

Adventure

3

Gary Gygax's

NEW INFINITIES<sup>TM</sup>  
PRODUCTIONS, INC.

10-2003

# CYBORG COMMANDO<sup>TM</sup>

SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

## Operation Bifrost



CYBORG COMMANDO and the CYBORG COMMANDO logo are trademarks owned by Trige Enterprises Corporation. ©1987 Trige Enterprises Corporation. All Rights Reserved. The New Infinities logo is a trademark owned by New Infinities Productions, Inc.

©1987 New Infinities Productions, Inc. All Rights Reserved.

by  
**Frank Mentzer**



# CYBORG COMMANDO™

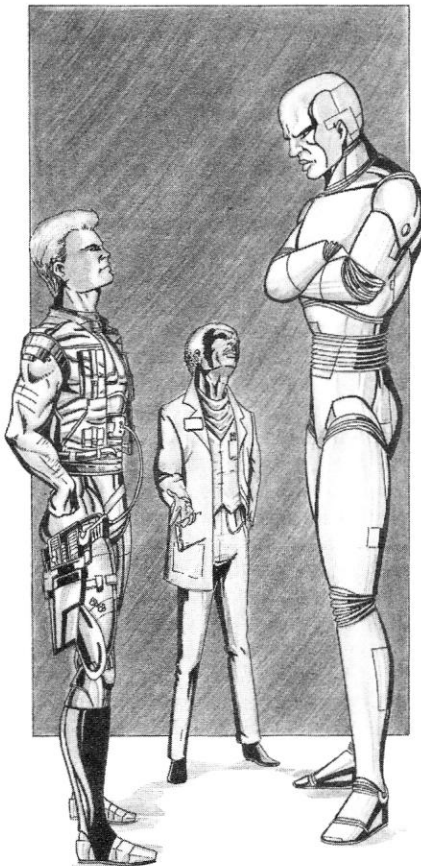
SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

## Operation Bifrost

by Frank Mentzer

**Editing & Layout:** Penny Petticord  
**Cartography:** Steve Sullivan & Frank Mentzer  
**Cover Art:** David Cherry  
**Interior Art:** Gideon, Robert Jamison, Steve Sullivan & Gary M. Williams

### Table of Contents



#### GM Reference Materials

Introduction .....	2
Asgard .....	2
Adventure Summary .....	4
The Enemy .....	5
Supplemental Game Rules .....	6

#### Asgard

Sector White .....	8
Sector Blue .....	11
Sector Red .....	28
Sector Yellow .....	37
The Williamsburg Tunnel .....	43
Conclusion .....	46

#### Player Information

Mission Briefing .....	7
Players' Map of Sector Blue .....	48

#### Maps & Diagrams

Eastern Seaboard Map .....	3
Sector White Map .....	9
Sector Blue Detail Maps	
Executive Offices .....	15
C&C Central .....	19
Sample Residence .....	21
Labs & Testing Rooms .....	23
Marksmanship Course .....	27
Target Range .....	27
Sector Blue/Sector Red Overlap Diagram .....	28
Sector Yellow Map (Upper Level) .....	37
Sector Yellow Map (Lower Level) .....	39
Williamsburg Tunnel Map .....	43
Southeastern Virginia Map .....	Inside Cover
Sector Red Map .....	Inside Cover
Sector Blue Map .....	Inside Cover

NEW INFINITIES™  
PRODUCTIONS, INC.

©1988 Trige Enterprises Corporation. All Rights Reserved.  
CYBORG COMMANDO and the Cyborg Commando logo  
are trademarks owned by Trige Enterprises Corporation.  
©1987 Trige Enterprises Corporation. All Rights Reserved.  
The New Infinities logo is a trademark owned by  
New Infinities Productions, Inc.  
©1987 New Infinities Productions, Inc. All Rights Reserved.  
Cover art ©1988 David A. Cherry. All Rights Reserved.

New Infinities Productions, Inc.  
P.O. Box 657  
Delavan, WI 53115  
(414) 728-4281  
ISBN: 0-941993-24-8



# Introduction

This adventure is a work of fiction. Except for the names listed 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.

State of Virginia, U.S.A., and all city, town, and road names  
U.S. Central Intelligence Agency (CIA)  
Colonial Williamsburg National Historical Site  
Camp Peary (aka "The Farm"), a training center for the CIA

*Operation Bifrost* is set in southeastern Virginia, in the United States of America. The adventure begins in July of 2035 and covers a period of only a few days.

