any minor repairs (within the ability of the technicians) have been completed.

Mission Briefing

"Good morning, everyone," says Major Sims, entering the briefing room at the Big Sur Primary base. "As you know, we lost most of the Type-1 CCs during the initial alien thrust. Many were located in cities that were depopulated, and their brains had no defense against the radiation without Emmer nets like yours. Others were lost in combat with alien troops.

"I want you all to go back into the city and investigate whatever remains of the old Primary. Salvage any equipment that is still working and can be moved. In particular, however, I want you to find Jeb Perkins, the one and only Type-1 stationed there. Some of you may have known him quite well, I understand. At the time of the invasion, he was assisting with flood control at the docks, attempting to rescue citizens trapped in flooded buildings and shore up barricades against the huge tidal waves generated by that Antarctic explosion. We lost contact with him as soon as the bombs hit.

"Whether Jeb survived or not, it is vital that we recover the equipment, er, body . . . well, you know what I mean. We need you to bring back whatever is left of him from San Francisco. Any CC, even a Type-1, is an expensive piece of equipment, and one we'd be hard pressed to duplicate under the present conditions. If we can get him back and his mechanical body is in good condition, we can recondition it for use by another volunteer. If it's not in good shape we can still use it for replacement parts. You'll have to be careful; we know from reports that several Xenoborgs have taken up residence in the city, apparently to assess the damage and scavenge what they can before the survivors do.

"We have no idea where Jeb might be now. He was last seen near Fisherman's Wharf on the north side, heading for the Presidio to help with traffic problems on the Golden Gate. Jeb may have returned to the old Primary, so check that out first. If he's not there, you may at least find some clues as to where he was sent.

"When you do locate Jeb, approach him with extreme caution. His brain might have survived, but that isn't likely. Without the organic brain to guide it, his MadMac may act erratically. Therefore, if Jeb is down when you find him, do not recharge the unit until its status can be evaluated. If the unit is still functional, the MadMac should respond to one of the standard recognition codes.

"The MadMac is the most valuable component, and the most difficult to create under these conditions. Therefore, its recovery is of highest priority. Use extreme caution, and try to bring the entire CC unit back intact. If you can't, salvage as much of its equipment as possible. Do *not* damage the CC unit! Jeb's body isn't going to be of much use to us if you shoot it all up. So if there is any resistance, you'll have to find some way other than brute force to bring him, er, it, in.

"In addition to finding Jeb, look

for any of the base personnel who might have escaped death. We desperately need their skills here if we are to make an operational base out of this cabin. We won't be able to accommodate the usual maintenance staff of twelve for each of you in this facility, but we need all the skilled people we can get. Rescue any of those technicians you can find; the office workers are, unfortunately, considered expendable.

"Beware of all survivors you encounter. Their mental state is likely to be unbalanced, and there may be a combat zone atmosphere within the city. If any humans recognize you as CCs, they will probably beg for rescue. Do whatever you can for them without jeopardizing your mission. Don't split up, whatever you do. If one of you went down and there was no one there to bring you back, those people could have you stripped for parts in no time.

"If any of the survivors display talents that, in your judgment, would be assets to the CCF, bring those individuals back here to base if they are willing to accompany you. We can use all of the exceptional people we can get, either for staff technicians or for new CC recruits. There may be several good candidates among the survivors; after all, it takes exceptional talent, or stubbornness, to survive an alien invasion. It will be up to you to decide who to bring and then you must convince them come back with you. Under no circumstances are you to bring normals who have no useful talents; we simply haven't the space to house them or the resources to feed them. I know this goes against your basic instincts, but we cannot jeopardize the safety of the world to save a few civilian lives.

"All decisions about personnel must be made by you six in the field. Do not contact headquarters by radio unless absolutely necessary; the aliens do monitor radio transmissions, and we cannot afford to jeopardize the location of our new base. A mini-submarine is available for your use in going to and from the base, but do not abandon it too

close to the city, or it may be captured before you return. The four trucks that you brought here with supplies are also available, but take only one — more than that could arouse Xenoborg suspicion. We can spare one human as a driver for either the sub or the truck, and that person will, of course, be subject to your orders during the mission. Either vehicle can accommodate all of you, plus four additional people, or the equivalent volume of equipment. Use whatever means you find expedient to transport any extra equipment and personnel you choose to bring back, but remember that the enemy must not become suspicious.

"If you run into any trouble en route, we have a safe house in San Jose on Winchester Boulevard. A CCF agent named Rod Petty lives there with his family, and can hide you out or store equipment for you if need be. You may check in with him on your way into and out of the city for updates on the situation if you move overland. Also, there is reported to be a haven of sorts in Carmel, at the Mission San Carlos Borromeo del Rio Carmelo — that famous California mission established in the late 1700s. It isn't run by the CCF, but in a pinch you could probably take refuge there. If you do go there, take a look around and find out whether there's any unusual form of protection operating. We're somewhat curious as to why the Xenoborgs haven't bothered to take it apart yet.

"Those are your options. Please inform my second in command as soon as you have a proposed route and timetable worked out; we must be able to send out a rescue party to recover you should you not return. Any questions?"

The characters may start at any time of day, and may use either the mini-sub (with no armament) or the truck for transportation. Alternatively, they may travel on foot, either overland or underwater. All the CCs will be fully recharged before departing. No extra weaponry is available; all rifles and grenades are needed to ensure the safety of the base facility.

Part 1: The Trip

Underwater: The characters may travel underwater — either on foot or in-

side the mini-sub — without incident until they reach the Half Moon Bay area southwest of San Francisco. Here the shoreline has caved in because of the recent earthquake, and there is considerable wreckage of houses, automobiles, and other paraphernalia of modern life scattered over the sea bottom. Some of the debris has washed back onto the shore, but the going is difficult. Rate of movement will be half normal unless the characters move out to about 400 m/y offshore. This situation will become apparent when the characters reach San Francisco; the wreckage of the piers and wharves is a visible reminder of location while underwater. Note that the former CC base is also completely submerged. It lies on the eastern (bay) side of the city in what was the Central Basin.

Overland: The characters may also choose to ride into the city by truck, or to walk there at accelerated rates of speed. Major Sims recommends Route 1 for this option; the divided highways are patrolled by Xenoborgs. There is only a 1 in 10 chance of encountering a lone Xenoborg Private on Route 1 (roll only once during the whole trip), but a 6 in 10 chance of encountering a pair of the aliens for each 30 km (20 miles) traveled by any other route.

Xenoborg Privates (each): 2 lasers, 2 spiked tentacles (damage 20), plus one of the following: 2 fragmentation grenades, ignition system, or electromagnet.

Safe Houses

If the characters are discovered or pursued en route, they may take refuge at a safe house in Carmel, California that accepts refugees from the cities. Alternatively, they may seek shelter with CCF agent Rod Petty at the Winchester Mystery House in San Jose.

Carmel: The famous Mission San Carlos Borromeo del Rio Carmelo, established by Father Junipero Serra in 1770, is secretly operating as a safe house for refugees under the direction of Father Paul Summers. Once a tourist attraction, this mission was restored to full operation as a religious institution in 1997, through donations to the mission school. By 2035, though tourists were still welcome to browse its historic attractions and sit in its beautifully landscaped Spanish courtyard, services were carried out daily in the fully restored chapel. Father Serra himself still lies buried beneath the church floor in front of the altar, and his spirit reportedly speaks to penitents in need of counsel.

When the invasion took place, Father Paul declared that the Carmel Mission would provide food and shelter to the refugees of the devastated cities to the extent of its capacity, in the true spirit of a

frontier mission. Anyone is welcome to take refuge here, though conditions within the church and its outbuildings are crowded. Those who are physically able catch fish or bring in livestock and food scavenged from Carmel, Monterey, and the surrounding areas. Other refugees who are skilled in Medicine & Health (#520, SR 5) care for the victims of poisoning or radiation who have managed to locate this haven.

The Xenoborgs have not yet disturbed this mission, though they know of its existence. It is said that Father Serra's spirit keeps them at bay, though Father Paul personally believes that the aliens are evil and so cannot set foot on holy ground. The actual reason is a rare psychogenic skill unknowingly possessed by Father Paul, through which he can will the mission to appear unimportant to enemies. Characters with psychogenic communications (#460) may discover this power in use with a successful skill check, though Father Paul will deny that he uses anything but prayer to safeguard the mission.

The characters may safely leave personnel or equipment here to await a later pickup. Father Paul will cooperate fully with the CCF, hiding personnel or equipment as needed, if so requested, for he is an intelligent man who is quick to recognize that the CCs offer the best chances for mankind's ultimate survival.

Father Paul

Mental: 10	Psychons: 10
Neural: 10	
Physical: 10	
Skills:	
SR 20 #330	Psychogenics/Beings
SR 25 #430	Cultural Arts
	(#431 Religion)

San Jose: The Winchester Mystery House, located at 525 South Winchester Boulevard in San Jose, is now the home of CCF agent Rod Petty. Long a popular tourist attraction, the huge, rambling house fell into disrepair and was scheduled for demolition in 2031. The CCF, realizing its potential value for hiding agents and refugees during wartime, surreptitiously purchased and renovated it.

The outside of the house is a jumble of different styles of architecture. The roofs of the different sections are of various colors and materials. Inside, the main house is a maze with 160 rooms, 40 staircases, 47 fireplaces, 2,000 doors, 10,000 windows, and dozens of blind closets and secret passageways. There are staircases that lead nowhere, windows that seem to lead outside, but actually open into other rooms, and doors that open onto brick walls. Even Rod Petty, his wife Sally, and his daughter Marie, often refer to

Adventure 2: San Francisco

maps to find their way around.

If the CCs can get to the house without alerting the three Xenoborgs (Corporal #2 and Privates #7 & #8) stationed in San Jose as an occupation force, they can store equipment for later pickup, or hide out while jury-rigging repairs of their bodies or their equipment. Petty keeps two fully charged replacement batteries, plus a small portable generator for recharging CC units. He also has one replacement hand unit, a pair of underwater legs, and a partial repair facility within the house.

Rod Petty

Mental: 10

Neural: 15

Physical: 10

Skills:

- SR 20 #560 Physical Sciences
(#562 Mechanics)
- SR 15 #230 Personal Weapons
(#235 Modern Small Arms)
- SR 3 #130 Vehicular Movement
(all land and water)

Part 2: San Francisco

In the year 2035, just before the invasion, San Francisco is still a colorful, active city that has carefully maintained the charm of its past amid the modern developments. Always proud of its Bohemian atmosphere, San Francisco is, as it has always been, the home of those who look at the world in different ways than do most folk — and who aren't afraid to let their opinions be known. Artists, writers, religious cults, and even scientists with outlandish ideas make their homes here in the city on the peninsula.

The CCF officials of the United States thought long and hard about the location of the first real Primary base. The California coast was ideal, fulfilling the requirements of proximity to water, easy availability of high-tech products (such as microcircuitry made possible by the advent of room-temperature superconductors), and balmy weather year round. But which city?

Los Angeles was considered, but it was judged too dirty because of the deadly smog that blanketed the city most of the time. Once thought to be only a nuisance, the smog became a major health hazard in the 2020s, when a freak nuclear accident released residual radiation into the air and ground water. Besides, the CCF needed a location where the CCs would be accepted as permanent residents without much ado. And in light of that, what better location than San Francisco, a city known for its permissiveness and free-thinking? The CCF chose wisely, for the people of

San Francisco accepted the CCs as citizens quite readily. After all, how much of a stir could a few mechanical men make in a city whose history included eight major earthquakes, the gold rush of 1849, the hippie movement of the 1960s, the Hare Krishna religious push, the AIDS epidemic of the 1980s — and its cure which was discovered at Berkeley — and the massive environmentalist demonstrations of the early 2000s? There was talk, to be sure, but the citizens of San Francisco have always displayed a "live-and-let-live" attitude and life went on as usual. Once the CCF had CCs established here, it was easier to integrate other bases into more conservative areas of the nation.

On the streets of San Francisco in 2035 men in business suits heading for Montgomery Street (known here as "Wall Street of the West") mingled with more free spirited folk dressed in tie-dyed shirts — a clothing style that had not been prevalent in the greater United States for more than sixty years. The CCs, nicknamed the "San Francisco Knights," traveled freely in public, making regular appearances at major celebrations for PR purposes, and attending movies, lectures, and night clubs as ordinary citizens. They were greeted casually by the citizens, as neighbors rather than as freaks, though reporters followed their activities and asked their opinions at every opportunity. The CCF encouraged this exposure, though the Knights were warned not to endorse any product, intentionally or accidentally. A nationwide ad campaign was once launched just because a photographer got a picture of a CC holding a soft drink.

Tourists who came to San Francisco hoping for a glimpse of the first CC Primary base in the country proved to be such a problem that a CC demonstration facility was established downtown in the Embarcadero Center. The CCs were required to perform demos there on rotation shifts as part of the regular CCF public relations program, and all proceeds not required for upkeep went for charity work in the city.

The City

San Francisco is built on forty hills, in a region unfortunately vulnerable to earthquakes. The ground level varies in altitude from sea level to 283 m/y above that. Located at the tip of a peninsula, it is bounded by the Pacific Ocean on one side and San Francisco Bay on the other.

The streets are quite steep, and parking personal vehicles on the hills became such a problem by the late 1990s that BART, the Bay Area Rapid Transit System, was upgraded and expanded to include an overhead monorail system in addition to buses and cable cars. Parking on streets with a steep grade was out-

lawed in 2013, and additional parking decks, both above ground and below, were installed to take up the slack. The tallest deck, rectangular and decorated with colored glass mosaics, became a recognizable part of the San Francisco skyline, next to the Transamerica Pyramid.

Climate

The temperature during January and early February ranges from 5°-10° C (40°-50° F). Winter is the rainy season, and most days have some precipitation. Stiff breezes are blowing all the time, due to the proximity of the seacoast and bay, making the general environment damp and cold. The bay waters remain at a constant temperature of about 15° C (60° F).

Current Situation

San Francisco suffered heavy damage during the initial alien attack. All military establishments, including the naval shipyard on the bay in southern San Francisco, Chrissy Army Airfield in the Presidio area, and the naval stations on Yerba Buena Island, were vaporized with antimatter bombs. The city itself was then depopulated with neutron bombs and poison gas, as were Oakland and other population centers all around the bay. San Jose's people were spared, but Xenoborgs now occupy that city.

The shock from the various small explosions touched off an earthquake, which toppled many of the larger buildings and broke the water mains under the streets. Fires raged out of control for days, damaging most of the intact structures and resulting in hundreds of additional casualties. The aliens promptly cut off any remaining power and communications. Both bridges and most of the roads leading out of the city have been severed — Xenoborgs simply used their sonic weapons to crack the bridge structures and the pavement on the highways, creating holes large enough to stop traffic.

Now, weeks later, the streets are still littered with thousands of unburied corpses. Most of the bodies have been looted. Survivors have cleared some of the streets to allow vehicle movement, though most residents risk travel only rarely, since two squads of Xenoborgs have occupied the ruined city.

The survivors have organized into loose groups under the leadership of a few talented, charismatic individuals. These groups are described on pages 21, 22, 29, 30, 31, 32, and 34. A few of the group leaders have skills that could be quite valuable to the CCF. The best candidates

for recruitment, either as technicians or as new CCs, are the following:

Name	Group
Lin Chang	The Guerillas
Brad Connolly	The Orphans
"Ma" Hawthorne	Gray Tigers
Hank Houlihan	The Protectors
Marcus Townsend	The Students
Samuel Wells	The Reborn

Lawlessness prevails, and everyone must look out for himself. Stores have been sacked and looted, usually to obtain food or power generators. Very few of the survivors have collected televisions, jewelry, or other valuables — since those items are not necessary for survival. Supermarkets have been raided, however, and families are camped in some such stores with weapons to defend their supplies. Abandoned automobiles litter the city streets. Most of the vehicles have been drained of fuel by those survivors who have obtained portable generators.

Most of the survivor groups do cooperate with one another to a limited extent, and a barter economy prevails. No one is interested in paper money, but the survivors trade goods and services. Commonly accepted "currency" includes food, clean water, and fuel for generators. Some groups trade weapons or equipment, such as generators and refrigeration units.

Dozens of animals escaped from the San Francisco Zoo during the earthquake. Many died from residual radiation and from eating food that contained traces of the poison used to depopulate the city. Others perished during the earthquake, some at the hands of starving survivors with guns in their hands, and a few as prey for the Xenoborg invaders. Several animals, including a mated pair of lions, one snowy tiger, a brown bear, a boa constrictor, three wolves, and one cheetah, plus assorted less dangerous creatures, survived despite the radiation and poisoning. They are still running loose within the city.

Use these animals, and any others you wish, as random encounters in the streets. Stat ratings for predators range from 2 to 25. Each has one to three attacks with fixed damages ranging from 5 to 10.

Power

San Francisco has been virtually without power since the first Xenoborg strike. Independent generators still provide power at a few selected locations, including the China Trade Center, Ghirardelli Square Ice Cream Shop, the Transamerica Pyramid, and several private resi-

dences. All of these buildings are inhabited, and the residents will not take kindly to CCs who attempt to drain their power supplies. See the individual survivor descriptions for notes on the specific attitudes of each. Some few generators are left in storage rooms of department stores.

The CCs may obtain power from any of the following sources in the field without repercussions:

Car Batteries: 1/2 PU per battery drained.

Portable generator: 100 PU per tank of fuel, at a rate of 1 PU per CT.

Building power system: full power, at a rate of 10 PU per AT. Note that if more than 5 PU per AT is pulled, the building's circuit breakers will register overload, and all power will shut off.

CCF Base Personnel

Most of the fifty staff members at the base died during the depopulation. A handful of technicians escaped and made their way to the safe house at Carmel (page 13), where they were picked up by the CCF and transported to Big Sur.

The three Type-2 CCs stationed in San Francisco survived the invasion because they were away on a mission at the time of the strike. (See Players Introduction, page 5, for details.) These CCs are three of the pre-generated characters provided in the center pull-out section of this booklet. They may be used as player characters, or you may add them as extra encounters if your players are using characters of their own creation.

The survivors include Major Norton (the base commander), his executive assistant Lieutenant Dora Williams, Frederick Holms (power technician), Philip Northrup (armorer), Jane Farnsworth (data analyst), and Bob Andrews (computer technician). All these people were rescued from the ruins of the old Primary by C-14 (see below) and have taken refuge in the remains of the Transamerica Pyramid. Other survivors have joined them (see page 32).

Jeb Perkins (C-14)

Jeb was at the waterfront in the west part of the city assisting with flood control when the bombs hit. His human brain perished during the depopulation from radiation, since he lacked the Emmer net that protects Type-2 units (such as the player characters). His MadMac suffered no damage, however, and continued to operate the CC body by itself.

After the organic brain's death, the MadMac decided to return the CC unit to

base for further instructions. In the base complex, which had sunk beneath the waters of San Francisco Bay during the earthquake, C-14 located Major Norton, the base commander, and immediately reported its condition. Although Norton was mentally unstable (see page 34 for details), he understood the vital importance of having at least a partially operative CC to ensure the safety of all the surviving base personnel. Realizing that he could do nothing about C-14's problem, Norton informed the MadMac that it was the most important part of the CC unit, and that it could function without an onboard operator according to his orders. He then instructed C-14 to rescue any others it could from the wreckage of the base. The unit carried out these orders, moving Norton and all the other survivors to a relatively safe location within the city (the remains of the Transamerica Pyramid).

Jeb's MadMac is incapable of evaluating the Major's condition, not being programmed for psychiatry. However, it still recognizes the Major as an authority figure, so it continues to carry out his orders to the letter, no matter how bizarre they may seem.

Norton has done such a good job reassuring Jeb's MadMac that it has become rather self-important, and now considers itself superior to other MadMacs that must depend upon organic operators. The computer retains some of Jeb's memories, and the unit continues to display his personality quirks (such as making good-natured complaints about his assignments), but it exhibits some smugness and an air of superiority. The MadMac does remember, however, that it failed to protect its operator as it was programmed to do. Therefore, if pressed for details about its condition, C-14 will display the classic symptoms of a guilt complex, becoming defensive, arrogant, and hostile.

Locating Jeb

C-14's location varies according to his assignments for the day. Though the MadMac is fully functional, it has decided not to respond to signals broadcast by other CCs. The characters will be unable to locate C-14 with their enhanced sight or hearing for the first few days after they arrive, for the Type-1 will be out of the city (tending the Emperor's prisoners at Alcatraz, walking on the bottom of the bay catching fish for the hungry, etc.) during that time. All of these activities are carried out under Major Norton's orders. Vary Jeb's location as needed to keep him one step ahead of the characters until they have had time to explore the city and question the survivors.

The characters will probably search

Adventure 2: Players' Introduction

the old Primary base first, as they have been instructed during their mission briefing. The clues there should lead them to Embarcadero Center next, where they can question Hank Houlihan (see page 21 and page 22), who will direct them to other survivor groups. Eventually, the clues will lead them to C-14. They will catch up with the Type-1 at the same time that the New Tong (page 21) and the Xenoborgs do, and will have to stage a rescue and fight the attackers. (See Final Encounter, page 35.)

Each survivor leader can direct the characters to two to four others, who may or may not have the information desired. This gives the characters several options from which to choose, rather than forcing them along a particular path. A diagram of the information network is given below.

Obviously, the players may come up with their own ideas, and deviate from the course of action outlined. In addition to the important buildings, where the survivor groups are living, several other famous places in San Francisco are briefly described on page 18 in case the characters wish to investigate them. There is nothing of value to their mission in any of these areas, however, so try to steer them back to the main action as quickly as possible.

If the characters, by luck or by design,

go directly to the Transamerica Pyramid and convince Emperor Norton to release Jeb, they can bypass a large portion of the action. This is unlikely, but should it occur, move directly to the final encounter (page 35) and finish the adventure. Later, have Major Sims send them back to San Francisco to search for survivors with promising talents. If the players come up with unique solutions or other ideas for locating C-14, consider them fairly, and reward intelligent play with some success.

Should the characters have trouble deciding what to do next, their MadMacs may advance the following theories:

1. Jeb's body has been taken by the Xenoborgs for analysis.
2. Jeb did not die immediately during the first strike, but moved to another location to fight the invaders and fell during combat.
3. Jeb's body was deliberately moved by survivors and hidden somewhere within the city.
4. Jeb is still functional, possibly under the complete control of his MadMac if his organic brain has perished, but the unit is somehow unable or unwilling to respond.

The MadMacs consider Option #1 un-

likely, since Jeb's MadMac should have destroyed the unit, or at least wiped out its own records, if there was danger of capture. Any of the other three options are strong possibilities, and all require interrogating survivors.

Most of the major survivor groups have seen or heard of Jeb's activities since the disaster. Some know who he is because of his television appearances and promotional activities prior to the invasion; others will not recognize him unless given a complete description. All will report him as functional. Only the New Tong and the Gray Tigers know that he works for Emperor Norton; the others can describe his recent activities and tell the CCs where he has been, but not his current location.

If the characters locate C-14, the unit will talk with them as much as they wish, but will not accompany them willingly. If necessary, C-14 will even fight them, unless the MadMac can be convinced that Major Norton wants the unit to return to the Transamerica Pyramid. Once there, the characters must convince Norton to release Jeb into their custody. (See page 34 for further details on Major Norton.)

Players' Introduction

Read the following to the players as the characters enter San Francisco proper:

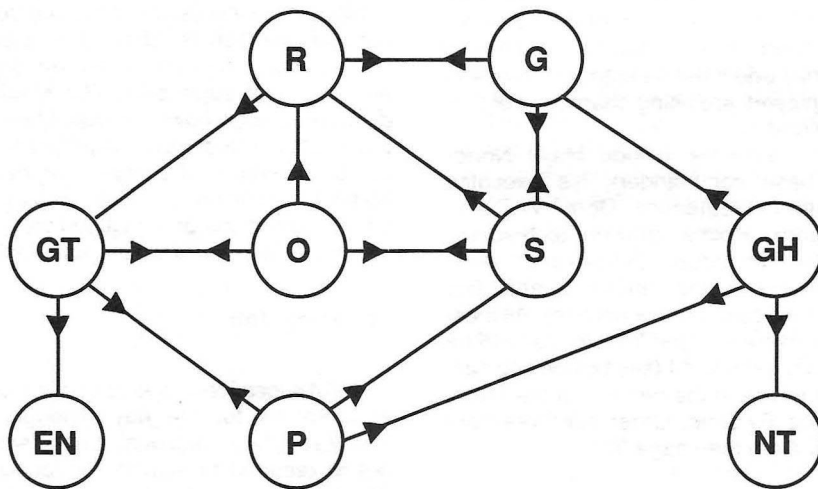
The sight is one of sickening carnage. Bodies in various stages of decomposition litter the streets. A carrion bird is ripping voraciously at a corpse lying in the doorway of a building. Another buzzard lies dead in the street beside another corpse; apparently poisoned by the same substances that killed the people.

Tattered sheets of paper with hand-written messages upon them wave in the breeze from the buildings and signposts where they are mounted.

These are proclamations, listing new laws and royal decrees for the city, signed by Emperor Norton II. If the characters stop to inspect one, read the following:

The note reads: "Hear ye! Hear ye! The word of Emperor Norton II shall be the law of all that fine land known to man as the TransAmerican Union. His Imperial Highness has decreed that a census shall be taken two weeks hence in the capital city of San Francisco. On that

Survivor Group Contacts



Key to Group Codes

EN: Emperor's Court (page 32). Leader: Emperor Norton II. HQ: Transamerica Pyramid.
G: The Guerillas (page 30). Leader: Lin Chang. HQ: Polytechnic High School.
GH: The Gas Hogs (page 30). Leader: Lily Jameson. HQ: Mt. Davidson Park.
GT: Gray Tigers (page 31). Leader: "Ma" Hawthorne. HQ: San Francisco Bay Retirees.
NT: The New Tong (page 19). Leader: Lo Men Wang. HQ: China Trade Center.
O: The Orphans (page 28). Leader: Brad Connolly. HQ: Ghirardelli Square.
P: The Protectors (page 21). Leader: Hank Houlihan. HQ: Embarcadero Center.
R: The Reborn (page 22). Leader: "The Prophet." HQ: For Heaven's Cake.
S: The Students (page 34). Leader: Marcus Townsend. HQ: University of California.

day the Emperor's champion shall visit the dwellings of all citizens. All persons shall, without exception, present themselves for counting, and the champion shall render unto each a token of citizenship, which is the Emperor's promise of protection in these troubled times. So it is written; so it shall be done.

Emperor Norton II

The message is dated two days ago. The handwriting looks quite familiar, like that of Major Norton's executive assistant at the Primary base. The signature, upon closer inspection, looks like that of Norton himself, your old base commander!

All the various notices were posted by Jeb. The other messages refer to large-scale, sweeping reforms, most of which involve quite reasonable and innovative ways of solving the problems of survival in the ruined city.

The Opposition

The characters will face two enemies in their search of the San Francisco Ruins — Xenoborgs and human traitors.

Aliens

Two full Xenoborg squads have been assigned to occupy the San Francisco Bay area. The eight Privates, two Corporals, and one Sergeant are spread out all over the cities and their suburbs, searching for weapons and military installations to destroy.

San Francisco was a difficult city to deal with in the main invasion strike, since there were several military and quasi-military establishments nearby, but the invaders dared not risk too many explosions if they wished to salvage any of the city because of the danger of earthquake.

Consequently, land crews have been sent in both to occupy the ruins of San Francisco and Oakland and to seek out and destroy any further dangerous items. Privates #7 & #8 and Corporal #2 are currently occupying San Jose, which was neither destroyed nor depopulated during the invasion. Privates #1-#6, Corporal #1, and Sergeant #1 are scavenging in San Francisco and Oakland.

In the San Francisco Bay area, the Sergeant has redeployed its two squads in the arrangement shown on the table below.

while half of Squad #2 searches Oakland and the other half occupies San Jose. Each Xenoborg Private is assigned to patrol a particular area. The Sergeant moves at will to aid any Private in Squad #1 that needs assistance, but spends most of its time at Golden Gate Park, with Private #4 on guard. See the map of post-invasion San Francisco on the inside cover for Sector notations.

Squad #1 San Francisco

Sergeant	Golden Gate Park
Private #1	Sector A (West)
Private #2	Sector B (Northeast)
Private #3	Sector C (Southeast)
Private #4	Golden Gate Park

Squad #2 Oakland - San Jose

Corporal #1	Lakeside Park (Oakland)
Private #5	North Oakland
Private #6	South Oakland
Corporal #2	Kelley Park (San Jose)
Private #7	San Jose (east suburbs)
Private #8	San Jose (downtown)

The table below is a general guideline to the movements of the Xenoborgs stationed within the city of San Francisco. Use it to determine approximate Xenoborg movements if the characters decide to track a particular creature. Exact positions at any time may vary, and are always subject to the GM's discretion, since the Sergeant will redeploy forces as needed if it detects any sort of threat. The positions

shown on the table below are guidelines; feel free to place encounters as desired within the appropriate sectors.

The first two Xenoborg losses will not be replaced, since the Sergeant's Comm unit is temporarily out of order (see page 30, top left). After the third loss, the two Privates in Oakland will be called in (or, alternatively, Corporal #1 will send them to investigate the radio silence if the Sergeant has died). At this point, all remaining Xenoborgs in San Francisco will be actively searching for the source of the problems, and the group will travel together, engaging any CCs encountered.

Should the Sergeant be killed, Corporal #1 will return to the city and assume command of both squads. If Sergeant #1 and Corporal #1 are both killed, the Lieutenant will arrive with another squad of three privates and a Sergeant in 1-3 days to determine what happened. The Lieutenant's A-V Comm unit is in perfect working order and it will broadcast details of the situation to its commanding officers if the Comm device is not disabled quickly. For stats and armament of the Xenoborgs, see page 3.

The Human Traitors

Lo Men Wang, the leader of the survivor group called the New Tong (see page 19 for details), has already sold out to the aliens. He reports regularly to Xenoborg Sergeant #1 at the Japanese Tea House in Golden Gate Park (page 30). Wang and his group perform services for the aliens as requested. Their current assignment is to capture C-14 and bring him to the Sergeant for study. So far, they have made two attempts to take C-14 prisoner, and have failed both times.

Sometime during the first day the characters are in San Francisco, they will be spotted by a New Tong scout. Their presence will be reported to Wang, who will pass along the information to Sergeant #1. Naturally, the Xenoborgs would like to examine one of these CCs as well.

Rather than trying to capture one of them by force, Wang will try to gain the characters' confidence and lure one of them into a trap. Two Tong members will follow the characters as they move through the city. (The characters will not notice this unless they check.) If the CCs split up, one of the Tong members will approach the smallest group (preferably a lone CC) and say that his master knows where the characters can find what they seek. He offers to take one character to Wang, but insists that his leader will talk with only one CC — more activity than that would give away his position to the enemy. The liason claims that Wang is waiting in Golden Gate Park (page 30). Actually, Xenoborg Sergeant #1 and Private #4

Xenoborg Movements

Time	Private #1	Private #2	Private #3
2400-0400	Presidio	North Shore	Shipyard area
0400-0800	Presidio	Bay Bridge	Shipyard area
0800-1200	Golden Gate Park	Yerba Buena Island	Bay View Park
1200-1600	Twin Peaks	Central Basin area	McLaren Park
1600-2000	Fort Funston	Chinatown	Van Ness Ave.
2000-2400	Golden Gate Park	Telegraph Hill	Market Street

wait there in ambush, having been warned in advance of the situation. The two Xenoborgs will ambush a lone CC, but will temporarily evacuate the area if two or more appear.

Wang and the New Tong will track the characters' positions and make regular reports to the Xenoborgs. Meanwhile, they will continue trying to capture C-14.

Key Locations

Various important buildings in San Francisco, including the headquarters of the various survivor groups, are described in this section. Interior maps are not given, since no combat is expected to occur inside. Feel free to design interiors of your own, based on the descriptions given, for any encounters you wish to add.

Incidental Areas

The famous places listed here are unimportant to the adventure, but brief descriptions are given in case the characters wish to investigate.

Alcatraz

This tiny island still supports the fabled prison of the same name. Part of the Golden Gate National Recreation Area for sixty years, the prison has been renovated and restored. The Xenoborgs have ignored the place so far, though Emperor Norton has made occasional use of the facilities to harbor prisoners — usually people who have tried to assassinate him.

Cable Cars

The famous cable cars were not running at the time of the invasion because of the terrible storms.

C-14, with the help of a technician from Emperor Norton's court (see pages 32 & 34), has restored the steam-powered cable car system to partial operation. Most of the cars wrecked during the disaster have been moved into the Cable Car Barn at Washington and Mason Streets, though a few are still in evidence on those portions of the lines not yet repaired. Instructions for operating the cars have been posted on the outsides of the two intact cars on the line. Though most of the streets and cable car lines were damaged during the invasion and earthquake, some of the routes in the downtown area have been repaired by C-14. These are not specified; simply note on your own map any areas that you would rather not have served by the cable cars.

One intact car rests on the turntable at the end of the line near the waterfront, where tourists have boarded for over seventy-five years. Occasionally a few survivors sleep for the night inside the car if it is not in use, but the exposed location at the waterfront is not safe, since the Xenoborgs patrol at irregular intervals.

Chinatown

The area known as Chinatown has suffered considerable damage. Wherever the characters enter, a trail of slimy residue extends down the street, marking the recent passage of Xenoborg Private #2, now two blocks from their location, moving away from the characters. Any loud altercation or audible weapon fire will attract its attention, and it will turn back to investigate, arriving in 2 CT.

Preparations for the Chinese New Year celebration were in progress at the time of the invasion, and remnants of lanterns, paper dragons, and other decorations litter the sidewalks and street, their bright colors muted by mud and ubiquitous purple ooze. Windows are broken, and the small stores and restaurants have been looted.

Some of the homes nearby are still inhabited, but the residents are fearful, and have a hunted look in their eyes, for there is danger here not only from Xenoborgs, but from the human leader of the survivor group called the New Tong. This young man makes his headquarters in the China Trade Center Building (page 19). Some residents have armed themselves with hand guns (range 20 m/y, damage 10) stolen from shops and lasers taken from dead soldiers. They are likely to shoot first and ask questions later.

If the characters come into this area, they will see an old Chinese woman carrying a brown sack. She carefully picks her way down the street toward what seems to be a Chinese grocery store, paying no attention to the CCs' presence.

If the characters approach the old woman, she will be frightened and retreat into the nearest building. She speaks only Chinese, though she does understand some Terran and English. She can inform the characters that a Xenoborg came through here only an hour ago, and that the creatures come here regularly. They have so far killed only those survivors in Chinatown who refused to cooperate with the New Tong, a powerful group headed by Lo Men Wang. She will not willingly divulge any information about this group, though she does know the location of its headquarters, and that Wang has cautioned all citizens to be on the lookout for CCs. The old woman will go directly to Wang's headquarters at the China Trade Center when the characters leave and report their presence.

Coit Tower

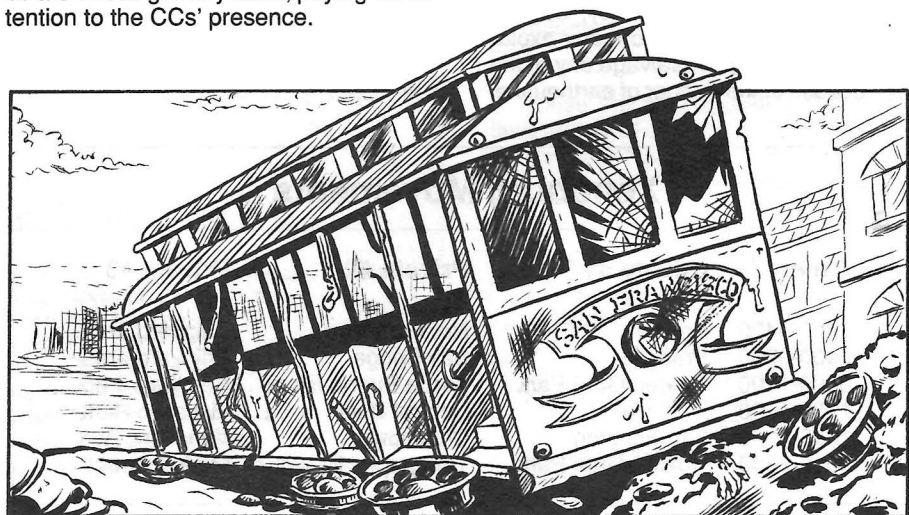
One of the Xenoborg squads assigned to San Francisco after the invasion found Coit Tower still standing atop Telegraph Hill, and toppled it immediately, simply for the terror effect on the survivors. The ruined tower lies in three sections on the ground, and rubble is strewn over the hilltop.

Fisherman's Wharf

The entire commercial area known as Fisherman's Wharf on the north waterfront was submerged during the earthquake that shook the city. Wreckage of the piers, shops, and restaurants can be found beneath the surface of the Bay, but there are no survivors.

Golden Gate Bridge

One of the longest single-span suspension bridges ever built, the Golden Gate Bridge, connecting San Francisco to



the towns north of it, has always been a symbol of human ingenuity. Perhaps for that reason alone the aliens severed it between the two bridge towers during the invasion, and the entire central section has collapsed into the bay. The towers, rising a full 228 m/y above the water, still stand intact, as do the abutments at either end.

Lombard Street

Lombard Street was once a tourist attraction, with its "crooked block," where the one-lane road curves so tightly that traffic can proceed no faster than 8 kpm (5 mph) with safety. The huge, colorful flowers that once festooned this block have been torn out and trampled by passing Xenoborgs.

Presidio

The Presidio, established in 1776 by the Spanish, was once the headquarters for the Sixth Army until the late 1990s, when it was declared a National Historic Site. During the invasion, the Xenoborgs destroyed Chrissy Army Airfield, located near the south end of the Golden Gate Bridge, with anti-matter bombs. The remainder of the park area has been left alone, though the military museums have been thoroughly looted for any usable weaponry by both aliens and survivors.

Treasure Island

In the early 2000s, the Treasure Island military installations became a routing point for nuclear submarines. Only a small piece of the island still remains above the waters of the Bay after the Xenoborg anti-matter bombs removed the military threat.

Yerba Buena Island

This island, site of U.S. Naval and Coast Guard installations, was also perceived as a threat by the aliens, and the offending military establishments were hit with anti-matter bombs.

Important Locations

The following areas contain persons or clues important to the adventure. Many of these places are hideouts for survivor groups or Xenoborgs. The locations are listed alphabetically for easy reference.

CCF Base TA 04 P.1

The San Francisco Primary base was located on the edge of the Central Basin,

a short distance from the naval shipyard. Although the base itself was not vaporized during the bomb strike on the neighboring naval shipyard, the earthquake that resulted from the bombings of that and other nearby military installations undermined most of the shoreline of the land spur on which San Francisco rests. Since the base was built on the bayshore, the remains of those three buildings are now partially submerged in San Francisco Bay. The base had to be abandoned. Most of the electronic equipment and spare CC parts were ruined, though some intact items stored in secure areas were later salvaged by the survivor group known as The Students (page 34).

The characters will probably begin their search for Jeb Perkins here at the old base. The sign outside Building B (right) should lead them to Embarcadero Center (page 21) next. Despite the fact that this base is in ruins, capsule descriptions of all three buildings as they were at the time of the invasion are given. Most of this information may be given to the players; the San Francisco Knights characters would logically know the layout and security systems of their home base.

The Primary was a three-building complex surrounded by electrified barbed wire and patrolled around the clock by elite CCF guards. Automatic defenses included lasers and sonic systems built into small huts around the perimeter. All were controlled by the master computer, but could also be operated manually from inside the main building (B). These outer defenses are no longer operational.

Building A. CCs' Quarters

The single-story rear building served as quarters for the CC operatives and the staff members responsible for monitoring them. This building suffered heavy structural damage, cracking in several places as it sank. Many of the rooms are flooded, and there is no salvagable equipment. Building A had no separate security system, since the CCs themselves were considered better able to handle any emergencies than all the automatic systems the CCF could devise.

Each CC was provided with a suite of rooms and a government expense account to decorate the apartment as desired — within reason, of course. The continued mental health of the CC operatives was considered to be of paramount importance, so every effort was made to offer all the comforts of home, to the extent that the individual could appreciate them. Comfortable furniture was constructed to fit a body seven or eight feet tall, and the larger size was not noticeable except when a normal human was present. Power scanning equipment continuously

monitored each CC's level of output, and all visits to any CC's quarters were recorded on full video.

Each individual apartment consisted of two bedrooms (each 10 x 10 m/y), a living room (15 x 20 m/y), a fully automated kitchen (10 x 8 m/y), a full bath (5 x 8 m/y), and a dining area (15 x 15 m/y) just off the living room.

If the San Francisco Knights characters wish to search their own apartments, allow them to recover any personal possessions that you deem appropriate.

Jeb Perkins's Apartment: Jeb's personal belongings are scattered throughout the apartment, as though he had tried to retrieve something before it was too late. In his videodisc player is a laser recording of his last demonstration at Embarcadero Center.

Building B. Main Research Facility

A sign outside this partially sunken three-story building proclaims: "See the excitement of a CC in action at the CCF Demo Facility downtown at Embarcadero Center. Shows every half hour. Your host for January 13, 2035 will be Jeb Perkins." This building, left largely intact after the earthquake, contained a training area for the CCs, a repair facility, a full laboratory with equipment, and a full range of spare parts (stolen by The Students).

Building B has its own security system, on a separate generator not connected to the main power. The system, consisting of three MadMacs programmed to control entry and run the automatic defenses in case of trouble, is still operative. All the doors, made of thin, resilient steel, slide to the left when opened. Entry through any door must be preceded by a recognition code, usually given verbally, though CCs may feed the code in electronically through a special socket near the door latch. If an improper code is given an alarm will sound, and the base will be sealed off until overridden by manual controls.

Building C. Administration

The third building, also formerly on the waterfront, was a two-story office complex for the military and administrative staff. Only half of the office complex is still recognizable underwater. The left side crumbled as the ground beneath it shifted. The remainder of the building is flooded, and rubble covers most of the entrance points on the ground floor.

China Trade Center

Located in Chinatown at 838 Grant Avenue, the China Trade Center was

rebuilt in 2011 to provide additional office space for some of China's foreign business interests in the Trans-American Union. The building suffered considerable damage during the earthquake, but the lower three floors are still intact. Lo Men Wang and his followers have established the main headquarters for the New Tong in the remains of this structure. An engineering student working for Lo Men Wang has restored power and light to the building by jury-rigging two portable generators stolen from a nearby store and tying them into the building's main power system.

Building Defenses: The front and back entrances at street level are locked, and the building's electronic alarm system is still in working order. Unless it is deactivated in advance, alarms will ring throughout the building if anyone tries to enter via a window or door without inserting the appropriate office key in the slot next to the outer doors. "Out of order" signs hang on both elevator doors facing the main lobby. The doors of either car will open when the up or down button on the outside panel is pushed, but neither car will respond to commands typed on the interior electronic keypad. However, there is one functional elevator that the New Tong members use. Keying in a particular code on the keypad of the left car will close the main doors and open a secret door in the back of the car, revealing yet another elevator. This secret elevator (4 x 4 m/y) has been adjusted to serve only the bottom three floors of the building.

The stairways are blocked with heavy kitchen equipment from the Empress of China restaurant that once occupied the top floor. These 4'-tall barricades keep intruders out, but Wang's followers use them for cover, crouching behind them to watch intruders or to fire upon them.

When the building alarm sounds, metal doors close over all doors and windows, trapping intruders inside. A sleep-inducing gas (Neural stat check or sleep for 1-10 AT) is pumped throughout the Trade Center, except for the secret elevator car and Wang's quarters. When the gas dissipates (five minutes later), four of Wang's assassins, dressed in black clothing embroidered with gold dragons, search the building for intruders. All of these security guards have skill ratings of 20 in #220 Unarmed Combat (#222, Oriental), and are armed with garrotes (damage 10 per CT), shurikens (damage 4), knives (damage 5), and other traditional oriental weapons. Two of them have coated their knives with poison (Physical stat check or death).

Ground Floor

Main Lobby: The 125 x 90 m/y lobby of the trade center is decorated with rich red

silk hangings embroidered with gold thread in designs featuring dragons, foo lions, and other traditional oriental motifs. The furniture is upholstered in red velour, and all exposed wooden parts are painted black. A display case near the west wall holds precious ivory and jade carvings. A large raised dais, once used for trade displays during shows, dominates the north wall. Several mannequins dressed in traditional Chinese brocaded robes stand frozen in graceful poses on this display.

There is a small television camera built into the rear wall behind the dais to monitor the room. Any movement among the mannequins will be investigated immediately. The characters will be able to pass through the lobby unnoticed if they stay near the side walls and do not investigate the mannequins.

Gift Shop: The display cases that serve as counters in this spacious 40 x 35 m/y shop are still intact. Inside, exquisite Chinese jewelry and fine carvings in jade and nephrite are displayed. Racks at the rear of the shop hold embroidered Chinese dresses and traditional garb in various sizes. The weapons rack behind the counter is empty save for a small stiletto with an ivory handle. The blade is crusted with what appears to be dried blood. This weapon once belonged to Wang's uncle, the previous Tong leader. It has been placed here where it can be seen from the street as a mark of the New Tong's power, for most of the Chinatown residents knew the owner of that weapon. None of the New Tong will touch it.

Second Floor

Lounge: The floor-to-ceiling windows of this large, airy room (35 x 20 m/y) were obviously designed to make it feel more spacious. Now those windows are boarded up, and the shadows cast by the crystal chandeliers are somewhat eerie. Blankets are spread out all over the floor to serve as beds. The thick golden-colored carpet is bloodstained in several spots. All the plush, high-backed lounge chairs, upholstered in white, have been moved to the back of the room, where they are arranged in neat, orderly rows. Magazines and pamphlets are stacked haphazardly on a long table. The periodicals are primarily market reports about Chinese import products.

Ten unmarried women of the New Tong sleep in this room. Eight of them are here at any given time of night; four of them are members of Wang's elite guard. These assassins trade off night duty shifts, with two in and two out at any time. The room is uninhabited during the day.

Coffee Shop: The 150 x 180 m/y coffee shop serves as a main dining area for

the New Tong members. Forty or more people are here at each mealtime, and two to five can be found here at any other time of day or night discussing personal business or plans to collect food. If the people in this room recognize the characters as intruders, one will run over to a large ornamental gong near the back of the room and strike it to sound the alarm. This will bring three of Wang's assassins in 1-3 CT.

Kitchen: Men and women share the cooking and cleaning duties equally here, working on a planned schedule to feed the members of the organization. Six people work the kitchen at each meal. At those times of day when meals are not being prepared, the kitchen is unoccupied, and the door is locked to protect the food supplies. Wang and the kitchen supervisor have keys.

Building Manager's Office: This is the suite that Lo Men Wang uses for his own quarters. If the characters have managed to enter secretly, they will find a young Chinese-American woman here. She will be working at the desk in the main room or sleeping in the rear chamber, depending upon the time of day.

If the building alarm has been activated, the girl waits behind the door with a hand laser (range 500 m/y, damage d10x). She will wait until more than one character has entered, or until she is noticed, then she will fire without asking questions.

The girl is Wang's paramour, and is completely loyal to the New Tong. She is cunning, and will try to talk her way out of a bad situation. Once she recognizes the CCs for what they are, she will claim that Wang heard they were in the city and is out looking for them. She insists that he has a message for them from another CC here in the city. She will try to convince the characters to wait for his return; if she cannot, she will follow them as surreptitiously as possible when they leave.

Third Floor

Offices: The New Tong members use these offices as living quarters. Each is approximately 4 to 8 m/y wide, 4 to 8 m/y long, and 3 m/y high. If the characters come here during the day, most of the offices will be deserted, since the members of the organization are in the streets, busily looting shops. The central offices are used as nurseries and, while parents are out, one middle-aged woman supervises the five children who live in the complex. She has a standard rifle with which to defend her charges (range 40 m/y, damage 10). At night, most of the Tong members are in their quarters sleeping, though five of the best assassins will be on guard, stationed throughout the building.

Some of the Tong have brought in

portable stoves looted from shops, and some have even made efforts to decorate their quarters with pilfered knickknacks. A few of the rooms have beds, but most have only a blanket spread on the floor for sleeping. All of the office furniture, except chairs, has been pushed back against the walls, though each chamber does have a functioning computer terminal. Wang's engineer is working on connecting all of these terminals to the main monitoring system to increase security, but as yet only two are so adapted. Allow the characters to locate one of these if they investigate the terminals.

The New Tong

The Tong has existed for many centuries as an underground criminal organization. Its San Francisco branch was active up until the time of the invasion, under the control of Lin Po Sung. Based in Chinatown, the Tong controlled the Chinese underworld much as the old Mafia organization ran crime in Italy decades ago, though most of the residents of San Francisco believed the organization to be a myth. The Tong was a much older society, dating back to the early days of China. Its methods included barbarous tortures and painful rituals.

Sung's ambitious nephew, Lo Men Wang, saw his opportunity during the storms and subsequent bombings. He killed his uncle and assumed control of the remnants of the organization. The New Tong has fifty-eight members, twenty of whom are trained assassins known as the Black Dragons.

Lo Men Wang is an accomplished thief and assassin, though he now delegates much of the dirty work to his assistants. Cunning and shrewd, Wang misses no opportunity to acquire more power. He has already contacted the aliens and made a deal. He believes that this has kept him safe and established his power base in the new order, though in reality the aliens will simply eliminate him when he is no longer convenient. Wang can contact Xenoborg Sergeant #1 via an agreed-upon radio frequency, though he normally reports in person at the Japanese Tea Garden in Golden Gate Park. The New Tong's assignment from the Xenoborgs at this time is to capture Jeb Perkins for study. If they could lure one of the characters into an alien ambush, they would certainly do so, for they are aware of the potential threat posed by CCs.