In this adventure, the characters must penetrate the top-secret CCF complex called Asgard, which is located on the peninsula between the York and James Rivers, near the Colonial Williamsburg National Historical Site. Once inside, the CCs must locate top CCF scientist Dr. Nkruma Kotusu and bring him back (preferably alive), along with as much data from the Asgard computer as possible. This will enable the CCF to recover the brilliant work that Kotusu and his cohorts have done during the last six months.

This mission is quite difficult, and the characters will face numerous problems. First of all, they have no accurate map of the complex, nor do they know much of its lethal defenses. They cannot expect help from Kotusu — quite the opposite, in fact. And, of course, there are hostile Xenoborgs in the area.

## Preparation

First, read this entire booklet from start to finish, so that you fully understand the story (with all its twists and turns) and the layout of the large underground Asgard complex. Then go back through the material, making notes on specific details that you may wish to adjust.

Once the players have selected characters (PFC or higher, with at least one corporal recommended), read the Mission Briefing (page 7) aloud to set the stage for the adventure. Afterward, allow the characters to ask questions of the Commander (played by you), and to make any additional preparations they wish. Show them the map of the southeastern Virginia area on the inside cover and let them decide

upon an approach. Once the characters are ready to go, turn to page 8 and begin play with Sector White.

## Asgard

The complex is divided into four sectors, each known by a color designation. Sector White is the above-ground portion of Asgard; it resembles a normal farm. Sector Blue, which lies 10 m/y beneath Sector White, is divided by a security wall (see page 11 for details). This area is devoted primarily to administrative functions. Kotusu and his staff are in Sector Red, 10 m/y below the level of Sector Blue. Sector Yellow, located at that same level, houses the fusion reactor that powers Sector Red.

## Historical Notes

During the period in which the United States of America participated in World War II (1941 to 1945), the U.S. Navy established a training camp near Williamsburg, Virginia, on the peninsula of land formed by the York and James Rivers. This site, called Camp Peary, was built and used by the Navy Construction Battalion (aka "CB" or "Seabees"). Due to the limitations of wartime and postwar budgeting, the resources provided for the Seabees were limited. The buildings of Camp Peary (familiar sights to the neighboring farmers and townsfolk) were simple wooden constructions, mostly one-story. Peary was nevertheless quite adequate for its modest purposes; luxuries were not standard equipment for military personnel. The Seabees were also renowned for their resourcefulness and ability to create much with little.

In 1953, when President Truman (a Democrat) was replaced by Eisenhower (a Republican), the Navy was ordered to give Camp Peary to the U.S. Central Intelligence Agency (CIA, aka "The Agency"). The CIA was tolerant of, but not happy with, the conditions at Camp Peary. Its rude construction and a predominance of brackish water led to its new nickname — Camp Swampy. The CIA Office of Training (OTR, under the Deputy Director of Support), which ran Camp Peary, decided that the place should be secretive and mysterious, despite the fact that the local folk were well acquainted with its location, purpose, and general activities.

In October of 1957, the Soviet Union shocked the world by launching a satellite,

called "Sputnik," into space. This prompted the United States to take several actions, including increasing the power and budget of the CIA. Within a few years, Camp Peary (called "The Farm" by Agency people) was upgraded to brick buildings. Its appearance became much like that of a small college. The OTR took the opportunity to develop underground areas as well, still believing such activities to be secret — though local residents noted the nighttime activities of bulldozers and the passage of construction vehicles.