The New Tong members watch from concealed corners and spy on the activities occurring within the city. A scout will spot the characters the first day they arrive. If the CCs prove too strong for them, the New Tong will offer to assist the characters in return for aid in expanding their

own power in the city, planning to side with whoever wins in the long run.

If the characters reveal their mission, Lo Men Wang pretends to know where Jeb's remains are, hoping to lure the CCs into a trap and capture them. If pressed, he and his followers can provide valuable assistance in pinpointing the actual location, though their methods tend to be distasteful to most people.

The New Tong members use ancient Chinese weapons and martial arts, disdaining guns and lasers. The Black Dragons act as a security force. They dress in black outfits embroidered with dragons. Each has a skill rating of 10 in #220 Unarmed Combat (#222 Oriental) and 10 in #230 Personal Weapons (#231, #232, & #233 Ancient Weapons, Chinese only).

Lo Men Wang

Mental: 18

Neural: 20

Physical: 12

Skills:

SR 25 #220 Unarmed Combat (#222 Oriental)

SR 20 #230 Personal Weapons (#231, #232, #233 Ancient Weapons, Chinese only & #234 Common Devices)

SR 10 #410 Mental Arts

SR 10 #440 Languages, Chinese & English (#441 Single Language Use)

SR 15 #450 Communications (#451 Strategies)

SR 25 #630 Criminal Activities (all)

Items Carried: knife (damage 3) and a garrote (damage 8)

The New Tong's leader is 32 years old, stands 5'6" tall, and weighs 148 pounds. He is skilled in kung fu. He is called "the young dragon" by his followers, who never mention his true name.

Wang has a large tattoo of a black dragon on his chest. He wears dark cloth-

ing and carries capsules of poison, which he occasionally uses to destroy enemies, in his large, dragon-shaped pewter belt buckle. Wang's uncle was the most recent victim of his nephew's special powders. Wang has personally tried several times to recruit Guerilla leader Lin Chang (page 30) for the New Tong, but without success.

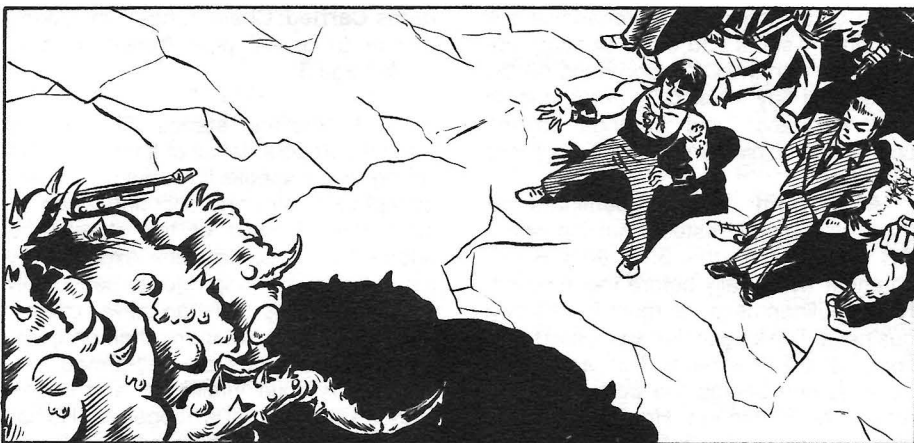
Lo Men Wang is vicious and power-hungry. His dark eyes glitter menacingly in a face with angular features. His mouth is fixed in a permanent sneer, and he cannot speak without seeming arrogant, for that is his true nature. He firmly believes that nothing can stop him.

Embarcadero Center

Known as a prime commercial area for decades, Embarcadero Center expanded over the last fifty years to include hundreds of shops, plus several large convention halls. One of the larger complexes on Market Street houses the CCF Demonstration Center. This facility was built after a few near-disasters, when tourists tried to gain access to the actual Primary base and activated the automatic defenses. When the Demo Center was built, those who were curious about CCs and about the first-ever CCF Primary base in the United States could come here and listen to the carefully prepared information program. One of the San Francisco Knights was always available to answer questions and give demonstrations of CC weaponry and defenses. Jeb Perkins was to be the featured CC on the day of the invasion.

A street gang called The Protectors, led by Hank Houlihan, has taken over the CCF Demo Center. The youths have restored power by activating the building's independent emergency systems, but none of them are sufficiently adept with electronics to repair the circuitry should anything go wrong.

Two of the youths guard each of the entrances to this complex. They are not especially alert, often sitting down to play



cards with their weapons beside them while on duty. All of them have learned enough about CCs while living here that they will recognize the San Francisco Knights immediately and offer to escort them inside.

Ground Floor

Main Information Center: This lobby area is 200 m/y wide, 150 m/y long, and two stories (10 m/y) tall. Windows, made of a specially tinted unbreakable plastic compound developed in 2029, extend from floor to ceiling, creating the impression of an open air arena. The room was tall enough that the CCs could do special stunts, including falls from the upper balcony rail, leaping, and climbing.

To the left of the entrance is a desk at which a CCF staff member once greeted visitors, passing out pamphlets and answering questions. A stack of demonstration schedules, featuring Jeb Perkins, is scattered over the table. The remainder of the room is filled with display boards and TV monitor screens with panels of buttons underneath them. Pressing a button will still activate the videotape of CC information. The tape features San Francisco Knight Harry Burke as narrator. The floor is littered with mouldering food and refuse; the members of Houlihan's gang are not very skilled with domestic arts. Three to twelve young men may be in this room chatting at any time of day, though the chamber is deserted at night.

Second Floor

Theater: In this 50 x 40 x 6 m/y chamber, the CCF showed films of CCs in action. Other educational films show the mechanics of the CC body, to the extent that such information was made public. No films of surgical procedures were shown; this was one aspect of the CC that the CCF never explained in detail.

Gift Shop: The 30 x 20 x 4 m/y shop has been raided by Houlihan's gang, but much of the souvenir merchandise still remains. T-shirts and other clothing emblazoned with the CCF logo hang on the racks, and tiny silver CC figures dangle from necklaces and earrings on the countertop display units. The book racks are empty.

Auditorium: Informal seminars for those tourists interested in talking with a CC were held in this 80 x 80 x 6 m/y chamber twice daily before the invasion. Now Houlihan uses the room for his own business. The long tables are bolted to the floor, as are the chairs. The large computer screen behind the podium is currently blank, though Houlihan's street plans, marked out with territories belong-

ing to various survivor groups, can be brought up with a successful skill check vs. #510 Computer Sciences (#512 Systems Penetration).

Upper Floors

The third floor and above consisted of office space for CCF administration. The gang members sleep in the 4 x 4 x 5 m/y offices on comfortable couches. There is nothing here except the gang members' personal belongings.

The Protectors

These nineteen young men, under the leadership of Hank Houlihan, have decided to train themselves in the manner of the CCs whose pictures decorate these walls. They are armed with display versions of CC weapons, which they wear strapped to their arms. The three lasers (range 500 m/y, damage 3-30) are each 1/3 m/y long tubes. The artificial "hand" on the end of each unit must be raised into the same firing position used by the actual CCs before the weapon can be fired. The two sonic projectors (range 20 m/y, damage 20) are diaphragms stretched over a 5 cm (2") round frame. A battery on the back provides power.

The Protectors will try to protect any citizen in danger, but they lack the training and experience to do a good job.

Hank Houlihan

Mental: 18

Neural: 10

Physical: 20

Skills:

SR 15 #230 Personal Weapons (#234 Common Devices)

SR 10 #440 Language, English (#441 Single Language Use)

SR 10 #450 Communications (#451 Strategies)

Items Carried: Chain (range 1 m/y, damage 5), metal pipe (range 1/3 m/y, damage 5).

Hank Houlihan stands 6'7" tall and weighs 250 pounds, all of it muscle. This young Negro speaks little, but his voice is deceptively calm and soothing when he does talk. A child of the streets, he adopted the tough attitude expected by his peers at a young age. Exceptionally strong, he relies more on pipes, chains, and other melee weapons than on guns, though his followers are well-armed.

Hank is quite intelligent, and understands a little of what is happening. He has avoided contact with the aliens thus far, for

he is quite certain that they are hostile extra-terrestrials. An avid science-fiction reader, Hank has always believed that life existed on other planets — and that it might find us first. He has read articles about the CCs, so he will recognize the characters on sight, greeting them in a friendly fashion and offering to help in any way he can. He would make a good CC candidate, though he is not willing to leave his followers unprotected. Hank will recommend that the characters visit The Students (page 34), The Gas Hogs (page 30), or The Gray Tigers (page 31).

For Heaven's Cake

This run-down coffee shop on Haight Street is the headquarters of The Prophet and his followers, the Reborn. The doors and windows are not protected with traps or devices of any kind. No one, man or alien, has bothered these people, for with the clairvoyance and clairaudience powers that some of the members possess, they have always been able to anticipate potential trouble and avoid it.

Interior

Dining Room: The Reborn sporadically hold their meetings and rituals in the main dining area in the front of the building. The Prophet himself calls the meetings at random intervals.

Kitchen: The building has no power, and the group members have done their cooking in the stone hearths and wood stoves once used to prepare food the old-fashioned way. Most of the furniture has already been sacrificed for firewood. The Reborn eat much of their food raw — not unpleasant, considering that most are vegetarians. They obtain their food from other survivor groups in exchange for healing and services. One of the Reborn uses a radiation detector to check all food and supplies before they are brought into the building.

Pantry: This area was once used for storage of all the flour, sugar, and other non-perishable supplies. Milk, eggs, and cheese were brought in fresh daily. The supply of home-canned fruit and vegetables on the shelves will be sufficient to support Wells and his current following for three months, should they have to depend upon it completely.

The Reborn

Led by Samuel Wells, a charismatic religious man who calls himself "The Prophet," the Reborn have decided that the disaster was the Lord's retribution for

eration during the CCF recruitment drive more than a year ago, several months after your wife, Su, died in an auto accident. You had no children to support, so why not put your talents where they would do the most good?

Your operation took place in a hospital right here in San Francisco. You took longer than most candidates to adjust to your new body. For a while, the technicians weren't sure that you could retain your mental stability, for you were unnerved by the presence of *another* brain — the MadMac computer — coexisting with your own in the same body. You were frustrated that it seemed to know more than you did, and for a while you saw the MadMac as an adversary, and resented its suggestions. In your first combat, however, you learned to appreciate it.

Now 32 years old, you have been a CC for almost six months. You took your basic training from Jeb Perkins, otherwise known as C-14, a Type-1 stationed here in San Francisco. You applied for permanent assignment to this Primary, and the CCF approved the request. You have been working with the others on your team for a few months now, and you feel that you know them quite well.

Harry Burke, a retired Denver police detective, became a CC at about the same time you did. You were put through basic training separately, of course, then you were paired with him for your first field operation — helping the police with a robbery involving hostages. Harry is a real pain at times, with his abrasive personality and old-fashioned ideas, but there is no one else alive, man or machine, whom you would prefer to have beside you in times of danger. Harry has never failed to jump into the heart of the action and would never consider abandoning a comrade in arms. It came as no surprise to you when Major Norton, base commander of the San Francisco Primary, appointed Harry team leader. Norton and Harry don't always get along, so you often try to play mediator.

You didn't meet Sarah Evans until after she had undergone her operation, and you often wonder what the woman was like in her human form. You only know that she was crippled in a skiing accident when she was a teenager. You have also come to realize that she is a sensitive, caring, intelligent human being, and those are the qualities that you most admire.

Jeb Perkins, the Type-1 CC who put you through basic training and helped you accept your new body, is still your closest friend on the team. Norton rarely sends him into the field for dangerous tasks anymore, for his body is an older model without sophisticated defenses like the Emmer net that were installed in Type-2s. He takes his less glamorous assignments well, though he complains a lot for show.

vidual. He discovered that you had some psychogenic ability, and urged you to experiment with it. Sawtell's ideas about the paranormal were more than a little strange, but you were fascinated with the abilities that you never realized you had.

After a few years of observing the early CC operatives in Utah, you began to dream of becoming one yourself. You were tested, and since you had some psychogenic ability, you were accepted readily. The operation took place in Salt Lake City. Afterwards, you were flown to Canaveral in Florida for your basic training and early field work. After a few months, you were permanently assigned to the San Francisco Primary with two other rookies like yourself and an experienced Type-1 named Jeb Perkins. Since you arrived, you have become the brains of your team.

The other CCs in your unit have become like brothers to you. Harry Burke, your commander in the field, was an old man when he underwent the operation. His years of field experience make him the most logical choice to lead military operations, but when something scientific is involved, you are always put in charge. Although he has a new body now, Harry still thinks like the 70-year-old man he really is, sometimes coming up with the most old-fashioned plans. He's not at all in touch with the state of the art when it comes to equipment. He considers himself more of a father figure than a brother, and he is always quick to tell others, including you, what's wrong with the way everyone but Harry operates. Others find him overbearing. However, you can see through the rough exterior and know him to be a kind, loving man.

Liu Wong is a sensitive young Chinese-American who saw the operation as his duty. He has little experience with martial arts, and has shown no particular interest in acquiring the skill. Liu's enthusiasm lies mainly in the field of electronics; he worked in superconductor research for a large west coast firm until his wife died two years ago. He's extremely protective of you.

Jeb Perkins is a Type-1 CC, and the fourth member of the San Francisco Knights, though in practice, he is rarely teamed with any of the Type-2s anymore. You feel sorry for him; he has more field experience than any of you, yet Major Norton, the base commander, appointed Harry as team leader. Not that this makes a real difference most of the time — it is a rare assignment that requires more than one CC. Burke does have the background for leadership, and his Type-2 body is a newer model — far superior to Jeb's in protection. But Jeb has been in the program too long to be treated as nothing more than a forklift for industrial use.

there from Jeb Perkins, a Type-1 CC. Afterwards, you were permanently assigned to the San Francisco Primary — it seems that Jeb was impressed and recommended you as a team leader for the new recruits.

You have been happy with your new life, and have no desire to return to your aging natural body, which you understand is kept in cold storage at some San Francisco University research facility near the base. When you claim, during your frequent television appearances around the country, that you "left your heart in San Francisco," that is literally true, and it usually brings a laugh from the audience.

Your new form will always be free from the pains of age and disease, and you appreciate that after having had a taste of the alternative. Though you do miss eating Chinese food and drinking an occasional six-pack, the advantages of your new body far outweigh the liabilities.

You are the team leader of the San Francisco Knights, a name given to you and your three CC compatriots by Major Norton, your base commander, who finds your fatherly style and old-fashioned ideas irritating. However, your experience in the field and the wisdom that came with age made you the obvious choice for the job. Now that you have the strength and agility to go with it, you make a formidable fighting machine. Your fellow CC operatives, Sarah Evans and Liu Wong, are your closest friends, for you all share something in common which no other humans can truly understand.

Sarah was very young when she chose to give up her body. She would have been confined to a wheelchair due to a skiing accident she suffered in college had it not been for the Sawtell SINC. She has more brains than the rest of you put together.

Liu Wong, a Chinese-American native to San Francisco, became a CC at about the same time you did. You were put through basic training separately, of course, but he was assigned as your first teammate in a field operation. The two of you successfully stopped a major robbery involving hostages in downtown San Francisco, and the media broadcast the event worldwide. You frequently tease the young electronics whiz about the fact that you know martial arts and he does not.

Jeb Perkins (C-14), the only Type-1 in the San Francisco Knights, has been a good friend to you for years. You had known him before you even became a CC; he assisted in several police operations. His ultraspeed function saved the day more than once, for he was able to disarm opponents without endangering civilians. In those days, Jeb represented state of the art technology. Now, however, Norton no longer sends Jeb on the tougher missions, since he does not have a Type-2 body.

Harry Burke (N-18)

Stats	DVs
Mental: 12	Laser: 20
Neural: 18	Impact: 30
Physical: 110	Thermal: 35
Speed: 1	E-M: 25
IPs: 220	Sonic: 15

Self	MM	Total	Skill	Area
3	10	12	#210	Strategy & Tactics
6	10	15	#220	Unarmed Combat (#222 Oriental)
2	—	2	#230	Personal Weapons (#235 Modern Small Arms & #236 Heavy & Special Weapons)
—	10	10	#450	Communications
—	10	10	#550	Energy Sciences
9	10	18	#610	Law Enforcement

Assignment: TA 04 P.1 (San Francisco)

Your human body was 69 years old six months ago when you underwent the operation to become a CC. You were a 1.8 m/y-tall Negro, with gray hair and deep brown eyes. You weighed 80 kg (175 lbs). Now, your mechanical body is much taller, nearly eight feet. Your new face looks much the same as your human one did, but with fewer wrinkles — a modification you had requested. Not that you are ashamed of your age, but looking younger helps you to feel as fit and capable as you truly are now.

A native of St. Louis, you volunteered for military service when you were 18 years old. You became a crack pilot and participated in the American bombing of a Libyan terrorist base in the mid-1980s. During a stint in Zhongguo you learned martial arts, and have surprised many an opponent with your skills.

When you were discharged, you opted for a career as a police officer in Denver. The atrocities you witnessed during your military career and later in the streets of a so-called civilized city hardened you, and you developed a cynical attitude that disturbed many of your colleagues. You advanced through the ranks of the police department, becoming chief of detectives when you were 52 years old. You held that post until your retirement at the age of 65.

However, the life of ease was short-lived. After your wife died of a stroke a little more than a year ago, you made the headlines when you volunteered for the CCF program during a recruitment drive, pitting your skills against those of much younger men and women. You underwent the surgery at San Francisco General Hospital, and took your basic training

Sarah Evans (F-9)

Stats	DVs
Mental: 24	Laser: 20
Neural: 10	Impact: 30
Physical: 106	Thermal: 35
Speed: 1	E-M: 25
IPs: 212	Sonic: 15
Psychons: 10	

Self	MM	Total	Skill	Area
4	—	4	#110	Personal Movement (#111 & #112, Land-based)
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
2	—	2	#440	Language, German (#441 Single Language Use)
—	10	10	#450	Communications
5	—	5	#460	Psychogenics (all)
—	10	10	#550	Energy Sciences
9	—	9	#560	Physical Sciences (#561 Chemical Engineering)
—	10	10	#610	Law Enforcement

Assignment: TA 04 P.1 (San Francisco)

You underwent the operation to become a CC at the age of 22. Your human body was 1.7 m/y tall and weighed 55 kg (120 lbs). You wore your blonde hair long. Your natural eye color was brown, but the contact lenses you wore gave you the deep blue eyes you had always wanted.

Born and raised in Miami, you were only 17 years old when you were injured in a skiing accident in Colorado during a vacation you took to celebrate your graduation from high school. You would have been confined to a wheelchair for life had it not been for the Sawtell SINC, an amazing device that converted nerve impulses into electrical signals understandable by a computer, and vice versa. The device's medical use was established years before it became integral to the development of the cyborgs.

You enrolled at the Massachusetts Institute of Technology, where you earned your Bachelor's degree in chemical engineering, then began work on your Master's. Fascinated by the chemical basis of superconductors, you applied to the CCF for the position of junior researcher. When you were accepted, you moved to Utah and continued your studies there at night, while you worked by day to refine the synthetic process for creating the mischmetal alloy that eventually became the basis for the Emmer net.

Richard Sawtell worked in another area of the complex, and you became friends with this utterly unpredictable indi-

Liu Wong (D-13)

Stats	DVs
Mental: 13	Laser: 20
Neural: 9	Impact: 30
Physical: 118	Thermal: 35
Speed: 1	E-M: 25
IPs: 236	Sonic: 15

Self	MM	Total	Skill	Area
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
3	—	3	#230	Personal Weapons (#231, #232, & #233, Ancient Bladed, Blunt & Missile Weapons, Chinese only)
5	10	14	#450	Communications (#454 Electrical)
5	—	5	#510	Computer Sciences (#512 & #513 Modern Software & Hardware)
7	10	16	#550	Energy Sciences (#552 Energy Sources)
—	10	10	#610	Law Enforcement

Assignment: TA 04 P.1 (San Francisco)

You are the only one of the San Francisco Knights who had no physical reasons for giving up your human form. A 1.8 m/y-tall, 86 kg (190 lb) muscular fireball, you could take on almost any opponent in hand-to-hand combat. Though you fit in well with the community in Chinatown, where you lived for most of your life, your clear blue eyes betrayed your mixed heritage — your father was a blond, blue-eyed university student who courted your mother during college, then disappeared. She raised you alone, supporting the two of you with her office job and refusing several offers of marriage along the way.

Your mother could not afford to put you through college, but you earned a partial scholarship. You entered college early, at the age of 16. You were determined to succeed in your studies and make something of yourself, so you signed up for a double major in electrical engineering and computer science. It took you six years to earn both degrees since you had to work to support yourself while in school.

You started a job with a major west coast electronics firm the day after your graduation. You worked there until six months ago designing components for microcircuitry. The company did a lot of work with the CCF, and you were required to consult with CCF technicians from time to time on new projects.

You were convinced to undergo the op-

George Cross (G-4)

Stats	DVs
Mental: 10	Laser: 20
Neural: 14	Impact: 30
Physical: 116	Thermal: 35
Speed: 1	E-M: 25
IPs: 232	Sonic: 15

Self	MM	Total	Skill	Area
8	—	8	#130	Vehicular Movement (all except spacecraft)
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
10	—	10	#420	Creative Arts (#425 Performing Arts)
2	—	2	#430	Cultural Arts
—	10	10	#450	Communications
—	10	10	#550	Energy Sciences
—	10	10	#610	Law Enforcement

Assignment: TA 02 P.1 (Vancouver)

Your original human body stood 1.8 m/y tall and weighed 90 kg (198 lbs). Your sandy-colored hair was cut in a modern style, and you had dark brown eyes, which were thought by your fans to be your most expressive feature. Through weight-lifting plus a serious diet and exercise regimen, you had tuned your physical body to perfection.

You had been a performer for much of your adult life before the CCF recruited you, starring in several movies and becoming famous in just a few years. You specialized in parts that portrayed you as a hero. Realizing all too well that a career like yours depended upon your youthful good looks, you were understandably fearful of aging, which was already beginning to take its toll on your popularity by your 35th birthday. Fewer and fewer scripts were coming your way, and most that you did see were for "character parts," which did not pay nearly as well as what you had done before. Your financial obligations started to exceed your income, so you began searching for other options.

In 2032, the CCF approached you to do work for the cyborg program. After a few years of this, you became interested in the CC concept. It would be a fresh start — a new career for an aging actor. You would be supported entirely by the T.A.U., so you wouldn't have to worry about meeting payments to your greedy ex-wives. And think what this would do for your reputation if the CCF really did find a way to restore you to your natural body after a few years of service! Your acting career would be assured for the rest of your life.

Your operation took place in Toronto, Ontario. Shortly thereafter, you were put

Juanita Rodriguez (H-2)

Stats	DVs
Mental: 15	Laser: 20
Neural: 15	Impact: 30
Physical: 110	Thermal: 35
Speed: 1	E-M: 25
IPs: 220	Sonic: 15

Sel	MM	Total	Skill	Area
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
2	—	2	#440	Language, English & Spanish (#441 Single Language Use)
—	10	10	#450	Communications
4	—	4	#510	Computer Sciences (#512 Modern Software & Operation)
14	—	14	#520	Medicine & Health (#521 General Medicine & #525 Surgery)
—	10	10	#550	Energy Sciences
—	10	10	#610	Law Enforcement

Assignment: TB 08 P.2 (Llave)

Your human body stood 1.6 m/y tall and weighed 52 kg (115 lbs). You wore your shiny black hair in a long braid that reached to your waist. Never much of an athlete, you depended upon a good diet instead of exercise to keep you slim and healthy.

Your mechanical body is nearly eight feet tall. Never again will you have to look up to people! Your facial features are much the same as they were, and you have retained your braid, now a length of black synthetic hair.

You were born in a poor community in central Mexico. Your parents could barely feed their family. Through a T.A.U.-funded program, you were able to attend college and enroll in medical school. You were too busy completing your education to enjoy much social life, and you never married.