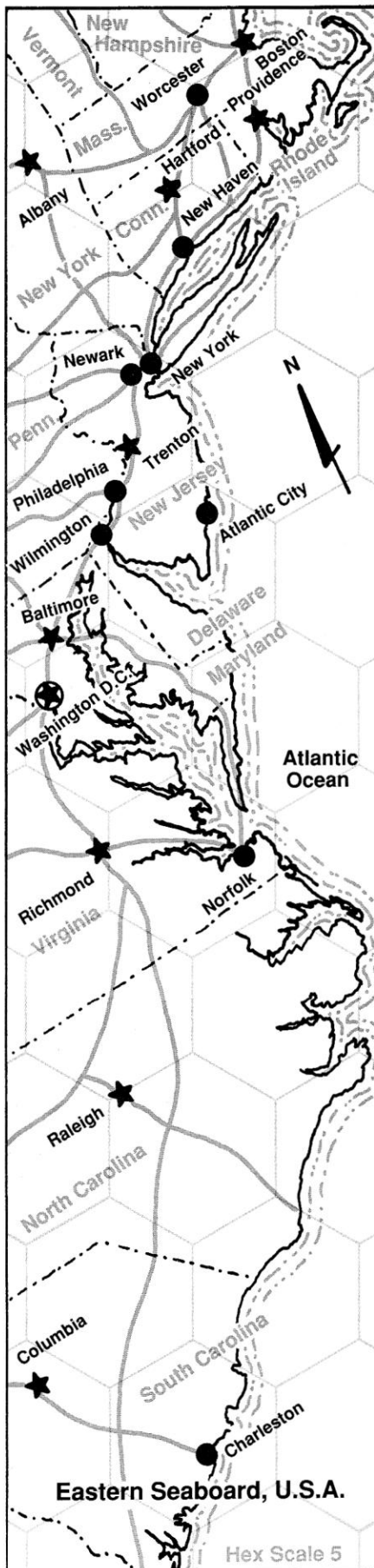
The above notes are of public record and fairly easy to unearth; indeed, Camp Peary is noted on most road maps of the Chesapeake Bay area (though not quite in its true location). The following is harder to verify, though just as accurate.

In 2015, Camp Peary was again transferred, this time to the U.S. Army. Two years later it became the site of Richard Sawtell's Humanical Project. Dr. Nkruma Kotusu, a Nigerian neurosurgeon and computer scientist, joined Sawtell in 2019. Together, working on a joint project called Eggshell, they produced the first CYBORG COMMANDO™ unit in 2024.

Realizing the need for security that arose simultaneously with this new invention, the Army officers in charge of Project Eggshell decided to upgrade both the facility and the secrecy. By this time, however, they (unlike the CIA staff) knew that the local folk were an information source that could not be ignored. The Army began by secretly digging a 9-km (8-mile) tunnel to the site from Williamsburg. This was concealed by a new "historical excavation" near the restored area. This dig was open to the public, and visitors were occasionally allowed to witness the work of a few authentic archaeologists. Since few local folk ever went to the historic area, the activities remained secret.

Across a five-year span, the Army razed the old buildings of Camp Peary one by one and — supported by the appropriate promotional hype with a theme of ecological preservation — turned the area into normal farmland. At the same time, using the underground tunnel, Army engineers secretly brought in the heavy machinery and workers needed to rebuild and expand the underground complex. The effort was successful; the local folk may have suspected that something was afoot, but this was due entirely to natural suspicion of Army activities. The only personnel ever to visit the nearby towns were those working on the known surface





projects; the hundreds of people working underground remained there, living as troglodytes until the job was finished.

By 2029, when the CCF (CYBORG COMMANDO™ Force) was founded, the large underground complex had been completed. At this time, Sawtell left to further his own concepts for CCs, and Kotusu went to Florida. The Army razed the last of the old buildings, and (according to locals) a well-to-do couple from Iowa bought the land, built the farm structures, and happily settled in. Local folk continued to watch with some suspicion, but gradually decided that "the Feds" were gone for good. The few remaining old structures on the site began to deteriorate with disuse, and the new folk were seen at local functions and accepted by the community.

All this was pure illusion, of course. The farm was worked in a normal fashion, but the farmer and his wife were CCF agents. A last flurry of work continued in the subterranean complex, as the Army crafted the bait that would be used to entice Dr. Kotusu back to the CCF. (The lure, a device called Kreator, is described on page 33.) Suffice it to say that Kotusu secretly returned to the site, pursuing his dream of using the powerful hybrid of mechanical body and brain as sophisticated super-armor for normal soldiers.

Since the new underground complex was the home of Kreator, the CCF cryptologists gave the place the cryptonym "Asgard," which in Scandinavian mythology was the abode of the gods. Kotusu's new project was called Valhalla, which in that mythos denoted the hall of heroes.

Asgard is attached directly to the Richmond Command (U.S.A. Sector 3 HQ, TA 04 C.5); however, it has never been included in the worldwide CCF listings. Its internal (T.A.U.) designation is TA 04 S.55 — obviously false, since the last digit of the American "S" series is always 1-4. It is commonly called "Ess fifty-five" by those who know of its existence.