After your graduation, you took a staff position at the same hospital where you had served your internship. The following year, you were on the surgical team that performed the first brain transplant procedure ever done in Mexico. The concept shocked you at first, but you could not help being fascinated as you followed the patient's progress in his new mechanical body. In the three years that followed that historic operation, you assisted with two more such procedures. After watching a television report of an earthquake and seeing one of your cyborg patients move massive chunks of stone and concrete to

Ricardo Vincenti (J-10)

Stats	DVs
Mental: 12	Laser: 20
Neural: 18	Impact: 30
Physical: 110	Thermal: 35
Speed: 1	E-M: 25
IPs: 220	Sonic: 15

Sel	MM	Total	Skill	Area
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
4	—	4	#230	Personal Weapons (#235 Modern Small Arms)
2	—	2	#440	Language, English & Spanish (#441 Single Language Use)
—	10	10	#450	Communications
—	10	10	#550	Energy Sciences
—	10	10	#610	Law Enforcement
8	—	8	#620	Misc. Law Skills
6	—	6	#630	Criminal Activities

Assignment: TC 11 P.1 (Caracas)

Before you underwent the operation to become a CC, you were only 27 years old. Your human body stood 1.7 m/y tall and weighed 77 kg (170 lbs). Your dark hair, deep brown eyes, and olive skin made you a rather dashing youth.

Now you stand nearly eight feet tall. Your face is much the same, but your mechanical body is far better than your human one was. You miss eating your favorite foods, but at least you're now free of those terrible allergies that you had.

Your parents, both natives of Columbia, were killed during the SAT (South American Territorial) Wars in 2009 when you were only an infant. You were passed along through a series of foster homes, never staying in any one place longer than four years. When you were fifteen, you began to supplement your income by petty larceny. This continued for several years, until you were finally apprehended for a major theft at the age of 25. You were offered a choice between prison and participation in the T.A.U.'s cyborg program as a trainer. Of course, you chose the latter.

Your duties included demonstrating various techniques of breaking and entering and evading pursuit to the CC operatives, and you were well paid for your work. You were so impressed by what you saw of these cyborgs that you decided to apply for the operation yourself. You were given exhaustive physical and psychological tests, and pronounced fit for the job despite your dubious background.

Your operation took place in a hospital in Barranquilla, Columbia. You stayed in the hospital for several weeks to stabilize. At first, you were convinced that the MadMac computer in your brains capsule was really in control, and had secret orders to steer you away from criminal activities. It bothered you so much that you kept trying to figure out ways to remove it, despite the fact that it ran your mechanical body. Eventually, however, you adjusted to the situation and learned to trust your MadMac and your new form.

You were flown to Fortazela Primary base in Brasil for your basic training. Once you had successfully completed that, you were permanently assigned to Caracas Primary in Venezuela, since your own country had not yet merited a Primary base. This does not disturb you as much as it once did; you have been sent to so many different parts of the world in the course of your new duties that you have developed a rather cosmopolitan outlook on life. The realisation of your virtual immortality in this body has served to blur the lines of distinction between nations and creeds for you — you will still be here long after such interest groups have passed away.

You have been a CC for seven months now, and you have enjoyed all of your missions so far, though the element of danger is always present. Though you spent many years on the wrong side of the law, you are enforcing it now, and that makes you feel worthwhile. Your defenses are superior to those of the two Type-1s who form the rest of the Caracas team, and your body looks more human as well. Therefore, you bear the brunt of the more dangerous missions, plus extensive PR work.

Your latest assignment, currently in progress, is to recover video records of the events leading up to a nuclear explosion in Antarctica two days ago, on January 11, 2035. Your teammates remained behind to help with evacuation and flood control, since the accident is expected to produce violent weather worldwide. You arrived at the frozen continent yesterday to find several other CCs from all over the world engaged in similar tasks. You decided to form a team with five others from the T.A.U. — Harry Burke, Sarah Evans, and Liu Wong (all from the U.S.A.), George Cross (from Canada), and Juanita Rodriguez (from Mexico).

Harry, Sarah, and Liu call themselves the San Francisco Knights — not a bad name, since CCs do wear a lot of metal, though it doesn't usually show under the pseudoskin. Harry is the leader, and you will gladly bow to his judgment in military matters — or to Sarah's or Liu's in scientific ones. George is rather overconfident, and Juanita — now there's a woman!

pull out survivors who would never have lived otherwise, you became convinced that you could save more human lives as a cyborg than you could as a surgeon. You abandoned your night studies and applied to the CCF.

Your own operation took place in the same hospital where you had worked before. Your former colleagues performed the procedure. You adjusted quickly to your new body, since you knew exactly what was involved in the surgery.

Within a few weeks you were in Mazatlan for your basic training — administered by one of your former cyborg patients. Then, you were assigned to the new Primary base in Llave, where you became team leader, by virtue of your updated mechanical form. To date, you are still the only Type-2 on staff there. This status has made you somewhat arrogant, but why not? You have more going for you than the Type-1s, and you know it well. This does put you into the line of fire often, for yours is a poor country, and civil disturbances are still all too common.

You have been a CC for nearly four months now. Your assignments frequently include disaster patrols — the last earthquake, which occurred about three months ago, was quite serious. You had to dig literally hundreds of survivors out of the ruins; they certainly would not have survived without your timely assistance.

Your current assignment is different. Your base commander sent you to Antarctica to recover video records of a massive explosion that took place there a couple of days ago, on January 11, 2035. Your two Type-1 teammates were ordered to remain in Mexico to help with flood control on the coasts, in expectation of violent weather patterns worldwide as a result of the disaster.

You arrived at the frozen continent yesterday only to find several other CCs from around the world engaged in the same activities. You decided to join forces with five others from the T.A.U. — Harry Burke, Sarah Evans, and Liu Wong (all from the U.S.A.), George Cross (from Canada), and Ricardo Vincenti (from Venezuela).

Harry, Sarah, and Liu call themselves the San Francisco Knights — a cute name, but rather presumptuous. Harry is a typical police officer who thinks he knows everything. Well, he's not the only team leader here. Sarah is worth her weight in gold when it comes to figuring out complex scientific problems. Liu is the peacemaker on the team, and a whiz with electronics. You are quite sure you've seen George Cross before. There's something familiar about that mechanical face. He looks like one of your favorite movie stars! Ricardo seems to know a little too much about breaking and entering for your taste.

through basic training at Vancouver Primary and offered permanent assignment there. The past six months have been exciting for you. Before, as an actor, you only pretended to rescue people and accomplish vital missions for the betterment of mankind. As a CC, you have actually been doing all those things and more. The personal satisfaction of knowing that what you do is important has been worth the sacrifices that you made. Your loyalty to the CCF is unshakable.

You are still the only Type-2 CC assigned to Vancouver. Your fellow operatives are both Type-1s — earlier models who do not have your sophisticated protections. Nor do their mechanical forms look as human as yours does. Consequently, you have been handling the brunt of the public appearances on behalf of the CCF — plus most of the more dangerous assignments — while they deal with the more mundane operations, such as industrial work, underwater research, etc. Your schedule is very heavy — worse than it was when you were on movie sets sixteen hours a day. Fortunately you do not require as much sleep as you did when you had a human body.

Your latest mission, now in progress, is to search through the remains of a Canadian research base in Antarctica to discover the reason for a massive explosion that took place there two days ago, on January 11, 2035. Apparently some sort of missile had detonated a hidden nuclear arsenal maintained there by the Chinese. Your two fellow CCs stayed on the west coast of Canada to deal with flood control, for violent storms worldwide were expected to result from the explosion.

You arrived at the frozen continent yesterday, only to find several other CCs from all over the world engaged in tasks similar to your own. You decided to team up with five other T.A.U. CCs — Harry Burke, Sarah Evans, and Liu Wong (all from the U.S.A.), Juanita Rodriguez (from Mexico), and Ricardo Vincenti (from Venezuela).

Harry, Sarah, and Liu call themselves the San Francisco Knights — a fitting title, considering what their jobs entail. They have done a lot of crime-fighting already, and their exploits have been widely publicized by the media. In fact, you heard through your own sources within the movie industry that serious talks were in progress for a CC movie about these folks. Pity this couldn't have happened sooner — you might have played the lead.

Harry is the obvious leader of the group, and he seems accustomed to ordering the others around. Well, he's not the only team leader in this group. Not that you consider yourself that good at military strategy, but Juanita and Ricardo might have their own ideas.

the sins of mankind. The group has twenty-four members, plus the leader.

The Reborn live communally in a once-trendy coffee shop on Haight Street called "For Heaven's Cake." They are normal humans (standard stats), but all of them display some form of psychogenic ability because of their association with The Prophet. Choose one psychogenic skill from the Skills List in the CYBORG COM-MANDO™ Game for each of the Reborn whom you wish to develop; skill ratings range from 2 to 15. Other skills are as per the normal human skill package (page 3).

Most of their psychogenic powers are subtle, but the combined effectiveness of the movement is rather formidable. It is not surprising that the group has managed to hold its own against the Xenoborgs and the other survivors; the members are able to get out of harm's way by using their clairaudience and clairvoyance abilities, which they interpret as "visions."

Some members of the Reborn can communicate psychogenically, with clairvoyance, clairaudience, or telepathy; others display the ability to manipulate matter or energy. All except Wells have been using their powers only a short time, so they have correspondingly low ability ratings with them.

There are always five Reborn in the coffee shop that serves as their headquarters. The other twenty walk the streets of the city all day in groups of five, calling for sinners to come forth and mend their ways. Each evening, all twenty-five gather at the shop for prayer.

The Reborn think that the rise of technology brought about the disaster. The aliens are obviously agents of the devil, brought here because man meddled with forces he was not meant to control. The only answer, in their minds, is to renounce high technology and return to the simple life. Therefore, they attempt to destroy any technological devices they can find.

Wells and his followers consider the CCs unholy, for they believe that all technology is the devil's work. If the characters encounter a group of the Reborn, the latter will attempt to convert the CCs to their cause. Should the CCs upset them unduly, those Reborn with dynamic psychogenics relating to matter or energy may try to disable the CCs by snapping wires (5 psychons + skill check), reshaping a joint or any other crucial part that is visible (20 psychons + skill check), or temporarily disrupting the flow of Primary power to a limb or weapon system (15 psychons + skill check).

If the Reborn discover that the CCs are only part human, they will denounce the mechanical bodies and try to convince the characters to turn over the human remains for a decent burial. A successful skill check vs. Psychogenics/Beings (#330)

will dissuade them from this concept; otherwise only Wells can persuade his followers to change their views with regard to the characters. In any case, they will still maintain their original viewpoint as to the reasons for the disaster.

Wells and four others have skill #330 Psychogenics/Beings (#332 Individual Thoughts). One of these five people travels with each group through the streets, actively using their powers to gain converts to the cause. Any of the five "preachers" can convert a listener who has no technological skill by expending five psychons and making a successful skill check. It costs twenty psychons to convert a person with scientific talents, and there is a penalty of +10 to the skill check roll. To convert a CC, whose very existence depends upon technology, requires the expenditure of 35 psychons, plus a successful skill check at a penalty of +20 to the roll. So far, the Reborn have tried several times to convert Jeb Perkins, but they are doomed to frustration in that endeavor, for one cannot influence the thoughts of a mechanical body with no living human brain. If any of the Reborn see the CCs, their presence will be reported immediately to Wells through a psychogenic link (see page 4). He will form psychogenic links with two followers who have not used up any psychons yet, then go out to locate the CCs.

The Reborn have been able to survive living close to the Xenoborgs in Golden Gate Park because of their own psychogenic abilities, and because of Lin Chang's protection (see page 31). The Xenoborgs consider the group inconsequential, despite the members' talents.

"The Prophet"

Mental:	10	Psychons:	20
Neural:	20		
Physical:	10		
Skills:			
SR 35	#330	Psychogenics/beings	
		(#332 Individual Human Thoughts & catalysis)	
SR 10	#460	Empathy	
		(#463 Empathy & #465 Full Communications)	
Items Carried: Sign and tattered Bible			

Samuel Wells is a religious individualist. He realized as a child that he had some special powers. His parents, both deeply religious people, called his abilities gifts from God, and told him that he must never use them except in the Lord's work.

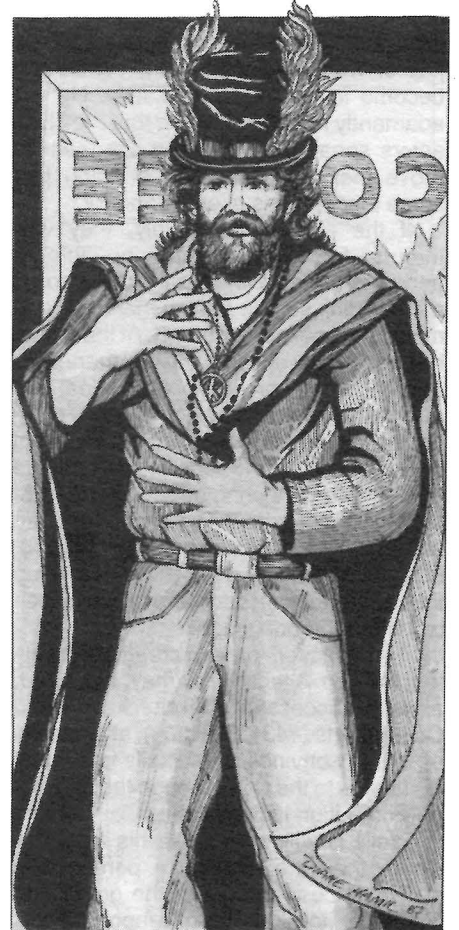
Always an outcast, he took up residence in the Haight-Ashbury district at the age of 21. For the past four years, he walked the streets daily, wearing a filthy linen robe and sandals and carrying a sign

that read: "Repent, for the end is near." He preached to the citizens that technology was evil, and that it would be man's downfall. He still carries the sign, but the latter part of the message has been scratched out and replaced with "the end is here."

Now that the end has apparently come, other survivors have decided that The Prophet was right, and have joined his crusade. Wells preaches on the streets that this disaster is the result of man's meddling with forces he was not meant to control, and that the "grotesque monsters" are demons sent to punish the human race.

The Reborn plan to stamp out technology and replace it with pure faith and a more simple lifestyle. This movement would have died out quickly were it not for a unique psychogenic ability that Wells possesses — he is a catalyst. That is, he is able to bring out and develop whatever latent psychogenic abilities another person might have. Not surprisingly, therefore, most of his followers now display some psychogenic powers. Wells also utilizes various forms of psychogenic communication, including telepathy, and his followers consequently believe that he can "see into men's souls."

In a ritual format, Wells works with each new convert and brings out "miraculous"



powers. He lays his hands upon the heads of all the new converts in turn, willing them to reach their true and full potential. If his skill check is successful, one (randomly chosen) psychogenic ability is brought out in the recruit, at a cost to Wells of 10 psychons. Though most people (approximately 80%) have the potential for some psychogenic ability, only a few (5%) have the capacity for more than one type. (These statistics apply only to normal people; CC candidates are always considered to have excellent potential for any skills they wish to acquire.) Bringing out a second ability in the same person costs Wells 20 psychons, and a third would cost 30 psychons.

The Prophet believes these powers are gifts of faith, as do his followers. Obviously, Samuel Wells could do wonders for the CCF in terms of working with new recruits to develop their psychogenic potential — if the characters can convince him to join them.

Wells will gladly talk with the CCs, but he is very opinionated, and understandably unwilling to assist half-human robots whose very existence seems to prove his point. One thing, however, might serve to change his mind. The Prophet and his followers have no idea that the Xenoborgs have any technology of their own; they have never seen it used. This fact would not fit in well with their concept of “demons.” If the characters bring up the subject of Xenoborg technology, Wells will become interested immediately. He will adamantly refuse to believe that the characters speak the truth, and ask them to prove their allegations by bringing him some piece of this alien weaponry.

If the characters comply, they will, through further discussion, be able to undermine his belief that the Xenoborgs are demons sent to punish mankind, and make him see the real threat. At that point, he will agree to accompany the characters and do whatever he can to defeat the enemies who are bringing still more technology to earth. He will not be happy about it, but he will agree to suspend his crusade against man's technology in the face of still worse offenders. The characters can ease his mind still more by pointing out that when this is all over, they will give up these mechanical forms and return to their own human bodies again.

If your players are not creative enough to think of this tactic, you may, if desired, allow a successful skill check on #430 Cultural Arts (#431, Religion), at a penalty of -10, to convince Sam Wells to commit his talents to the CCF, though the full role-playing option is preferable.

Wells is willing to leave his followers where they are, placing a person with clairvoyance in charge of the group and warning of the Xenoborg weapons. Wells

will suggest that The Guerillas (page 30) or the Gray Tigers (page 31) might be able to help the characters locate their lost companion Jeb.

Ghirardelli Square

Ghirardelli Square was a prime tourist attraction before the invasion. It survived the earthquake and ensuing fires with only minimal damage from the latter. Most of the stores have been looted, but the ice cream shop now serves as headquarters for Brad Connolly and the Orphans.

Outdoor Patio

The white marble tables and old-fashioned wrought-iron ice cream chairs where customers once sat to enjoy their confections have been overturned by passing Xenoborgs, and lie in disarray all over the brick patio. Some are twisted and bent, and some of the white trim on the brick building has been torn loose.

Building Defenses: This building has full power, thanks to the innovative mechanical ability of Brad Connolly. He located the emergency generator for the freezer unit and repaired it, rerouting the connections by scavenging parts from the industrial chocolate-making equipment so that it would power the entire shop.

The wrought-iron door handles on all entrances to the shop have been wired to a huge capacitor hooked into the building's power supply. Metal plates, also connected to the power system, have been installed on the window frames, and on various points on the roof and outer walls of the building. Anyone touching one of these handles or plates will receive an electrical shock equivalent to an electrostatic attack. Any normal human so affected must first make a Physical check. If this check is failed, the human takes 5 IPs of damage. If the Physical check succeeds, a Neural check must be made. If that test is failed, the human is stunned for a number of CT equal to 50 - the Neural score. This deterrent has kept the Xenoborgs, as well as other survivors, out of the shop up to this point. CCs gain power from the electrostat, but not necessarily in a controlled fashion. A Neural check must be made for each character so affected; failure indicates that the CC's circuits are temporarily overloaded, causing it to act effectively “drunk” for 2 CT. In any case, the CC gains 5 PU from the initial touch, subject to the limit of 200 PU maximum, of course.

In case anyone should circumvent this defense, a makeshift alarm will alert the inhabitants. Opening the door will break the string that holds several cast-iron pots and pans over the doorway. The pans will

crash down as soon as the door is opened, possibly hitting the intruder if he or she is careless enough simply to push it open and enter.

If the CCs befriend The Orphans, Brad will shut down the building defenses and lighting system long enough for the CCs to recharge from his generator. If they simply tap power without permission, the generator will break down, leaving the building vulnerable to Xenoborg attack for two hours, while Brad repairs the damage.

Interior

Dining Area: The large picture window facing the patio has been boarded up, for the glass shattered during the earthquake. The sixteen round marble-topped tables have been moved against the wall, and three of the wrought-iron ice cream chairs are arranged in a line facing the outer door. This is where Brad Connolly holds his nightly “meetings” with the children in his care. Brad occupies the center chair, and other older children take the chairs to either side, taking turns participating in the story Brad weaves for their nightly entertainment. The rest of the day the chairs are empty, but 6 to 10 children will be playing in the center of the room. They will take cover behind the counter at the first sign of trouble.

The room is divided into a 20 x 30 m/y front dining area and a 20 x 10 m/y cooking area by a long white counter. Behind the counter, in the smaller area, is a collection of equipment once used for chocolate-making demonstrations. The vats with built-in heater units are now used for cooking large pots of stew, made from whatever food stores are available. One of the heating units has been removed and converted into an electric space heater for the children's sleeping area in the rear of the shop.

Chocolate Shop: This area is an extension of the main dining room, but it was used to sell chocolate and gift items to tourists who came to visit. A counter serves to divide the space into two sections: a front area for customers and a rear area for employees. A large, ornate cash register rests on top of the counter. Below the cash register is a glass-fronted display case that now contains dolls, toy trains, cards, and other toys.

Most of the chocolate and other food items have been removed from the store section, but aprons, cookbooks, and pot-holders imprinted with the company emblem are still visible on the counters. The windows of this shop have been covered with T-shirts sewn together as makeshift curtains.

Storage: Most of the surplus merchandise for the Chocolate Shop was stored here, as well as the cast iron safe for the

day's receipts. Blankets spread on the floor serve as beds for everyone but Brad, who sleeps in the outer dining area to protect the shop.

Freezer: This 15 x 10 x 3 m/y freezer room still contains nearly one hundred gallons of ice cream. Some small amount of melting occurred when the power went off, but the unit is functional now. Also stored here are various frozen foods scavenged from grocery stores, plus several squirrels and other small game that Brad has managed to shoot with his hand gun.

Warehouse and Loading Dock: Currently, Brad uses this 30 x 40 m/y chamber to store flour, sugar, and canned goods, as well as assorted medicines scavenged from drugstores. The room's gray concrete walls are painted with whitewash.

The Orphans

Forty-two children who lost their parents in the disaster have elected to stay in the city, since they know no other homes and have little knowledge of survival in the wild. They are loosely organized under the leadership of 16-year-old Brad Connolly, a husky young Negro with a wild talent for jury-rigging devices. Brad manages to keep them all safe through various traps and warning devices he has constructed throughout the ice cream shop. All of the orphans are adept at sneaking around, and will do a bit of spying if requested. They will, however, wish to accompany the CCs to the new base in return for aid.

The children all have stat ratings of half the normal adult values, plus the full human skills package (page 3) except for #130 (Vehicular Movement).

Brad Connolly

Mental: 10

Neural: 10

Physical: 15

Skills:

SR 25 #420 Creative Arts
(#421 General Creativity & #422 Domestic Arts)

SR 20 #560 Physical Sciences
(562 Mechanics)

Items Carried: Radiation detector, fragmentation grenade (range 50 m/y, damage d10x), tool kit.

Brad stands 6'1" tall and weighs 193 pounds. He is a brave young man, fully aware of his responsibilities to the younger ones in his care. He fusses over their health like a mother, and personally tends those who are ill. Though he knows how to fight, he trains the young ones in stealth rather than the use of weapons, for he wants them to depend on their wits and

talents rather than on weapons for survival.

With his tall, muscular frame, deep brown skin, black hair, and brown eyes, Brad looks like the stereotypical American hero of the 2030s. His attitude bears out this impression, for he is quite patriotic, and tries to emphasize man's better qualities when dealing with the children.

Brad has a wild talent for jury-rigging repairs and devising workable electronic devices from scavenged parts. He has raided two downtown electronics shops for the parts he needed to rig up the building's defenses, and he has some spare circuitry held in reserve. Brad has a good chance to repair damage to the CCs that they themselves could not hope to repair in the field. A successful skill check on his repair ability will enable him to reconnect wires and add standard wiring and circuitry from his stock. With successful checks against both his repair skill and his creativity, Brad can improvise replacement parts from equipment at hand and reroute wiring to bypass damaged circuitry (at the GM's discretion), or even customize a CC's tool kit or weaponry. Some of Brad's improvised repairs may look rather strange, considering that he may adapt parts from coffee pots, telephones, electronic cash registers, or any

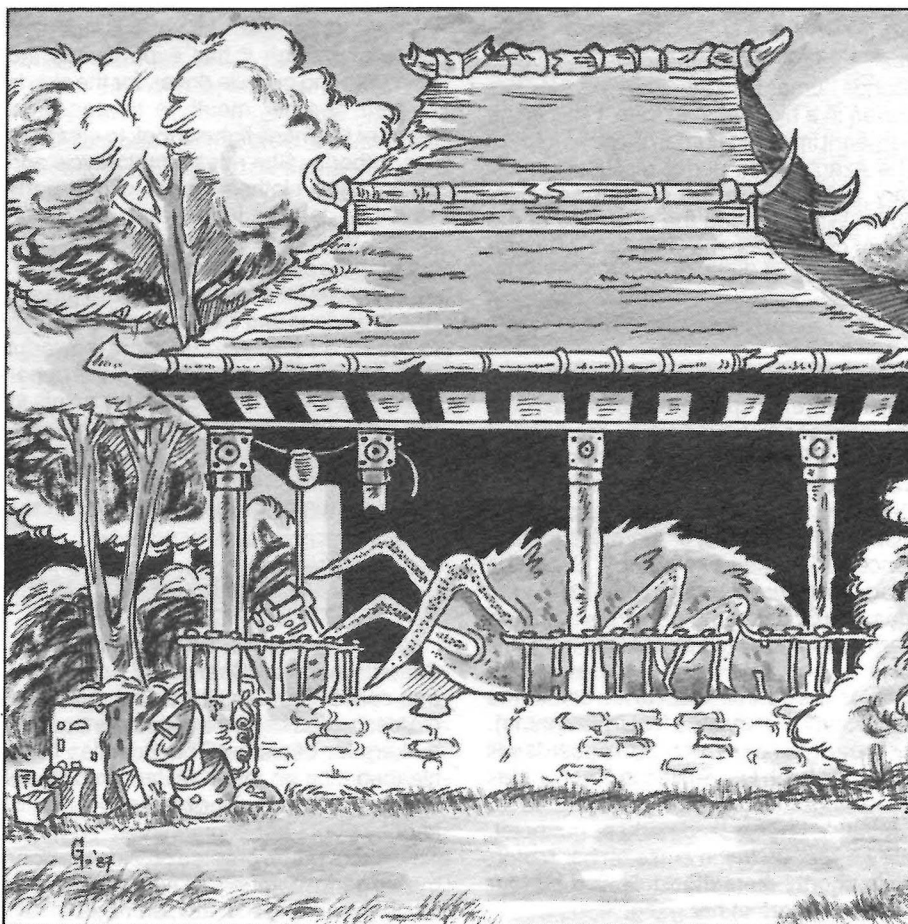
other items at hand, but the repairs will hold through normal combat use.

The CCF needs people like Brad, badly. He would be a fine asset to the new base if the characters can convince him to come along. He will not leave his children unattended; the characters must either agree to take all of the orphans or find them another guardian who meets with Brad's approval. He will settle for any member of the Gray Tigers. Brad will suggest that the characters talk with The Students (page 34), the Gray Tigers (page 31), or The Reborn (page 22) to find information on Jeb's whereabouts.

Golden Gate Park

The buildings and landscaping within the park proper have been nearly destroyed by panicking citizens, fires, and last, but not least, the actions of the Xenoborgs who patrol there. The planetarium dome has been broken, and there is no power in any building on the grounds.

The Japanese Tea Garden, located near the east end of Golden Gate Park, was beautifully landscaped in the traditional oriental style — until the aliens moved in. The Xenoborg Sergeant in charge of the two squads assigned to San



Francisco has temporarily taken refuge in the Japanese Tea House. Xenoborg Private #4 is patrolling outside the building. The Sergeant had an unfortunate encounter with the Gray Tigers (page 31), and its Comm unit was broken. Lo Men Wang (page 21) has brought the Sergeant a regular radio from a downtown electronics store, and the latter is now trying (unsuccessfully so far) to adapt the device for its own needs. Communication will be re-established thirty minutes after the characters enter Golden Gate Park. If the characters have not eliminated the Sergeant by this time, it will be able to call for reinforcements when it sees the CCs.

The aliens have already consumed several Japanese cherry trees and decorative bushes. Most of the frail pagodas collapsed during the earthquake that shook the area after the bombs hit, and the garden is littered with broken wood and ruined plant life.

Lo Men Wang, leader of the New Tong, comes here at irregular intervals, usually at night, to make reports to the Sergeant. Two of his twenty trained Black Dragon followers accompany him. Each is armed with a garrote (damage 10) and a dagger (damage 5 + poison, Physical stat check or 20 extra damage). All three move quietly to the tea house, then the two Black Dragons wait outside while Wang goes in to confer with the Xenoborg. If the characters listen during such a meeting, they will hear muffled conversation. One voice sounds human; the other speaks flawless Terran in a high-pitched tone. (This is the Sergeant imitating human voice patterns.) The exact topics under discussion will vary according to the current situation. When Wang reports the presence of the player characters, the Sergeant will order one or more of them captured.

Mt. Davidson Park

The Gas Hogs, led by Lily Jameson, have taken up residence in the groundskeepers' quarters on the edge of the park. The building is not trapped in any way, though the doors are locked and steel bars have been installed over the windows. The gang's motorcycles are concealed in the trees nearby. Six of the gang members, armed with handguns (damage 5) patrol the park in pairs, firing warning shots toward strangers on sight. If the first shot does not scare away the invader, the guards shoot to kill, unless the visitor immediately asks for Lily (by name).

In the latter case, one of the guards will be sent to fetch Lily, while the other guides the stranger to the large concrete cross, the park's largest landmark, at gunpoint. Lily will roar up to the cross on her motorcycle shortly thereafter, followed by four more members of her gang.

The Gas Hogs

This band of twenty-eight rough-and-tumble street fighters is held together more by fear of Lily Jameson, their leader, than by mutual respect. Each Gas Hog rides a motorcycle and dresses in the style of the late 1990s, with a leather jacket and tight trousers. They are armed with handguns (damage 5) stolen from department stores shortly after the invasion. Each Gas Hog has a skill rating of 15 in #130 (Vehicular Movement — motorcycles only).

Lily Jameson

Mental: 5

Neural: 10

Physical: 15

Skills:

SR 20 #130 Vehicular Movement
(#131 auto, truck, &
motorcycle only)

SR 15 #230 Personal Weapons
(#235 Modern Small
Arms — projectiles
only)

Items Carried: Revolver (range 30 m/y, damage 10)

Lily is a huge woman, standing 5'9" tall and weighing 260 pounds. Her long red hair is usually worn straight, and it is rarely washed or combed. Lily has a face that looks as though it has experienced the business end of a pile driver, for the skin is scarred and her mouth is twisted as a result of the many fights it took to establish her authority. She rides a motorcycle and wears biker clothes typical of the early 1990s — leather jacket and jeans with spiked leather belt and wristbands. Her language is spiced liberally with profanity.

Lily cares little for the welfare of others. She is devious and cruel, often pretending to aid those who appear more powerful than herself until she can gain the upper hand. Lily will try to send the characters to the New Tong, hoping they will be captured. If seriously threatened, she will give them a more profitable lead — to The Guerillas (right) or The Protectors (page 21).

Polytechnic High School

The long-abandoned Polytechnic High School where Lin Chang and her followers, called The Guerillas, have taken up residence has been a hangout for troublemakers for decades. The Guerillas have cleaned it up so that it will accommodate hundreds of survivors, though Lin is choosy about her companions.

Visitors will be greeted outside the door by two gang members armed with submachine guns (range 30 m/y, damage d10x).

Anyone wishing to speak with Lin must wait outside while a gang member takes her the message. Lin will come outside, armed with her usual array of weapons and escorted by two members of her gang armed with two fragmentation grenades each, to talk with strangers. Marcus Townsend (page 34) and members of his gang are escorted to Lin's quarters in the former teachers' lounge without question, as are members of The Reborn (page 22).

The Guerillas sleep in the old classrooms, and prepare their food in the kitchens of the school cafeteria.

The Guerillas

These forty-seven streetwise young people are waging their own private war against the Xenoborg invaders. The gang members are all armed to the teeth with heavy weaponry, just like their leader, Lin Chang. Not only do they defend The Reborn (page 22) and The Students (page 34), they take wounded people inside their hideout to nurse them back to health.

Lin Chang

Mental: 15

Neural: 15

Physical: 15

Skills:

SR 10 #230 Personal Weapons
(all)

SR 25 #240 Mass Weapons
(#241, grenades & explosives only)

SR 8 #410 Personal Arts
(#412 Physical)

SR 10 #440 Language, Chinese &
English (#441 Single
Language Use)

SR 14 #630 Criminal Activities

Items Carried: submachine gun (range 50 m/y, damage 25 per burst), 4 fragmentation grenades (with launcher, range 500 m/y, damage d10x), microwave sprayer (range 30 m/y, damage d10x), plastic explosive (damage d10x to all within 5 m/y radius)

Lin Chang is the only daughter of a Chinese importer from Chinatown. She stands 5'2" tall and weighs 96 pounds. Nevertheless, Lin is hard as nails and tolerates no disobedience from her underlings.

Her father's business dealings often involved smuggling, so Lin became tough at an early age. She took to the streets when her father died of poisoning, becoming one of the few female gang leaders in the city.

Scorning martial arts as risky, close-range exercises in stupidity, Lin depends on serious weaponry to enforce her will.

Lin rarely goes out without an automatic rifle and a grenade belt, and she often carries a portable rocket launcher on her shoulder. Lin Chang has formed an alliance of sorts with Marcus Townsend (page 34), whose planning abilities she respects. She is aware of the New Tong, for that organization has tried to recruit her more than once. But she suspects (correctly) that Lo Men Wang himself was responsible for her father's death, and she works actively against his organization. Unlike the Tong leader, however, Lin works for the good of others and attempts to protect her own people. She and her followers defend not only their own turf, but also that of "The Prophet" and his followers.

Lin is brusque and threatening to those who stand against her, and unfriendly to strangers unless she can see positive gain for herself and her people. However, she is loyal to those few friends she has, and has never been known to break her word once she has given it.

Lin would make an excellent CC if she could be recruited. If the characters can convince her that there is some benefit to joining the CCF, she will turn her group over to Townsend or Houlihan (pages 34 & 21) and accompany them. Lin will suggest that The Students (page 34), or The

Reborn (page 22) might be able to help the characters locate Jeb.

San Francisco Bay Retirees

The gracious Victorian homes between Brannan and Bryan streets have come to be known colloquially as the San Francisco Bay Retirement Community. This name is not entirely accurate, though it is true that elderly people own the majority of the houses in this neighborhood. Most of these old men and women have lived in their homes for more than forty years, and are quite attached to them.

"Ma" Hawthorne, an elderly retiree from the military, has organized the elderly residents into a strong opposition force. Under her guidance, they raided the Presidio and scavenged weapons from dead soldiers. Ma used her military skills to mine the front yard of every house in the neighborhood, and she has trained her followers to use weapons properly. The Gray Tigers have already repelled the Xenoborg invaders once.

Ma's House

Outside: Ma Hawthorne's home is much like all others in the area. The three-story wooden structure is painted a creamy yellow, and the gingerbread trim is white. The narrow windows, broken during the earthquake, are now boarded up. The sidewalk leading up to the door has been torn out, and there is a land mine (explodes on contact, d10x damage + 100) buried squarely in the middle of the approach.

Inside: The interior of the house is furnished tastefully with overstuffed chairs and antiques. Pictures of Ma's family hang on the walls, and there is a blue china tea set on the coffee table. But Ma's home is slightly different from most; there are automatic belt-fed weapons (range 50 m/y, damage 50 per burst to all targets within range) mounted on tripods aimed at the door and each ground-floor window. Ma will not hesitate to knock a hole through a door or window and fire upon any stranger whom the land mines do not kill, though she will always shout a warning first. Upstairs, a grenade launcher (range 500 m/y) stands ready near the bedroom window, with a box of seven fragmentation grenades (damage d10x) and five sonic grenades (damage 10 + Neural stat check or paralysis 1 CT) beside it.

Basement: This 12 x 10 x 3 m/y chamber is where Ma keeps her "souvenirs" from her army days — four boxes of assorted grenades (including five white phosphorus — damage d10x thermal + 10 impact), six combat lasers (range 1,000

m/y, damage d10x), a flamethrower (range 10 m/y, damage d10x), an "acer" (acid-thrower — range 5 m/y, damage 25), and one rocket launcher (range 100 m/y) with two missiles (damage d10x + 20 impact and d10x + 50 thermal) that detonate on impact. The remainder of her armament collection is out "on loan" to the other Gray Tigers.

The Gray Tigers

"Ma" Hawthorne and her sixteen elderly friends have no intention of giving up their homes just because there's trouble. These old folks have maintained their homes through fires, earthquakes, floods, riots, and economic adversity. If they can outlast all that, no overgrown cockroaches are going to drive them out now.

Ma and her followers have raided the bodies of dead soldiers and Coast Guard officers for weapons, and are armed to the teeth when they walk the streets, though much of their weaponry is concealed. Under Ma's training, the Gray Tigers have become proficient with modern weaponry. All are armed with lasers (range 1,000 m/y, damage d10x) and fragmentation grenades (range 50 m/y, damage d10x) stripped from dead soldiers or borrowed from Ma's personal collection. The Gray Tigers fight more fiercely than the New Tong, though they are not as avaricious. They view all who address them as adversaries out to take away their homes, and are likely to shoot first and ask questions later. The neighborhood is mined and trapped with explosives, and the elderly folk will snipe from windows and rooftops at any intruders. The group has already driven off Xenoborg Sergeant #1 and damaged its Comm unit.

"Ma" Hawthorne

Mental: 15

Neural: 20

Physical: 5

Skills:

SR 45	#210	Strategy & Tactics
SR 20	#230	Personal Weapons
SR 15	#410	Personal Arts (#410 Mental)

Items Carried: Laser (range 1,000 m/y, damage d10x), knife (damage 5), 2 white phosphorus grenades (range 50 m/y, damage d10x + 10)

Ma is a spry older woman with white hair. At age 65, she stands straight and tall, and has lost none of her height (5'6") to advancing age. Her eyes are still almost as sharp as her tongue. She was a captain in the American forces during the SAT (South American Territorial) Wars of 2005-2009, and saw combat. She moved





back to her home town of San Francisco after her retirement ten years ago.

Ma and her followers are immediately hostile to strangers. If placated and reassured about the characters' intentions, Ma will invite them in for tea and perhaps even agree to lend her support in the search.

Ma will admit to her military career under pressure, and agree to accompany the CCs if they will assist her in setting up additional defenses for the Gray Tigers before departing. (The exact types of defense are up to the GM, depending upon materials available.) If she does return to base with the characters, the CCF will reactivate her commission and promote her to base commander at Big Sur, transferring Major Sims to another location in need of his services.

Ma will suggest that the characters talk with The Protectors (page 21), The Orphans (page 28), or the Emperor's Court (right) to locate Jeb.

Transamerica Pyramid

One of the best-known parts of the famous San Francisco skyline, this tall, triangular building toppled to the ground during the earthquake that occurred following the invasion. The lower two floors remain intact, and currently serve as

headquarters for Emperor Norton and his court (right).

Building Defenses

A CCF power technician has restored power to the building using an emergency nuclear generator salvaged from the sunken base. There is a pressure plate in the stone pavement outside the main entrance; when someone steps on it, a bell rings inside the building to warn the inhabitants. If C-14 is present, it moves into position behind a couch in the grand lobby, and one of the technicians unlocks the door by flipping a switch located on a console next to the Emperor's throne. The technician calls to the visitor to enter. C-14 will fire on guests who take any actions that appear hostile, or upon orders from Emperor Norton.

Ground Floor

Grand Lobby: The huge 50 x 80 x 4 m/y lobby of the Transamerica Pyramid is lavishly decorated in a style meant to resemble classic Greek. The light green walls are hung with photographs of San Francisco, and the floor is made up of blue-veined marble slabs. Half-columns in the Ionic style divide the walls into panels.

Emperor Norton has commandeered this palatial chamber as his throne room. Seated on a large chair upholstered in golden-colored velvet, he spends the days poring over city maps and planning with his "advisors." Six to eight people are here at any time of the day. Two of these will be human guards armed with standard combat lasers (range 1,000 m/y, damage d10x). An experimental microwave beam-er, which has the same effect as the CC microwave weapons, is mounted to the left of the throne, where the Emperor or any of his followers can reach the firing switch easily. The unit is approximately 1 x 1 x 1.5 m/y in size. (This weapon was never quite perfected. There is only a 7 in 10 chance that it will work at all. If it does, it has a range of 10 m/y, and does d10x damage.)

The elevators do not work; the residents take the grand, sweeping walnut staircase to the upper floors.

Second Floor

Office Suite: This 20 x 15 m/y four-room suite now serves as the emperor's private quarters. A large brass bed, salvaged from a department store and brought in by C-14, is set up in one of the chambers. One of the long, blue window drapes from the first floor grand lobby serves as a bedspread. The outer room is used as an audience chamber. A second bed (made of cherrywood) has been set up here for the emperor's personal valet (a survivor willing to go along with the charade in exchange for the protection of a CC like C-14). A third room serves as a storage area for weapons and doubles as C-14's quarters.

Offices: The remaining offices on this floor are occupied by the people of Emperor Norton's "court." Each 3 x 3 m/y room contains office furniture, pushed out of the way to allow sleeping space, plus personal possessions of the survivors.

One of the offices serves as a control center for the building's electrical systems. The computer specialist has installed the primary computer from the emperor's quarters here, where she can access information more quickly. Currently, she is delving into old city records to locate underground access tunnels to various buildings. Street plans beside the terminal show tunnels drawn in pencil.

Emperor Norton & His Court

Major Samuel Norton, base commander at San Francisco Primary, has lost his mind and declared himself Emperor Norton II, in the manner of a legendary lunatic in San Francisco's history (see below). He and his thirty-two follow-



ers, including Jeb Perkins, the Type-1 CC the characters have been sent to recover, are working to aid the survivors within the ruined city and combat the enemy in their own unique way.

Emperor Norton's followers have obtained a large collection of weapons (various types), and they have skill ratings ranging from 5-15 with them. The emperor has made no effort to subjugate the other groups of survivors, though he passes new laws daily. Some are reasonable; others are silly. All are posted throughout the ruined city. He will give sanctuary to anyone who requests it.

Emperor Norton II

Mental: 15

Neural: 10

Physical: 15

Skills:

SR 30 #210 Strategy & Tactics
SR 5 #430 Cultural Philosophies
SR 20 #450 Communications
(#451 Strategies)

Items Carried: combat laser (range 1,000 m/y, damage d10x)

In 1859, a British businessman driven mad by business failures declared himself Emperor of the United States and Protector of Mexico. The good-humored citizens of San Francisco went along with the gag, and even implemented some of Emperor Norton's policies until his death in 1880, when more than 30,000 residents attended his funeral. Though touched in the head, Emperor Norton was a fair man and a humanist who showed genuine concern for reform. Though some of his decrees were quite silly, others were workable plans that were later implemented. For example, it was he who first decreed that a bridge should be built across the bay.

Major Norton, commander of the San Francisco CC base, is a seasoned veteran. He can deal with large-scale strategy, secret weapons, biological and chemical warfare, and nuclear devices, but he simply cannot cope with bugs from outer space. The reality of the invasion proved to be more than his mind could grasp. A devotee of San Francisco's colorful history, he declared himself "Emperor Norton II," ruler of the Trans-American Union. He has taken up residence at the remains of the Transamerica Pyramid with a selected court composed of survivors willing to humor him.

Major Norton does remember that he was base commander at TA 04 P.1, and he is aware of his military rank. He has convinced C-14 to serve him, and the unit's MadMac recognizes the major and his authority. Under its control, C-14 is now performing various tasks at Emperor Norton's direction. Norton will recognize

the CCs immediately, and try to bring them into his service. C-14 has been able to protect Norton and his followers and avoid capture by the Xenoborgs within the city thus far, but Type-2s are definitely superior models.

Like the previous "Emperor Norton," who "reigned" over the city in the late 1800s, the Major has the right idea when it comes to running what's left of San Francisco. Already the other survivor groups have benefitted from taking his advice, though he gives it as orders. Norton has organized raids on the grocery stores to stockpile food supplies, and distributed them to caches placed throughout the city. There is at least one secret cache for each of the major survivor groups. The non-perishable supplies are stored in basements, inside vehicles parked in alleyways, and in more ingenious locations. Since there was no power within the city except for a few private generators, Norton ordered that the perishable foods be distributed as widely as possible within the first week after the invasion. Jeb left stacks of meat, cheese, eggs, and other such items at selected points all over the city. The Xenoborg occupation force consumed much of it, but the survivors all managed to get their share as well before the food spoiled.

Norton has come up with other plans, which are posted as official proclamations throughout San Francisco. His defensive arrangements and fire-fighting tips are excellent, planned faultlessly by Major Norton's brilliant military mind. Other orders, however, are not so reasonable. (For example, one proclamation calls for replanting flowers on Lombard Street to beautify the city. Another calls for repainting the cable cars and turning them into mobile homes that will double as Imperial mail carriers.)

The other groups realize that "Emperor Norton" is crazy, and most of them remain autonomous, humoring the Major as much or as little as they please. Few ever visit his court, for travel is dangerous. But the group leaders always accept his charity and read his proclamations, for such often contain the seeds of excellent ideas.

Major Norton knows exactly where C-14 is most of the time. If the characters can convince him to release Jeb into their custody, he will direct them to the Japan Center plaza. Run the Final Encounter (page 35) next. The surviving CCF technicians from the old Primary will accompany the characters willingly.

University of California

Marcus Townsend and his gang, called The Students, have taken over the brand-new, three-story electronics center on the

campus. They have restored power to the building, and installed an alarm system that will sound if anyone tries to enter via a door (without the key) or a window.

The Students spend most of their time working in the six electronics labs on the third floor, trying to build new weapons and defenses to combat the Xenoborgs. They sleep in the second-floor classrooms. Townsend and his gang make daily forays outside looking for food and electronic supplies.

No guards are posted at the doors. If the alarm sounds, four of the gang members, armed with homemade combat lasers, will move quietly down the stairs and take up positions behind lobby furniture in the first floor reception room, or as close to that as they can come without being seen. They will observe the visitors until they have some idea of the reason for this intrusion. If the visitors are trying to steal food or supplies, the gang members will fire upon them. If they are looking for Townsend, they will be escorted to him at gunpoint.

The Students

During the invasion, twelve engineering and computer students had been trapped inside the ruined science library building on the University of California campus. Marcus Townsend, a graduate student in electrical engineering, heard their cries and eventually managed to release them by rerouting the circuitry of the building's security system. Townsend explained that he had a lot of research to do if the Xenoborgs were to be stopped, and asked the students to work with him. All twelve of them agreed.

Each Student has the normal adult human stat and skill package (page 3), plus a skill rating of 15 in #550 (Energy Sources) and 10 in #510 (Computer Sciences).

Marcus Townsend

Mental: 20

Neural: 10

Physical: 10

Skills:

SR 25 #510 Computer Sciences
(#512 Modern Operation and Software & #513 Modern Hardware)

SR 30 #550 Energy Sources
(#552 Electronics)

Items Carried: Radiation detector, pistol (range 20 m/y, damage 5)

Marcus is a tall, brown-haired graduate of CalTech who chose to stay on in the ruined city in hopes of finding an answer to

this bizarre alien siege. Not a street person by nature, he leaves the fighting to his underlings — primarily graduate students from the university. Marcus carries a pistol, but has no particular skill with it.

Marcus and his followers have been systematically sifting through the wreckage of the old CC base and the remains of the southern suburbs (such as Sunnysvale) to recover any usable electronic materials or devices. They have already recovered all of the usable CC hardware from the old base (including a supply of superconducting coaxially shielded cable that Brad Connolly could use to repair the characters).

Marcus seems unaware of the plight of the other survivors. He never takes more than he needs to support himself and his followers. Marcus has formed an alliance with Lin Chang; her gang protects his salvage operations, and he provides her with jury-rigged generators to restore needed power, and new weapons inventions to fight off the Tong.

Marcus can be convinced to return the CC hardware by reason or by a simple show of force. He may agree to join the CCF Big Sur base as a technician. Marcus will direct the characters to The Orphans (page 28), The Reborn (page 22), or The Guerillas (page 30) for more information.

Other Survivors

The survivors not involved in the groups listed are individuals, family groups, and smaller, less organized bands of people. They may be encountered singly or in groups of 2-10 on the streets. Most are sane people trying their best to survive; others are unable to cope with the true situation. Possible encounters include the following:

Businessman: A lone man dressed in a three-piece suit and carrying a briefcase walks down the street in the financial district. If questioned, he claims to be on his way to the office and acts as though everything is perfectly normal.

Collectors: This category includes all those citizens, most of them perfectly sane, who are actively collecting something. Some collect odd things, such as shoes or comic books. Others have speculated on what will become acceptable currency for barter in this war-torn world. These people collect jewelry, gold, gasoline, books, artwork, or other valuables. Some even stockpile water.

The Final Encounter

We recommend using the Advanced Combat section of the CYBORG COMMANDO™ Game for this battle. See page

29 of the CCF Manual for procedures.

The characters may bring along any human allies they wish to this final confrontation. When they finally track down C-14, they will find the Type-1 in the central plaza of the Japan Center (a five-acre complex bounded by Post, Geary, Laguna, and Fillmore streets), where it is preparing to replant the cherry trees uprooted by passing Xenoborgs. Unfortunately, Wang and three New Tong assassins have arrived first. This time, Wang's attempt to capture C-14 will be successful unless the characters intervene.

Wang has sacrificed several of his people in previous unsuccessful attempts to capture C-14. Wang watched each such altercation and noted the weapons that C-14 used. Now, armed with the knowledge that C-14's weapons all seem to be located in its hands, Wang has formulated a new plan. In addition to his usual knife and garrote, he carries a flexible cable with a fragmentation grenade tied to one end. One of his men will attack the Type-1 and draw its fire. When it raises its arms to fire a weapon, Wang will throw the cable bolo-style, wrapping it around the CC's wrists. The grenade will go off next to C-14's hands, blowing them up and rendering all weapons systems useless.

Unbeknownst to Wang and his men, a Xenoborg Private (#1, or its replacement, if it has been slain) has spent the past several hours softening in a fountain in the courtyard and shapechanging. The Private is now standing 10 m/y from C-14, disguised as a statue of a Japanese demon. Ten completely recharged Powwers are floating in a fountain 30 m/y from C-14's location. The Xenoborg leader (Sergeant #1 or its replacement) has summoned all the Privates remaining in the city. All of these Xenoborgs have followed Wang to this location. The Xenoborgs are traveling over rooftops hoping to remain inconspicuous, and will arrive one CT after the characters do.

Wang's attack (technically a called shot) will succeed automatically as planned. When the characters arrive, read the following:

The Japan Center courtyard is littered with torn shrubbery and uprooted trees. In a large garden area stands Jeb Perkins, hands extended to fire lasers at the black-robed human brandishing a sword in front of him. Suddenly, a weighted cable snakes out from the shrubbery to Jeb's left, wrapping itself tightly around his wrists. As Jeb tries to pull away, the would-be assassin in front of him dives to the right, taking cover under a bush. The weight,

now resting against Jeb's hands, explodes, sending shrapnel all over the area. It was a grenade! Jeb's hands have been destroyed by the explosion, and he has taken damage to his arms and midsection from the blast as well.

After the explosion, Wang leaps out from behind the trees and tackles C-14, bearing the CC to the ground. The two will struggle in unarmed combat, oblivious to any action around them.

If the characters move to join the fray, Wang's assassins will move to block their path to Wang and C-14, fighting with ancient Chinese weaponry and unarmed combat, as needed. (Apply a -10 penalty to the attack roll to account for the weight differential when a human tries to throw a CC using unarmed combat.)

Meanwhile, the disguised Xenoborg Private will extend its weapons and fire at the CCs. When the Xenoborg reinforcements arrive at the beginning of the next CT, the leader will send one Private to recover the Powwers from the fountain. The leader and any other Xenoborgs present will fire at the characters and their allies from the rooftops to distract attention from their comrade. It will take the Private three CTs to reach the pond, collect the Powwers, and return. If it succeeds in this maneuver, the Xenoborgs will take one CT to distribute the Powwers amongst themselves and connect them to their weapons. Thereafter, all Xenoborgs will spend an extra 20 PU on each laser shot to "kick" the damage by that amount. If you are using Advanced Combat, all Xenoborgs and New Tong members will aim for the characters' hands.

If the characters appear to be winning, Wang and the New Tong members will turn their attacks on the Xenoborgs. After the battle, Wang and his men will surrender to the CCs and offer to help them. They will explain (falsely) that the Xenoborgs forced them to attack Jeb by holding their families hostage. They will continue to aid the characters until a better opportunity comes along.

Conclusion

When the characters recover C-14, they may return to Big Sur. If they have recruited any of the people from the list on page 15, they must arrange to transport them as well. One of the recruits will offer to ride shotgun on a truck up the Pacific Coast Highway and protect the others, so that the CCs do not have to accompany them. They will reach the base without incident. This adventure is worth 5-9 SP (per character).

Adventure 3: The Rare Earth Maneuver

The regular shipments of the rare earth minerals vital to the manufacture of superconductors have suddenly stopped. The characters must go to the T.A.U.'s largest rare earth processing facility — a plant located near Mountain Pass, California — to find out what happened, correct the problem, and ship a supply of the minerals to Big Sur.

Mission Briefing

The characters begin at the Big Sur Primary base. Major Sims (or Captain Hawthorne, if they have brought her in from San Francisco) calls them into the briefing room once again for their assignment. The base commander is scribbling notes on a piece of paper when they enter.

The Major looks up as you enter the briefing room. "Please sit down," he says, gesturing toward several huge chairs and making a note in his log book. "You make me nervous, looming over me like that.

"Your next assignment is to check out a rare earth processing facility in Mountain Pass — a tiny little bump that can hardly be called a town. It's out in the Mojave Desert, southeast of Death Valley — lovely part of the country if you like dust and scruffy shrubs.

"Prior to the invasion, this particular plant was the largest producer of rare earths and their compounds in the whole T.A.U. The company has been working in cooperation with the CCF for several years. In fact, if it weren't for the workers at that plant, you six might not be here today.

"The rare earth minerals, as you may or may not already know, are essential for building the superconductors that make you tick. Without them, you wouldn't have spiffy microcircuitry and you wouldn't have MadMac to keep track of it. Needless to say, we need a steady supply of the stuff if we are to make any more like you — or even replace the parts you keep breaking.

"At Mountain Pass they mine the raw minerals, then remove the rare

earths via sequential solvent extractions. Some of the minerals are then converted to mischmetal; the remainder is shipped raw.

"Some weeks ago, the CCF requested and got a unit of marines to guard the facility. Weekly shipments came through just like clockwork until last month. The last we heard, the processing plant was still intact, with all or most of its personnel, even though water and power had been cut off during the invasion. There was no Xenoborg activity of any note reported in the desert, except when they severed I-15. So it's more than a little odd that the supply has suddenly dried up.

"We have no idea what the true situation is at this time. When you arrive, scout the place and figure out what happened. We fear that the Xenoborgs have already discovered the plant. If that is the case, you will have to remove the alien threat and arrange to transport as much rare earth material as possible, processed and unprocessed, back to this location before Xenoborg reinforcements show up. Handle the situation as you see fit, and use any means at your disposal to correct the problem and restart the shipments.

"The facility is located at the foot of Clark Mountain. You can have a jeep to cross the desert; you'll have to pick up additional vehicles, perhaps from nearby Barstow or Bakersfield, to haul the material back when you return. Stay off the main roads; there may be Xenoborgs in the area. As you know, they are more used to heat than we are.

"You may take any desired route to the plant; Xenoborgs rarely bother a single vehicle. The recommended route back to base will be given to your MadMacs. It may be necessary to deviate from this plan if alien patrols are encountered. Mission priority one is, as always, save yourselves. Priority two is to bring a supply of processed rare earth materials here safely. Priority three is to ensure the safety of any humans working with you. Most civilians and even military person-

nel are expendable, though of course you should aid them if it will not jeopardize your mission.

"If you do encounter an alien squad, avoid it if possible; it may have communications equipment. If you cannot avoid it, destroy the Xenoborgs as quickly as possible, and remain behind after the convoy has passed through to see if any more aliens appear. If so, stage a fighting withdrawal. Do not allow yourselves to be captured, but pretend that the aliens have driven you off. This will lull the creatures into a false sense of security, so that they will not feel threatened by CC power until our forces are ready to move in earnest. Any questions?"

GM's Notes

Cybertronics, a company that has dealt closely with the military since the year 2024, has a rare earth processing center located at Mountain Pass, California in the East Mojave National Scenic Area. At this combined mine and chemical plant, bulldozers with large scoops on the front gather minerals from an open pit mine and bring them to the processing station. Raw bastnasite, a mineral laden with rare earth ores, is mined and then subjected to multiple solvent extractions to remove the lanthanum and other rare earth metals, which are then packaged for sale as pure elements, or converted to mischmetal and other useful alloys for commercial sale. Before the invasion, the electronics industry purchased most of the plant's output to make superconductors, which were used by the CCF to construct the MadMacs and special circuitry of CC operatives.

History

A small town of approximately 800 people sprang up around the plant in the late 1970s. The school and government offices were closed in 1987, when the profitability of rare earth products was at an all-time low, but the town was revived by the turn of the century, after the superconductor revolution made the plant's products valuable once again.

The Xenoborgs paid no attention to the little community at the foot of majestic Clark Mountain. At first, the workers considered the rumors of invasion just that — rumors, though the plant manager and a few key employees suspected the truth. Most, however, decided that the radio and television reports had been nothing more than Hollywood stunts to promote some new science fiction movie. Nor were they overly concerned when communications were cut off, or when their water supply, piped in from the Hoover Dam Reservoir in Nevada, dried up. Living in such a remote portion of the East Mojave Desert, they were accustomed to occasional lapses in service from any outside supplier.

On January 17 a Xenoborg Private severed I-15, one of the main east-west arteries through the desert, simply by eating through the pavement in several locations. The townsfolk noticed the lack of traffic to Las Vegas, and began to grow concerned. But it was not until a week after the invasion, when a squad of marines appeared to protect the plant, that the residents of Mountain Pass first began to panic. A full truckload of marines armed with combat lasers and automatic weapons moved into town and set up defenses as unobtrusively as possible, so as not to draw enemy attention. Needless to say, the soldiers confirmed the rumors. Not only were there huge alien Xenoborgs overrunning the planet, but this area had been unprotected since the loss of Edwards Air Force base and the other military installations in the vicinity. The marines were there, the sergeant explained, to ensure that the flow of vital rare earth minerals to the CCF was not interrupted; the survival of humanity could depend on man's ability to create more cyborg soldiers to combat the aliens.

An electrified barbed wire fence was set up around the plant and the mine pit. Phil Thurmont, the plant's general manager, made arrangements for the marines and the residents of the town to sleep at the plant, that being the most secure location the town had to offer. Only a few refused.

Thurmont kept the plant running at nearly peak capacity. Bags of raw bastnasite and canisters of refined rare earth oxides and pure metals were stacked in the large loading area in the front building of the complex. Pickup was made weekly by four-wheel drive trucks that could cross the rugged terrain of the Mojave.

Unbeknownst to the plant personnel, one of the hyperdehydrated Xenoborgs that had been air-dropped to earth during the invasion had landed in the mine pit. It lay there, inert, for weeks, since there was no water available to rehydrate it. However, it was subsequently picked up with an earth mover during normal mining

operations and dumped into the crusher with tons of mineral ore. The crushing equipment ground the Xenoborg into hundreds of small pieces, many of which were too small to survive. Some larger cell groups, however, were carried to the hot froth flotation tanks, where they were washed with clean water and treated with foaming agents to remove contaminants. The alien cells absorbed water, and began to divide.

From there, some of the cell groups were carried to the roaster, where the intense heat killed them. Others, however, went to a small waste pond with the barites, celestite, and other tailings (useless by-products of the extraction process). There they continued to eat whatever they could find, animate or not, and grow. Still others were piped into a large vat at the packing building (C) to await kiln-drying and shipment as bastnasite concentrate.

The tiny Xenoborgs in the tailings pond extruded legs first, since a good supply of organic nourishment was available. They moved out into the area around the plant and began actively hunting small animals, though the ravenous creatures would consume even inanimate matter in their hunger. A few days later, the alien cell groups in the packing facility ate their way through the vat. A few plant personnel noted the infestation of insects in the building and sprayed with pesticide to get rid of the unusual "caterpillars" that seemed to come out of the woodwork. The creatures could be ground underfoot easily enough, but their bites were severe and often prone to infection. The tiny aliens were not harmed by the pesticide, but it left a bad taste in their cells. They moved out of the warehouse, leaving holes in the concrete walls to mark their passage. The plant manager decided that the pesticide had done its job.

The miners were the first to notice that something odd was happening outdoors. Prairie dog burrows were a common enough sight, but larger-than-normal holes were appearing in the ground around the plant. Either the prairie dogs had grown considerably, thought the workers, or some other animal more than a foot across had suddenly developed a taste for the creatures. The green Mojave rattlesnake was also becoming more scarce. But the plant workers simply noted these strange phenomena and continued with operations.

Several days later, a marine private on guard reported an animal, probably a stray cat, judging from its size, moving around near the administration building within the compound. Other guards, warned to keep watch for the animal, began to hear rustling sounds and see vague forms moving through the compound. The hard, rocky soil did not retain

tracks, so little could be determined from examining the ground, but odd traces of a slimy substance were found where the creatures had been seen.

The guards were forced to work double duty when the purple slime began to pervade the whole area. It was found on windows and along the bottom edges of doors. A sickening smell settled over the little community, and people walked in pairs, a few arming themselves with hunting rifles and hand guns brought in from their homes. On February 15, one of the trucks that had brought the marines to the site was found covered with purple goo.

Later that same night, a guard left his post to follow the skittering sounds he heard near the truck. Screams of pain awakened the plant technicians, who emerged to see the hapless guard struggling with an bloblike creature the size of a beagle, which had attached itself to his leg. Three marines were finally able to pull the creature off and cut it to ribbons with their combat lasers. The guard's leg had to be amputated below the knee.

The marines, knowing with deadly certainty what the creature had been, but at a loss to explain its presence, began to patrol outside the complex in groups of four. The unit had come equipped with two flamethrowers and eight replacement fuel tanks, but the fuel was exhausted within four days, as more and more of the creatures were found and incinerated. Prairie dog holes were dug out and found to be alien lairs.

The surviving Xenoborgs became bolder as they grew. The plant was under siege as the miniature aliens ate through walls and doors to get at the large high-protein sources within. A few people fled the plant. No one ever saw them again, but their screams were heard from the roadway shortly after they departed.

The survivors inside the facility fortified their living areas and laid traps for the apparently stupid creatures. Repair details daily surveyed the damage and filled the holes in the walls as best they could while armed marines searched for intruders. Dozens of the tiny creatures were found and destroyed, but there were always more. They hid in the pipes and sewers, waiting to pounce on their prey.

Current Situation

When the characters arrive, they find that the barbed wire fence has been torn down in several locations. The plant's generators are working, but power is being conserved for the buildings, so the remains of the fence are not electrified. Three empty trucks are parked outside the main gate that used to be the only opening in the barbed wire perimeter.

Mining equipment, including a large earth-moving scoop and several trucks, stands abandoned in the mine pit outside. All the vehicles glisten with purple slime.

Only eighty-two people remain alive within the complex. Forty-seven of these are plant workers, six are marines, and the rest are the families of the workers. All are living communally in the chemical processing facility (Building B), which has the thickest walls and the highest degree of visibility inside. The plant manager, the chief technician, and the chief chemist still survive, along with some other technicians, foremen, mechanics, and office workers. The remaining six marines are armed with combat lasers (range 1,000 m/y, damage d10x), and there is a small stockpile of assorted weapons (GM's choice as to type) taken from the dead soldiers. These weapons are kept under guard in the central processing chamber of the facility.

Much of the machinery in the plant is damaged and useless. The solvent extraction vats that used solutions of sodium or potassium salts are intact, since the Xenoborgs do not like salts; those that used other solvents have holes in them where the creatures have eaten partially through the outer casing. The roaster outside has not been run for two weeks,

since the plant has not been operating.

Currently, eight of the small Xenoborgs are hiding in the bottom of the mine pit, happily devouring the rich soil with its mineral deposits. They are not visible at first glance, though a more prolonged investigation of the mine will reveal signs of their presence. They will flee if seriously injured. Any that escape will eventually be discovered by a full-fledged Xenoborg patrol and taken to the officer in charge. It will take approximately four days for the story to reach a Xenoborg Major, who will dispatch a squad to investigate. At that time, the remaining humans will be captured and eaten, and a Base-Teleborg will take up residence within the mine pit and begin processing ore for the aliens' use.

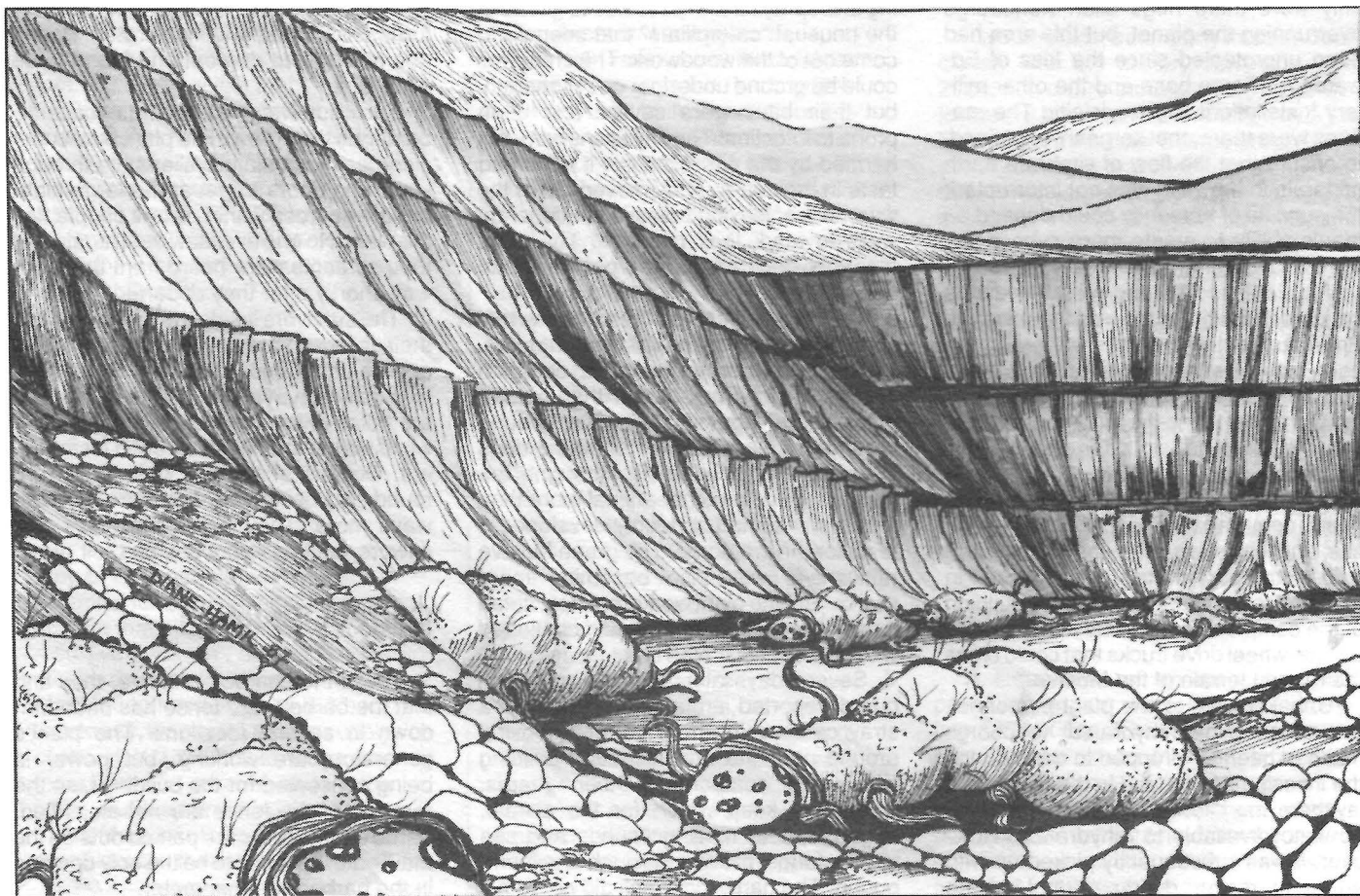
Once the characters remove the alien threat, they must restore the plant to operating condition and escort the first shipment of materials, processed or unprocessed, back to the base at Big Sur. All of this is to be done without attracting enemy attention to the area.

Note: The plant has lost its chief engineer to the aliens. To restore the facility to full operating status requires skill in chemical engineering, plus the ability to repair the damaged equipment. If you are not using the pre-generated characters and none of the player characters has the

requisite skill, simply have Major Sims send a human engineer along on the mission. The survivors at the plant are capable of handling general repairs once the Xenoborg threat has been removed if the CCs assist by lifting and moving the heavy equipment.

Aliens

Thirty miniature Xenoborgs still threaten the plant. Eight of these are in the mine pit, two are outside feeding on the already scarce wildlife in the area; fifteen are inside the processing facility, two are in the shipping area, one in the vehicle maintenance shed, and two inside the administration building. (See Plant Map on page 42.) All are now about the size of large dogs. They resemble smaller versions of Xenoborg Privates—round blobs with limbs, but they move on four to six legs and do not have as many sophisticated appendages, not being bright enough to realize the value of dummy heads or fancy mandibles. Many have one to eight tentacles, and some even have pincers and spikes. They are still only semi-intelligent, and all are ravenous. They have no concept as yet of strategy or tactics, attacking with the cunning of ani-



mals rather than the intelligence displayed by the larger specimens. These tiny Xenoborgs never intentionally join forces or plan their attacks. They have no weapons at all.

It is not necessary to track the whereabouts of each individual tiny Xenoborg; simply keeping a record of the total number is sufficient, since they are all much the same at this stage of their growth. The creatures have penetrated the sewer system beneath the plant, as well as some of the machinery that is no longer used. They normally hide from humans, in the pipes or drains, pouncing on their prey as it passes. They move and attack independently, though one to five may strike the same target if they are all hidden in a convenient area. Place them as you see fit within the plant; no specified locations are given for most of them.

Mini-Xenoborgs

Stats		DVs	
Mental:	2	Laser:	20
Neural:	25	Impact:	20
Physical:	30	Thermal:	25
Move:	5	E-M:	15
IPs:	60	Sonic:	15

Attacks per Cycle: 1

Damage: 2 IPs (tentacle), 5 IPs (spiked tentacle), 1-10 IPs ("bite")

The Mojave Desert

The characters will have to cross the Mojave Desert to reach Mountain Pass. The Xenoborgs have committed only one squad (Privates #16-#19, Corporal #4, and Sergeant #3) to the entire southwestern desert region (including western Arizona, southern Nevada, and northwest Mexico), for the population density is already so low that it is of little concern. The characters may obtain one jeep from the base, plus one flamethrower and such other equipment as you see fit.

If the characters avoid the main roads and larger cities, they can get to the Mojave Desert area with no alien encounters, though they will see a few human survivors who have escaped from beleaguered Los Angeles.

The East Mojave encompasses 1,400,000 acres of desert between Interstate 15 and Interstate 40. Terrain varies from snow-capped mountains to valleys where the temperatures reach 38°C (100°F) in the summer. Mountains and mesas tower over the desert below. Cinder cones and volcanic spires dot the landscape at irregular intervals. The Mojave soil is dry and rocky, but it does support some plant

life. Low, spreading creosote bushes dot the valley floor in a surprisingly regular pattern, approximately fifty feet apart. The distinctive twisted shapes of Joshua trees with their tufts of needlelike leaves grow singly and in clumps.

The desert is not devoid of animal life; coyote tracks are visible near the dry arroyos that turn briefly into rushing rivers when the rains come. Mountain lions prey on bighorn sheep and mule deer in the mountains, while coyotes pursue antelope and ground squirrels in the valleys. Desert tortoises and kit foxes can be seen dozing on rocks in the hot desert sun.

Once in the desert, the characters can take I-15 (the main route to Las Vegas), into Mountain Pass, possibly (2 in 10 chance) encountering one Xenoborg Private armed with three lasers (range 1,000 m/y, damage d10x), or they can cut across the desert through the valleys, automatically encountering human refugees (normal human stats and skills) from the cities.

Part 1: Mountain Pass

Mountain Pass (elevation 1,442 m/y) is just that, a pass through the Clark Mountains in southeastern California near the Nevada border. It is located in the East Mojave National Scenic Area.

Surrounding communities include Windmill Station, Cima, Ivanpah, and Nipton. These towns have populations of 150 to 3,200. The nearest mid-sized city is Barstow, near Camp Irwin.

The Town

The town of Mountain Pass has all of the usual facilities, including restaurants, two schools, two drugstores, one hardware store, a post office, a movie house, a bank, clothing stores, and a supermarket. All of these buildings, and the houses surrounding them, are deserted. Traces of purple Xenoborg slime are visible on the streets.

Ten of the miniature Xenoborgs that threaten the plant are still loose in the town. Most of them are in the supermarket, feeding on the abandoned foodstuffs, though you may include one or two as wandering street encounters, if desired.

The Plant

The Mountain Pass facility covers approximately one hundred acres at the foot of majestic Clark Mountain. The town covers additional area on both sides of I-15. The complex is surrounded by a 3

m/y-tall barbed wire fence, which can be electrified if conditions so warrant, though that was rarely done during normal operations. Now, the fence has been torn down and ground into the dirt in several sections by the passage of vehicles in a great hurry to depart—survivors deciding to flee early on in the disaster.

Two gates through the fence once provided access to the inner roads between the buildings. At each gate stands a guard shack made of wood. The shacks are currently empty.

The processing plant is a white concrete structure, five stories tall. Long pipes lead from the structure to solvent storage tanks and processing vats outside. An administration building, garage, explosives shed, and shipping facility complete the complex.

Plant Personnel

Two hundred men and women were employed at the plant as of January 13, 2035. Of these, twenty held executive or managerial positions, forty-two were clerical office workers, five were chemists, five were engineers, one was a geologist, three were electricians, fourteen were mechanics, two were janitors, eight were foremen, and the remaining one hundred were technicians or lab workers. Most of the employees lived in the town of Mountain Pass with their families, though a few, preferring the wide-open spaces, lived in mountain homes along the surrounding ridges.

Currently, forty-seven of the original plant workers still survive. The geologist was lost, as were all of the chemists except Steve Rogers (see page 40), and all of the chemical engineers. Two electricians, one plumber, two mechanics, three foremen, one mechanical engineer, and the general manager all survive; the rest are plant workers and office help. A total of eighty-two people currently live inside the plant, including six of the original marine guards, plus the families of the workers.

Phil Thurmont

Mental: 13

Neural: 7

Physical: 10

Skills:

SR 10	#410	Personal Arts (#411 Mental & #413 Error Avoidance)
SR 20	#450	Communications (#451 Strategies)
SR 5	#550	Energy Sciences (#551 Solar Energy)

Philip Thurmont, the plant's general manager, is a robust 53-year-old bureau-

Adventure 3: Encounters at the Plant

crat. His duties included streamlining operations to produce efficiently without damaging the desert environment or polluting the ground water that supports the unique plant and animal life of the Mojave. Thurmont has been the prime force maintaining control of the facility during this crisis. Since his wife's office in Building B (page 44) is centrally located and affords a good view of the main processing area where the survivors are living, Thurmont spends all of his time there, administering the distribution of supplies and weapons to the survivors.

Holly Ames

Mental: 20

Neural: 15

Physical: 8

Skills:

- | | | |
|-------|------|--|
| SR 10 | #420 | Creative Arts
(#421 General Creativity) |
| SR 8 | #450 | Communications
(#451 Strategies) |
| SR 15 | #560 | Physical Sciences
(#562 Mechanics) |

Holly Ames, the chief foreman, is a pretty young woman with blonde hair and blue eyes. She is the head of all foremen at the plant, and she achieved this position through hard work and skill. Holly is quick to analyze a situation and select the best course of action, though her eyes appear somewhat vacant while her mind is working. This causes most visitors to label her as a "dumb blonde," and there are rumors that she has been carrying on with Thurmont behind his wife's back, though this is untrue. Holly is no fool, and she has been taking the upper hand in defending the plant from the invaders. Most of the innovative ideas for capturing the creatures are hers.

Holly lives in Room 1 (Building B, page 43), monitoring the alien activity via the plant computer system.

Steve Rogers

Mental: 15

Neural: 10

Physical: 10

Skills:

- | | | |
|-------|------|---|
| SR 5 | #240 | Mass Weapons
(#243 Chemical Poisons) |
| SR 5 | #440 | Language, German
(#441 Single Language Use) |
| SR 30 | #560 | Physical Sciences
(#561 Earth Sciences, chemistry) |

Steve Rogers, the chief chemist, is a balding, middle-aged man with bifocal

contact lenses. He is responsible for working out the most efficient and least costly means of extracting the desired rare earth compounds from the ore. He is soft-spoken, but terse with those not as knowledgeable as himself. Rogers currently lives in his own office (Room 4, Building B, page 44) with his 10-year-old daughter.

Encounters

Use Encounter 1 when the characters arrive at the plant, and Encounter 2 when they enter Building B (page 43). Once the characters have entered the plant and assessed the situation, add more encounters as you see fit.

Encounter 1. Arrival

The outer area is deserted when the characters arrive. The guard shack to the left of the main gate is deserted. In the other, one of the tiny Xenoborgs is eating the remains of a marine guard. The creature sits on the dead man's chest, slowly digesting its way downward.

Vehicles stand abandoned in the roads between the buildings and in the mine pit itself. The Xenoborgs have investigated these vehicles, most of which have suffered some damage. All are coated with purple slime, which has developed a putrid odor with the passage of days.

Encounter 2. Inside the Plant

The main indoor processing facility (Building B, page 43) is secured at all times. The survivors move about the plant in groups of not less than four. One person in each group is armed with a hand gun (damage 5) or rifle (damage 10), the rest with broken furniture or metal piping for clubs (damage 5). Thurmont remains in Room 3 (page 44), tracking the damage to the plant from Holly's monitor reports and dispatching repair crews.

The characters may choose any point of entry. Holly Ames will pick up their approach on her monitor screens from the control room, and she will come to greet them with a crew of three technicians. Wherever they come in, they will see the following scene:

The bright industrial lighting inside the facility illuminates a battle in progress before your very eyes. Four adult humans, three men and one woman, are under attack by two alien creatures about the size of German Shepherds. They look like

miniature Xenoborgs! Each has four legs protruding from its bulbous body and two long tentacles, which they have wrapped around the woman's legs and torso. Her angry screams are punctuated by dull thuds as she tries to beat one of the creatures off of her leg with the butt of a hunting rifle she carries. Her companions, armed with knives and sections of metal pipe, are chopping frantically at the other creature as it sucks at a bloody wound in her shoulder.

Holly, the point woman of this small party, has been attacked by two aliens, one reaching out from its hiding place in a nearby floor drain; the other dropping down on her from the exposed pipes above. When she sees the characters she will scream for help, if they have not already taken action. The other three humans are huddled close around her, and may take damage from any missed shots (CCF Manual, page 30) unless the characters shout for them to move back before starting their attacks.

Holly has taken four IPs of damage already. Each creature will inflict two more IPs every CT until destroyed. If the characters save Holly, she thanks them and introduces herself.

"Thanks!" says the petite blonde woman, smiling briefly. "Those little buggers can get you without warning; that's why we travel in groups. I'm Holly Ames, chief foreman — and you're CCs. We thought you'd never get here. Help me walk on this bum leg," she continues, indicating the bleeding spot where one of the tiny aliens was attached, "and I'll take you to the plant manager and the other survivors."

If Holly has been killed, one of the other humans offers to guide the CCs to Thurmont.

One of the men picks up the woman's body and turns silently to carry her back down the hallway. Another, a young man with brown hair and eyes, steps forward and says, "Thanks for trying to help. I'm Rick Burns. I'm a mechanic here. I'll take you to the man in charge, if you'll follow me." He turns away to follow the man with the grim burden down the corridor.

The guide will answer all the characters' questions to the best of his or her ability. Holly and some of the technicians have been holed up in the control room (Room 1, page 43), monitoring the positions of the monsters by tracking the damage to the plant equipment. Regular reports are sent by computer to Thurmont in the Chief Engineer's office (Room 3, page 44). From there, he dispatches armed crews to lay traps for the creatures along their projected routes of travel.

Phil Thurmont, recognizing the characters immediately as CCs, will greet them briefly, explain how the problems here at the plant came about, then ask for news of the general situation. The guide will move off to the infirmary for medical treatment after turning the visitors over to Thurmont.

"Are we glad to see you!" says the tall man at the desk, rising to extend a hand. "I presume by your presence here that things have stabilized outside to some extent. We've been under siege by hundreds of aliens here, or so it seems. We were completely cut off from all communications before they arrived, so we couldn't call for help.

"At least the early television reports about the huge armed aliens were exaggerations, but the army must have been mistaken about the number of invaders."

Thurmont has never seen a full-sized Xenoborg, and thinks the ones here at the plant represent the standard version. He thinks that an immense horde of the creatures was sent here to take over the site so that the aliens could use the rare earth ores for their own purposes. Thurmont will answer the characters' questions to the best of his knowledge.

"At first, we thought the whole thing was a hoax," the plant manager says, sighing deeply. "You know, some Hollywood stunt to promote a new sci-fi movie. We thought nothing of it when our water and power, brought in through underground pipes and cables from Hoover Dam, were cut off; interruptions in service are normal for an isolated location like this. But when the marines showed up, they

briefed us on the real situation. We pulled as many people as we could from town into the plant to live so that the marines wouldn't have to cover so much area. Little did we know that those — things — could get into the plant itself without anyone noticing until it was too late. They killed my wife two days ago." He pauses briefly while trying to maintain his composure.

"Currently our power is coming from the solar batteries hooked up to the cells in the roof. We also have two diesel engines for backup if needed. Water is more of a problem; we have been rationing since the little critters showed up, since no one is willing to go outside and use the wells in town. We can make it for about four more days on the food supplies we have, then we'll have to send people out to hunt. We've even tried eating the remains of those little monsters. If the stuff is cooked in the microwave it's edible, though it tastes pretty awful. But it can't be eaten raw; the last person who tried that died horribly — eaten from the inside out."

Thurmont will answer the characters' questions to the best of his knowledge, and cooperate fully with them.

Part 2: Key to the Plant

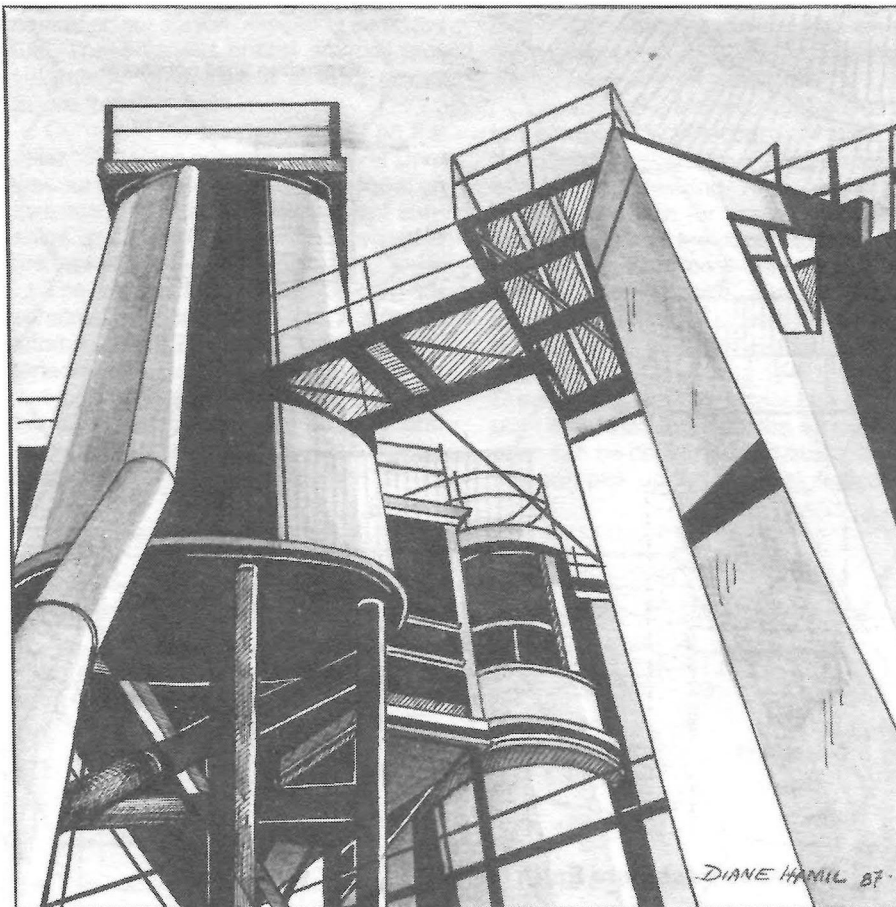
The operation consists of an open pit mine in the back of the complex and several buildings to process and ship the rare earth materials, administer the plant, and maintain and store the equipment. On the west side is a huge ore crusher, 30 m/y wide and long, and 20 m/y tall.

Across the access road from the crusher is a roaster with thick steel walls, capable of maintaining temperatures of 1093° C (2000° F). The roaster is 10 m/y long, 15 m/y wide, and 20 m/y tall.

The solvent storage tanks are huge round vats, approximately 30 m/y in diameter and 25 m/y tall. Catwalks around the structures provide access to the tank walls for repair crews. The tanks are sealed to keep solvent fumes from escaping into the air. Huge pipes connect the tanks with extraction cells in Building B.

The Extraction Process

Huge mining vehicles with scoops dig ore from the open pit and dump it into the giant crusher, which grinds it into fist-sized chunks. From there, the ore is carried by conveyor belt to the hot froth flotation



Adventure 3: Administration Building

tanks inside the plant, where it is washed with water and treated with foaming agents to float the rare earth ore to the top. From there, the undesirable wastes are routed to the tailings pond behind the flotation tanks, while the wet bastnasite concentrate is carried out by two conveyor belts. One leads into the shipping plant (Building C), where the raw material is kiln-dried and packed into bags for shipment. The other belt takes the remaining product into the roaster.

When a full load has been dumped in, the lid of this giant crucible is sealed, and the unit is raised to full heat to crack the ore under oxidizing conditions. (During this process, soluble trivalent cerium is converted to insoluble tetravalent CeO_2 .) Most of the ore is cooled and brought into the plant for further treatment. Some is carried by conveyor belt directly to Building C for shipment.

Inside, the cooled bastnasite concentrate is leached with acid to remove the cerium oxide, which is taken to Building C for packing and shipment, then put through multiple solvent extractions, filters, and additional chemical treatments to separate the rare earth oxides. These products are either shipped out raw, or converted to the pure rare earth metals for sale to the CCF and other clients.

A. Administration Building

This three-story building was used for administration and management. Several of the engineers had offices here, as did purchasing agents, computer data analysts, and managers of the various operation phases. Only the lower floor, once used for meetings and for entertaining clients, is described here; the upper floors are office space. All of these offices are $3 \times 3 \text{ m/y}$ cubicles.

Ground Floor

Reception Room: The receptionist's desk dominates this large ($6 \text{ m/y} \times 8 \text{ m/y} \times 3 \text{ m/y}$), tastefully decorated chamber. The carpet is a light blue, and the walls are painted with Indian-style murals depicting the life of the native Americans in the Mojave. A large picture window across from the desk looks out on the carefully landscaped desert garden outside the building.

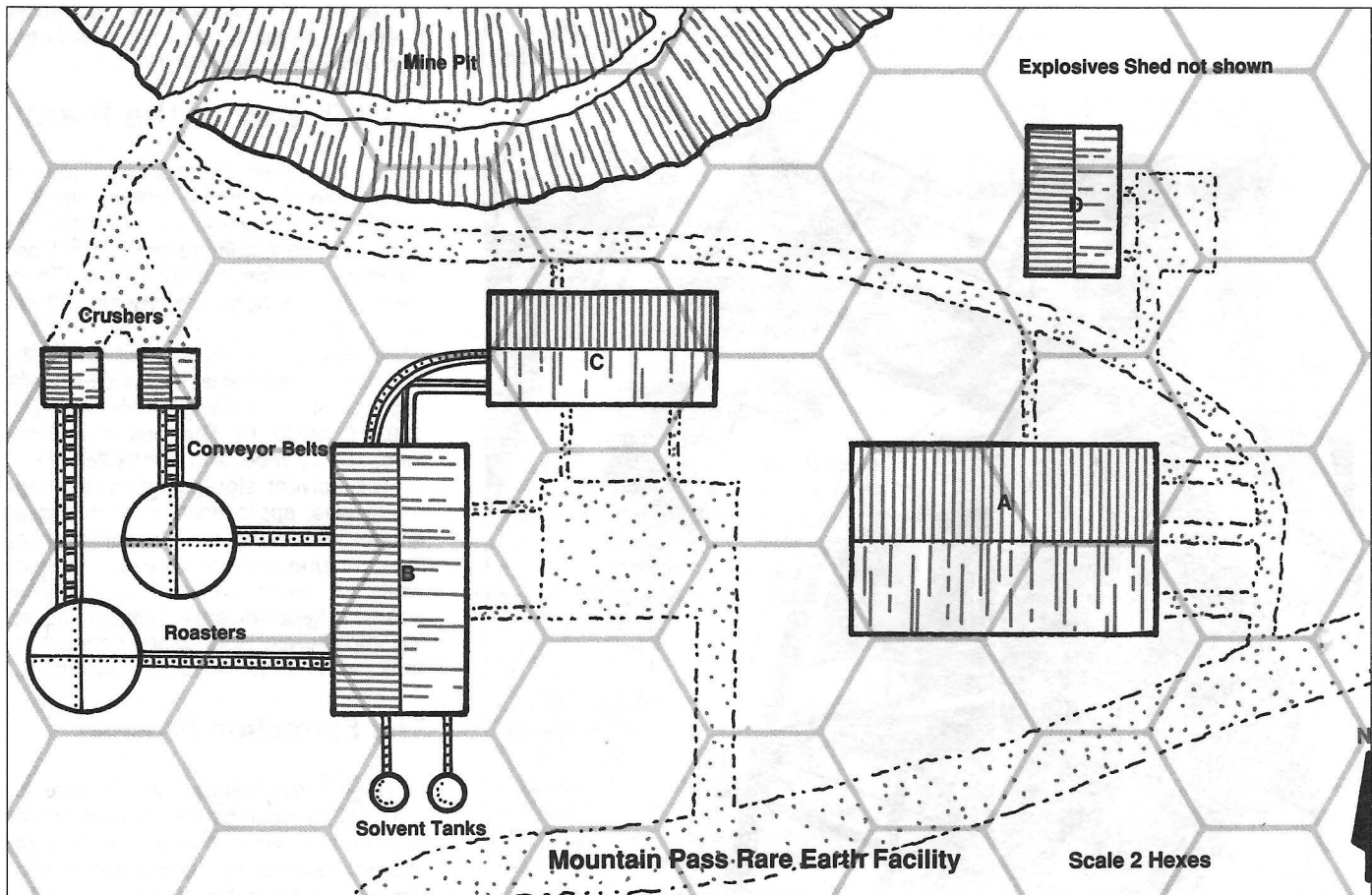
A wide hallway leads to the meeting rooms beyond, and a door set in the north wall leads into offices. The brass plaque on the door reads: "Philip Thurmont, Director of Operations."

Director's Office: Phil Thurmont's $4 \times$

$4 \times 3 \text{ m/y}$ office is paneled with dark wood and lit with a replica of a cowboy's brass lantern from the 1800s. A tooled leather saddle rests on a stand in the corner. Paintings of horses and desert scenes decorate the walls. Four telephones, each in a different color, are on the desk; one is off the hook. None are working.

Cafeteria: Hot and cold food was served to the workers on all three shifts in this large $30 \times 40 \times 3 \text{ m/y}$ cooking area. Industrial-sized ovens run on bottled gas and refrigeration units line the walls of the food preparation area. Coffee urns are overturned onto the floor, and the cash register has been broken open and rifled.

While the plant was operational, the food was displayed buffet style on steam tables. Workers could help themselves and carry their trays to the large dining area. Now the food is no longer kept out in the open. Two marines armed with combat lasers are on duty at all times to protect the food supply from humans and aliens alike, for the remaining supplies are being carefully rationed. All non-perishable supplies have been moved to the main processing facility (Building B). Once a week, a crew of four workers and six marines drives to this building from the main complex to load up enough frozen food to sustain the survivors for one week,



then drives back to Building B. These food runs have all been successful so far.

Storage: This 15 x 15 m/y area was once used to store extra provisions and portable equipment. All the flour, sugar, and other staples have been removed, leaving only industrial-size toasters and extra gas canisters, plus other assorted cooking supplies.

B. Main Processing Center

The chemical plant itself was torn down in 2013 and rebuilt out of pre-fabricated construction units to take advantage of solar and wind power here in the desert. The plant's main electrical power is brought in from Hoover Dam in Nevada by underground cables laid at the same time as the water pipes that supply the plant. (Since the facility lies within the confines of a National Scenic Area under the protection of the National Park Service, Cybertronics was forbidden by law to draw water from the ground water table in the desert. Industrial activity of this sort would certainly have had a detrimental effect on the region's delicate ecological balance.) Solar cells in the roof provide additional electricity, some of which is stored in batteries located within the plant itself. Alternatively, the plant could run entirely on the two huge diesel generators located in the central power station, assuming sufficient fuel. These various energy sources provide ample protection in case of power failure from the main lines.

Currently, the plant is running on the solar cells, since power from Hoover Dam was cut during the first week after the alien invasion. There has been plenty of sunshine, and the workers have not yet had to fire up the diesel generators.

The walls and floor of this building are constructed of concrete 3.5 m/y thick, reinforced with 3.75 cm (1.5") diameter interlacing steel rods.

Huge fluorescent lamps are built into the ceilings throughout the building, and incandescent lamps 0.5 m/y in diameter hang from the ceilings in Room 2.

Traps: At Holly's suggestion, a section of floor in each hall and doorway in the plant has been coated with industrial-strength adhesive to act as flypaper for the creatures. The survivors know where these locations are, and only two have forgotten and been trapped by the stuff so far. (One of those was released by his companions; the other was alone when it happened and died when the Xenoborgs descended on the captive snack.) Periodically, crews move through the plant and place meat near the sticky spots to serve as bait. When the crews find one of the monsters stuck to the floor, they attempt to kill it with their knives and clubs. They have so far killed three this way, smashing the creatures' cells completely. (CCs, of course, are strong enough to pull free of the goo.)

Inhabitants: All of the survivors are living inside this facility. The plant is brightly lit twenty-four hours a day. Men, women, and children are sleeping in the hallways and on the thick concrete floors of the plant itself, huddled together as families. Each person is armed with at least a chunk of metal pipe (damage 5) to use as a club. Their attitude is fearful and angry; most families have suffered at least one death or injury from the aliens. They will be instantly hostile if awakened.

The survivors walk through the plant in groups of not less than four, hoping to overpower any Xenoborgs that attack. Often, they will try to assist the characters during combat if not prevented.

Locating the Monsters: The characters can certainly ferret out most of the tiny Xenoborgs by scanning with their superior eyesight and hearing. Alternatively, the plant's electrician (or one of the characters) can convert the public address system centered in Room 1 into a massive listening device with successful skill checks vs. both #550 Energy Sciences (#552 Energy sources, electronics only) and #420 Creative Arts (#421 General Creativity). If the characters can accomplish that, the loudspeakers all over the plant can be converted into microphones that can pick up the slightest suspicious

sound. Of course, this will be nearly useless in Room 2, where the noise level is always high. With this technique plus the computer damage control program that Holly has been running, the chief foreman and her assistants can keep one step ahead of the tiny terrors by directing the characters to areas where movement is heard, rather than waiting for damage to occur and sending out crews after the fact.

Key: Only the rooms on the ground floor are described in this key. The upper floors (above Rooms 1 and 4-10) contain labs, quality control centers, and offices. All of these have standard furnishings.

1. Process Control

This 10 x 10 x 5 m/y chamber is the "nerve center" of the plant operations. Monitors and gauges on all four walls normally track the progress of chemical processes throughout the building. Most of the operations are computer-controlled, and a terminal here allows the foreman to override automatic functions.

Though no operations are currently in progress, Holly and several technicians are using these systems to monitor the Xenoborgs' positions through damage reports from the computer.

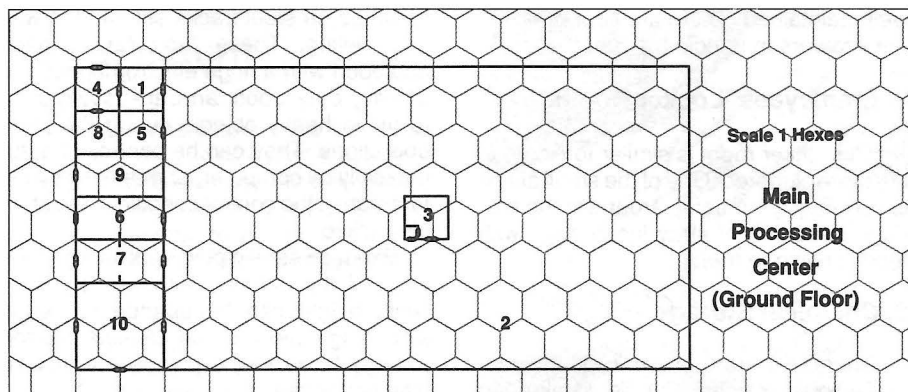
The plant's public address system, also controlled from this room, is still operative. Holly uses it to announce important messages, especially to crews on assignment in other parts of the building.

2. Main Operations

The bastnasite concentrate was brought into this main facility by conveyor belt for further treatment. The processing room is a huge, open chamber, 120 m/y wide, 70 m/y long, and 20 m/y high. The concrete floor is crisscrossed by tracks for automated movers. In each track is a cable that generates a magnetic field readable by the special electrically-powered carts that carry ore, additional chemicals for certain processes, and even workers from one part of the facility to another. The carriers have different designs according to their specific purposes. The traffic patterns of these carriers are computer-controlled to ensure that no collisions occur. Currently, the carriers are in use only by crews dispatched by Thurmont to deal with the aliens.

Floor drains 1 m/y in diameter are located at 10 m/y intervals. Above each is a huge shower head capable of dispensing fifty gallons of water every CT when the chain is pulled. The survivors have welded sheet metal over as many of these drains as they can access to prevent the aliens from using them as a means of entry.

Exposed pipe and duct work threads its



way throughout this vast chamber. The pipes along the walls and ceiling carry water for cooling and other solvents to the extraction tanks. Other pipes carry solvents and solutions of rare earth oxides between processing areas. Ladders and metal staircases shielded with narrow cages lead up to access panels within the high pipe systems, and catwalks criss-cross near the ceiling.

Six rectangular flotation vats, each 5 x 8 x 5 m/y, are lined up along the north side of the room. These are connected by pipes to twenty small extraction cells, made of inert plexiglass 30 cm (1') thick, which are located on the west side of the room. Normally, reactants are pumped into these sealed units during the extraction process, but they are not currently in use. One unit is not yet bolted down; this one was being installed when the problem with the aliens became apparent.

Electrically powered robot arms are mounted on the walls. The forklifts that stand unattended throughout the chamber are also run on battery power. Most of these are still operational. Extra batteries for all units are stored in the garage (Building D). (No internal combustion vehicles are normally permitted in this building due to danger of fire.)

Two jacketed distillation columns, each 15 m/y tall, occupy the northwestern corner of the chamber. The cold water still runs through the outer jackets of these units, though no solvent recovery is currently being done.

3. Chief Engineer's Office

Claire Thurmont's private office, actually more like an interior shack, is centrally located within the building. The office area is 10 x 10 x 5 m/y in size. The walls are decorated in shades of yellow. Multi-layered glass windows look out over the main operations, giving the occupant a good view of the proceedings while shutting out the noise. Blueprints of the physical layout are tacked up on the walls, and schematic diagrams of proposed new equipment lie scattered on drafting tables. A rack on the wall holds plastic tools for mechanical drawing.

A small 3 x 3 m/y antechamber provides space for a desk and computer terminal once used by Claire's secretary — unfortunately one of the first victims of the miniature Xenoborgs.

Currently, Phil Thurmont is living in this office. He receives reports via computer link from Holly, then refers to the master building diagrams to deploy repair crews.

4. Chief Chemist's Office

Steve Rogers's desk is covered with flow diagrams of chemical processes. The

chemist and his daughter are now living in the 10 x 10 x 5 m/y office, while he works out what poisonous or explosive substances might be synthesized with the materials currently on hand in the plant. He synthesizes samples in a small laboratory adjacent to this office. Unfortunately, Rogers is a pure researcher at heart. Though he is creative and has developed some promising compounds, he has no idea how to adapt the existing plant machinery to create quantities of explosives.

Any character who makes a successful skill check vs. #560 Physical Sciences (#561 Earth Sciences, chemical engineering specialty only) can design a process using the existing plant equipment to manufacture Rogers' compounds. The poisons will be ineffective against the Xenoborgs, for they can simply excrete any substances they find irritating. The explosive, however, is of a pliable plastic that will inflict d10x + 50, divided evenly among all targets in a 10 m/y diameter area. If it is used as a shaped charge with a fuse or a radio detonator, however, all the damage can be localized to one target.

5. House Maintenance

This department was responsible for repairing the physical plant. All the electricians, plumbers, and welders worked in this facility. The foreman in charge, now deceased, reported to Holly Ames. The 5 x 5 x 5 m/y foreman's office is furnished with a desk, a chair, and a computer terminal. The 5 x 5 x 5 m/y outer work area is lined with shelves containing welding equipment, pipes of various sizes, and spools of wire. Work tables in the center are littered with hand tools, gauges, oscilloscopes, and portable ohmmeters.

6. Locker Rooms

Private built-in showers are provided for the foremen and supervisors, so that they can clean off the remnants of process chemicals. Small locker rooms are attached. The showers (10 x 10 m/y) and locker area (10 x 10 m/y) are clean and well-maintained. There are floor drains in the showers to handle the runoff.

7. Employees' Locker Room

This locker room is similar to Room 6, but more cluttered. One of the small aliens is currently rummaging around in the garbage in search of stray lunch bags with food clinging to them.

8. Chemical Storage

Chemicals stored here in quantity include liquid oxygen (O₂), liquid nitrogen

(N₂), dry ice (CO₂), hydrochloric acid (HCl), sulfuric acid (H₂SO₄), nitric acid (HNO₃), benzene (C₆H₆), toluene (C₇H₈), metal halide salts, reagent grade potassium hydroxide (KOH) and sodium hydroxide (NaOH), neon (Ne), argon (Ar), activated charcoal, and other solvents and reagents. Stock the 20 x 10 m/y area as you see fit if your players show an interest in the available materials.

9. Recreation Room

A billiard table, decks of cards, ping pong tables, laser sound equipment, and old-fashioned laser-disc interactive video games were provided in this 20 x 10 m/y for the employees' entertainment during lunch hours and other off-duty hours. When the characters enter, four employees are here playing cards. One more is on guard near the door with a hand gun.

10. Generator Room

Normally, these two huge diesel generators are for backup only. Each is 10 m/y long and 6 m/y wide. Two sealed tanks of diesel fuel are kept in this 20 x 20 m/y room in case of emergency.

C. Shipping & Receiving

This building houses the processed ore. Also, it is here that incoming trucks with supplies of chemicals and other equipment used to make their deliveries.

Shipping office: This small 3 x 3 x 3 m/y room was once the office of the shipping foreman. Its windows are multipaned, soundproofed glass, designed to reduce the noise from the loading bay outside. On the desk is a computer terminal, which is connected to the plant's main computer system.

Loading Bay: This huge 60 x 40 x 6 m/y chamber is built of the same thick, steel-reinforced concrete as Building B. Large doors along one side of the room open to the outside to permit entry of trucks and tankers.

Overhead are huge cranes, each mounted on steel tracks set into the wall and ceiling. These ten cranes, each equipped with a huge electromagnet and a heavy-duty robotic arm, are usually used to move heavy objects during the plant operations. They can be controlled automatically by computer, or manually by the foreman at the control console in the shipping office.

Exposed steel piping runs all along the walls of the chamber. Access points at waist height can be opened to permit siphoning of liquids from tankers into the storage tanks in the plant via a flexible pipe connector.

Packaging: This 15 x 10 x 4 m/y area was used to package the outgoing products of the plant. The room is subdivided by moveable walls. Conveyor belts brought the raw bastnasite to the kilns, which are housed in a separate area with reflective glass walls to contain the heat. Then the finished products were brought to the appropriate area for packing. The packing area is stocked with bags, canisters, vacuum pumps, and small shovels.

The walls are riddled with small holes where the tiny Xenoborgs that were inadvertently packaged with the bastnasite concentrate weeks earlier made their escape. There is a 2 in 10 chance of encountering one here. Only three bags of raw bastnasite are here now, and there are no canisters of processed material.

D. Garage

This building, located strategically between the plant and the pit, serves as the vehicle maintenance area as well as garage space for the huge earth-moving machines. The inside is an open area with gigantic lifts built into the concrete floor and tools hanging on racks all over the walls. A small, soundproofed office closed off from the main work area served as workspace for the foreman and his secretary. Currently, there are four 9 m/y vans in the garage. All are in working order.

E. Explosives

This small, perforated, concrete building serves as a storage shed for the explosives used in the mining process. It is located just off plant property. The supplies have already been rifled — survivors looted explosives of all sorts in the hopes of stopping the aliens. Though they did considerable damage to the interior of the plant, they killed only a few of the mini-Xenoborgs in the process. Only one case of dynamite (damage/stick d10x to all targets within a 3 m/y radius) remains. There are 20 sticks of dynamite in the case.

Part 3: Return

Once the characters have put things right at the plant and procured a quantity of rare earth material, they must arrange to transport it back to the base at Big Sur. They may take up to ten trucks from the plant. Diesel fuel can be siphoned into the vehicles from the tanks in the generator room of Building B. They will have to be refueled once during the trip. The characters may fashion extra tanks out of sheet metal to take additional fuel with them, or

they may simply make their own arrangements to refuel at Barstow or Bakersfield.

All the trucks are 6 m/y vans, like those used in Adventure #1. See page 6 for truck DVs and IPs.

1A. Interstate 15 to Barstow

Distance: 161 km (100 miles)

Est. Transit Time: 2 hours (8 ST)

Interstate 15 was the first highway in the country to have the new automatic carrier cables installed. The signal from the cable guides vehicles at 130 kph (80 mph). Traffic control is computer regulated, though the operator can disengage and regain control at any time simply by pressing a button inside the vehicle. The road and cable have been severed halfway between the Midway exit and Baker, shutting down the system from there to Las Vegas.

Skirmishes are still occurring between the aliens and small groups of marines and regular soldiers who were out on maneuvers in the desert at the time Camp Irwin and Twenty-nine Palms Marine Base were destroyed. One such group is encamped in a marine transport truck just behind a rocky outcropping, 16 km (10 miles) west of Barstow. Five of them are

waiting atop a flat mesa, 60 m/y above the roadway, armed with grenade launchers and a total of six fragmentation grenades (range 500 m/y, damage d10x). Two of these have automatic belt-fed weapons (range 30 m/y, damage 50 per burst to all targets within range) mounted on tripods. Ten are inside the truck; the remaining five sit outside with laser rifles (range 1,000 m/y, damage d10x).

These marines have been utilizing their survival training to forage for food and water, but they are still quite hungry and thirsty. Two, in the shelter of the truck, lie feverish and ill.

The marines will attempt to commandeer any vehicle they see by force of arms, since their own is out of gas. Visibility is good, and the marines will spot vehicles at 1,000 m/y, or characters at 500 m/y.

The marines believe that the communists are responsible for the invasion, and that the Xenoborgs are Pan-Asian robots. These soldiers are engaged in guerrilla warfare, and have had no contact with their superiors since their base at Twenty-nine Palms was destroyed.

They consider the CCs cowards and traitors, since they saw many CCs run from the battles during the initial invasion. (This was done on the direct orders of CC High Command.) Therefore, they will not



Adventure 3: Desert Route

recognize the CCs' military authority, and indeed will try to destroy them with grenades and laser weapons if they refuse to turn over their vehicles.

If the characters offer to take the marines along, the latter will accept, though suspiciously. They will cause no problems for the remainder of the journey.

Attempts to initiate radio contact with the CCF or any other military establishment will be picked up by the Xenoborg Sergeant with the squad assigned to this region. A ground party (Xenoborg Privates #16 & #17) already in the area will be dispatched to the transmission point to take care of the problem. The aliens will arrive in 10 AT (1 ST). If they find no people, they will track the vehicles, catching up when the trucks make a stop.

Marines

Mental: 10

Neural: 10

Physical: 15

Skills:

- | | | |
|-------|------|---|
| SR 10 | #230 | Personal Weapons
(#235 Modern Small
Arms & #236 Heavy
and Special Weapons) |
| SR 5 | #240 | Mass Weapons
(#241 Grenades and |

Explosives)

SR 5 #210 Strategy & Tactics

1B. Desert Route

Distance: 194-242 km (120-150 miles)

Est. Time: 160-200 minutes (11-14 ST)

If the characters elect to take the trucks though the Mojave desert and avoid the main roads, they must obtain fuel and adequate supplies of food and water for any human passengers. If they go north of I-15, they must find some way to get the trucks over the mountain ranges. Dirt roads through the mountains are plentiful, though many have been washed out by the storms during the invasion and are currently impassable for large vehicles.

Once in the valley, the characters may encounter the crater that was once Camp Irwin. Several confused soldiers are wandering in that area, looking for survivors. They warn the characters that there are alien patrols about, and ask for water. One, a young fellow with pale brown hair and blue eyes, identifies himself as PFC Graham Murphy, a former candidate for the CC program. He explains that he had been unwilling to give up his body during the years of Type-1 development, so he joined the military instead. Murphy re-

quests that the characters take him along to their base, volunteering to join the CCF. He barely escaped with his life after encountering a Xenoborg.

2. Barstow

Distance: 16 km (10 miles)

Est Transit Time: 30-300 min. (2-20 ST)

This is the safest location for the characters to refuel, though gasoline supplies are short in Barstow due to the various blockades that prevent tankers from supplying the service stations. All regular service stations are rationing fuel. If even one of the CCs reveals himself to a service station owner, however, the latter will be impressed and agree to provide as much fuel as is needed if the truck returns after closing time (10:00 P.M.) so that his regular customers do not find out.

A Xenoborg has already passed through Barstow. There was only one casualty, but the creature did some damage to the town square in passing.

3A. Route 58 to Mojave

Distance: 110 km (68 miles)

Est. Transit Time: 3 hours (12 ST)



A 48-km (30-mile) stretch of this road was destroyed when the aliens bombed Edwards Air Force Base. Standard anti-matter bombs were used, and only residual radiation remains. Only a crater marks the location of the base. The crater extends from Route 14 on the west to the Kramer Mountains on the east, and from 8 km (5 miles) north of Route 58 on the north to the outer boundaries of Lancaster on the south. Read the following as the characters approach the crater:

After a couple of hours travel on the two-lane state route, you see an abandoned car ahead. It rests at the brink of a huge crater, at least 92 m/y deep and several kilometers across. There is no sign of Edwards Air Force Base, which previously occupied this location.

The characters will have no problem bringing the truck around the north side of the chasm. There is a roving Xenoborg (Private #18) on the south side, however. It has a 3 in 10 chance of noticing the trucks.

Stage 3B: Desert Route

Distance: 130-170 km (80-105 miles)
Est. Transit Time: 3-5 hours (12-20 ST)

If the characters stay off Route 58 and set out across the desert north of that, they will encounter an air force jet on the ground near Castle Butte. Xenoborg Sergeant #3 is busily taking items that look like missiles out of the plane and apparently feeding them to a Private. (Actually, Private #19 is merely storing them in its body for transport.) The Xenoborgs will ignore the characters unless they approach. If the characters come within 200 m/y of the aliens, they will be recognized as more than just run-of-the-mill inhabitants and attacked with intent to capture.

4. Route 58 to Bakersfield

Distance: 100 km (62 miles)
Est. Transit Time: 1 hour (4 ST)

The characters may rendezvous with a CCF agent in Bakersfield, who will arrange to refuel their vehicles. Their Mad-Macs know the identity and location of this agent. No aliens are patrolling this stretch of road, though the characters may encounter one or more fugitives from the city trying to escape into the desert. Such people may or may not be armed, but are rarely hostile unless stopped. They will

fight to keep their vehicles and fuel supplies.

In Bakersfield the characters must send one of their drivers, or some other human, into town to make contact with the local agent. This operative, who goes by the stage name of Lydia, works at the Great American Melodrama and Vaudeville House at 206 China Grade Loop, as hostess of the nightly show. Lydia is 37 years old, with graying black hair and blue eyes. She is actually a thin, lithe woman. Her apparently buxom figure is an illusion, created through the use of padding, which she removes after the show. On stage, she wears a long blond wig, the ringlets of which are bound by red ribbons.

She will arrange for truck fuel if needed, a safe resting place for the human drivers, and spare parts (within reason) for the CCs. Lydia has circuitry, sampler boxes, and cables hidden in her dressing room, though she is not a trained CC technician. She does not have access to sheet metal, joints, or other specialized equipment, though she will try to cover for the CCs if they need to steal such materials.

5. Route 58 to Route 101

Distance: 185 km (115 miles)
Est. Transit Time: 2 hours (8 ST)

This stretch of road is unpatrolled. A few vehicles are traveling through, packed with suitcases, boxes, and personal belongings. All of these people are families fleeing Los Angeles.

Xenoborg Corporal #4 has been patrolling I-5. It will be on the overpass above Route 58 as the convoy passes beneath. The Xenoborg is quite visible from the latter road, sticking up almost a full m/y over the railing. The characters can sight it from a distance of 1,000 m/y, gaining the first attack option, if they are scanning the road with their binocular vision at the time. If not, the creature will notice the trucks at a distance of 300 m/y and throw a sonic grenade down onto the highway. After the blast tears a 15 m/y hole in the pavement, the Xenoborg will use its lasers to disable vehicles, aiming at the engines.

6. Route 101 to Route 46

Distance: 31 km (19 miles)
Est. Transit Time: 1.5 hours (6 ST)

The characters enter Route 101 just north of San Luis Obispo. This is a divided highway that has suffered considerable damage. This stretch was under construction at the time of the invasion. Between Templeton and Paso Robles, the pavement was torn up and the dirt graded in

preparation for putting down a new layer of asphalt. The storms suspended work and washed out most of the dirt and gravel. At this point in time the road is nearly impassable because of the muddy slopes left by the rain.

7. Route 46 to Route 1

Distance: 35 km (22 miles)
Est. Transit Time: 20 minutes (13 AT)

No incidents occur on this stretch.

8. Route 1 to Big Sur

Distance: 169 km (105 miles)
Est. Transit Time: 2 hours 20 minutes (10 ST)

The Xenoborgs have blocked the highway by cutting down trees from the forested mountains to the right of the roadway and dragging them across the road to form a barrier. The log barrier, located at a point fifteen miles south of Big Sur, is 5 m/y high and spans the entire width of the road, extending 1.5 m/y past the pavement on both sides. Behind the barrier is an empty truck, parked sideways across the road. To the left of the roadway is a sheer drop of 92 m/y to the ocean. There is no beach between the water and the mountains, though jagged rocks stick up out of the water near the coast.

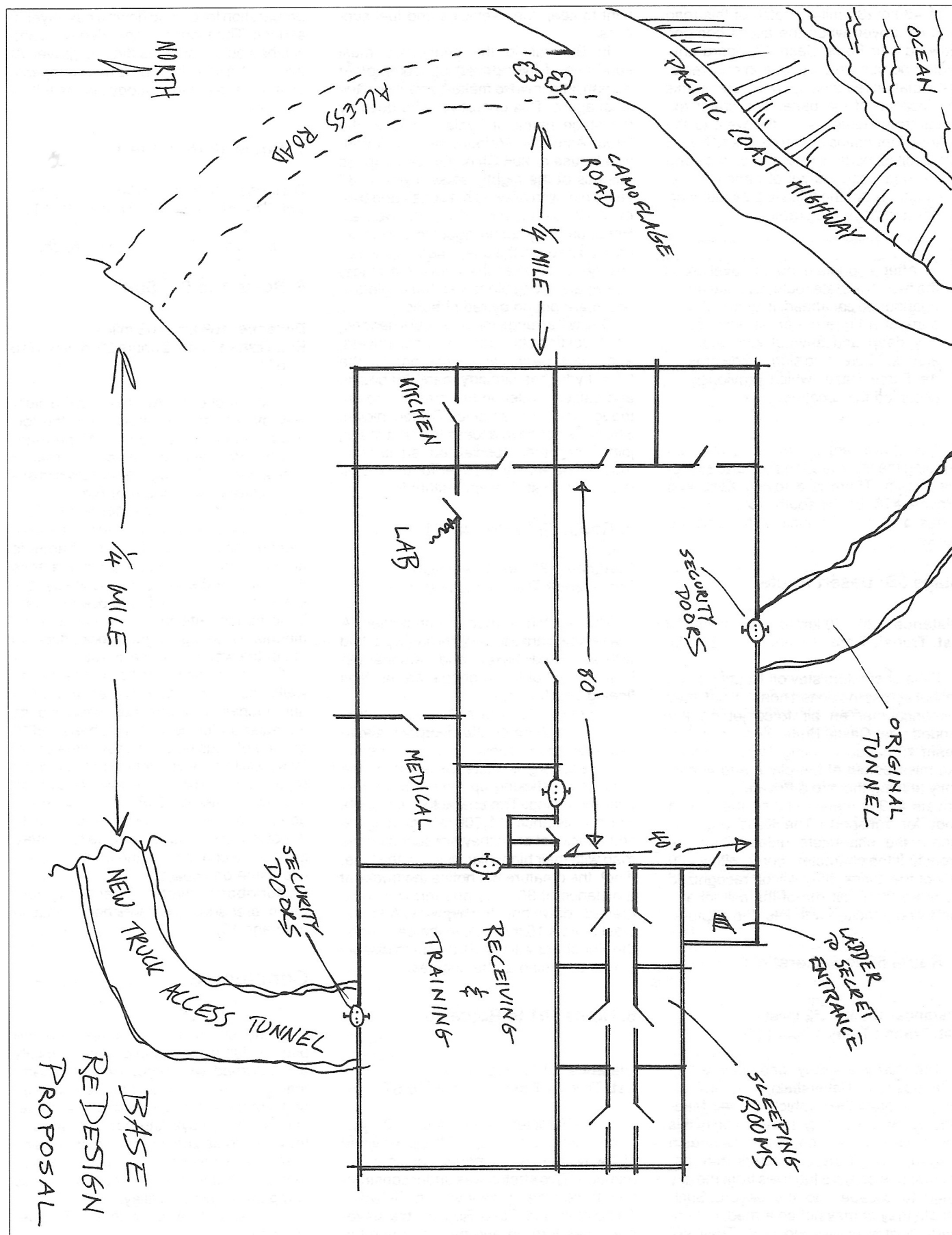
One alien with four barbed tentacles waits inside the truck. When a vehicle approaches, it jumps out, whipping its tentacles under the tires. This has a 6 in 10 chance of causing a blowout. If the driver fails a skill check vs. Vehicular Movement (#130), the vehicle will fall over the cliff into the ocean, taking 40 IPs of Impact damage in the process. The driver suffers 30 IPs of Impact damage from the fall. There is a 1 in 10 chance that the truck will burst into flame on impact.

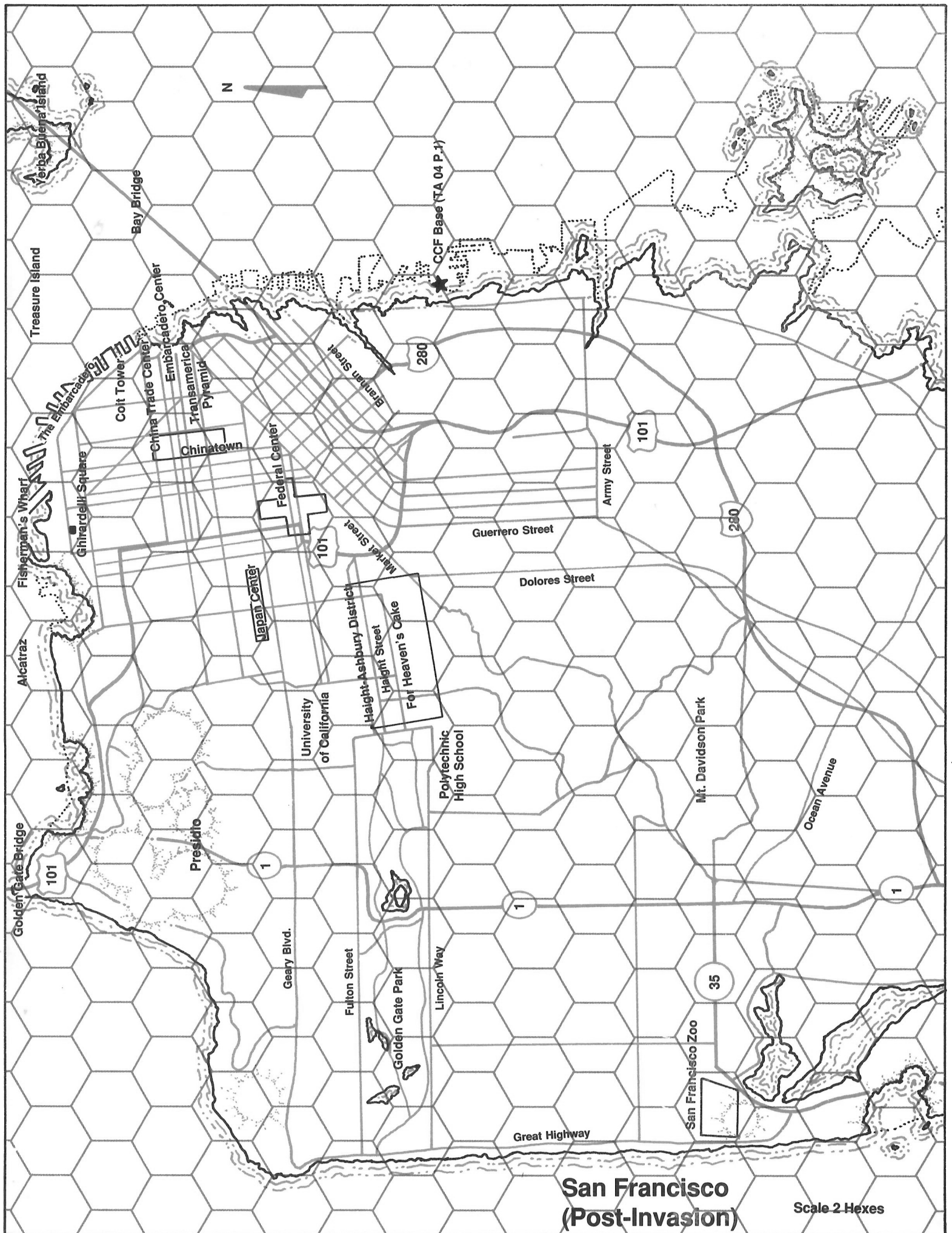
Xenoborg Private: 1 laser, 2 fragmentation grenades (no launcher), tentacle (damage 10).

Conclusion

If the characters have restored the plant to full or partial operating capacity and returned with processed rare earth material, the technicians at the base can begin manufacturing new circuitry immediately. If they have returned with raw ore, they should be sent out on a new mission to recover small-scale processing equipment, probably from some electronics company in Silicon Valley.

This adventure is worth 2-7 SP (per character).





CYBORG COMMANDOTM

SCIENCE FICTION ROLE-PLAYING GAME

Adventure #1: San Francisco Knights

The aliens have invaded! The California Primary base — home of the elite group of CCs popularly known as the "San Francisco Knights," was destroyed in the attack. Now you must gather your resources and activate a new base on the rugged California coast — without letting the enemy find out!

This module contains three separate adventures, all leading to the common goal of establishing a new CC base near Big Sur, California. In Adventure #1, you ride shotgun up the Pacific Coast Highway, escorting a shipment of critical supplies to the new location. Adventure #2 takes you to San Francisco to recover a lost comrade from amidst the ruins, the survivors, and the enemy. Finally, in Adventure #3, you must obtain a supply of the rare earth minerals needed to create a CYBORG COMMANDOTM character from a remote location in the Mojave Desert. But the mine and processing plant are now threatened by an unexpected infestation of alien Xenoborgs!

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