Kotusu and his new staff did not spend all their time underground, but they could not emerge in the immediate area. The secret access tunnel used by the construction crews was made smaller, and a miniature subway was installed. The Valhalla staff members were often seen in public, but no nearer than Williamsburg. In 2033, Kotusu even gave a few lectures at the University of Virginia in Richmond. But the security of Asgard was unbreached; all of the Army personnel involved — even the simple machine operators — had high levels of clearance, and all were watched for years after the work was completed. (A few were terminated for security reasons, but this was the work of the U.S. National Security Agency, not the CCF.)

Valhalla produced much valuable work for more than five years. Discoveries

made by Kotusu and his staff were implemented in the field. These included many of the improvements in the original (Type-1) CCs, plus others that helped Sawtell create the new Type-2 operatives (player character types), who comprised nearly 28% (49 out of 176) of the CCs in existence at the time of the invasion.

In January of 2035, the anti-matter bombs of the invading forces obliterated the nearby naval bases at Norfolk, Portsmouth, Hampton, and Newport News — the nearest of these being only 38.6 km (24 miles) from Asgard. Most of those cities were vaporized as well because of their proximity to the military bases. Asgard was checked by Xenoborg troops, as was the nearby military academy at West Point (14½ miles northwest). The latter was tactically amusing but insignificant to the invaders. Asgard, however, offered surprises. In fierce fighting against some of the most sophisticated weaponry found on Earth, the Xenoborgs lost many troops but eventually penetrated the upper farm buildings, damaging but not destroying them. They found the entrance to the first underground level (Sector Blue) and paid still more troops as the admission fee. They eliminated all personnel found in the "unsecured" area (i.e. that outside of the security wall), but stopped at that point, apparently satisfied that the complex had been rendered inoperative.

All contact with Asgard ceased when the aliens moved into it. Post-invasion surveys by both CC operatives and normals led the CCF to believe that, sadly, Asgard was no more. The loss of Kotusu (and his Valhalla Project) was mourned, but mankind had more important problems.

Meanwhile, Kotusu and his staff, still safe a few dozen feet underground in Sector Red, waited for rescue . . . and six months passed.

### Since the Invasion

Although the Xenoborgs did not penetrate the security wall in Sector Blue during the January invasion, they deduced its existence a few weeks later, when reports from the troops were fully analyzed and compared with a model of the complex. (The most obvious clue was the lack of an apparent garage; the large military vehicles that had poured forth from the barn during the invasion must have come from somewhere.)

Strongly suspecting that the troops had not fully penetrated the complex, some Xenoborg commanders wanted to investigate more carefully. They were overruled for three reasons: there was no sign of activity from Asgard, there was an entire world to be conquered, and the creatures to be used for major excavations had not yet arrived from the Xenoborgs' home



world. The only concession to Asgard's potential importance was a single squad of troops (later augmented), plus one ELF (see page 5) — just in case the complex did, in fact, hold important secrets.

Over a period of several weeks, the ELF found more evidence supporting the theory that undiscovered portions of Asgard existed. The prowling Xenoborg troopers also discovered the durability of the security wall and reported accordingly. Thus, after the overall world situation stabilized, Asgard once again came to the attention of the alien commanders. And when they compared the latest reports with data about the only effective resistance among the humans — the CCF — the Xenoborg leaders decided that action was in order.

The aliens are quite interested in capturing a CC, and have already made a few attempts to do so, involving both informal, opportunistic approaches and highly organized, well-planned schemes. To date, however, they have had no luck whatsoever; the CCs have proved to be powerful and elusive opponents.

Many details about CCs had been common knowledge prior to the invasion, and the Xenoborgs were able to obtain much information by monitoring the broadcasts that formed part of the CCF public relations program. During the occupation, the aliens have slowly assembled profiles of Sawtell, Kotusu, and their CC creations using data obtained from the remains of some U.S. military bases that were not totally vaporized in the invasion. When a stroke of luck provided the revelation that Kotusu was at the secret Virginia complex, the data combined to suggest a new plan. Asgard, and Kotusu himself, were to be used as bait.

At Invasion HQ, hovering in Q-space near Earth, the alien commanders assembled and analyzed a few bits of Kotusu's recorded speeches. (Their primary source was a certain lecture that was first given at a Richmond university and later broadcast on a public radio station.) Meanwhile, xenopsychologists

produced a draft of a message which, if delivered in the proper context, had a good chance of attracting the attention and immediate action of a comparatively large number of CCs. Synthesizing only a few words to fill in the gaps, the aliens thus created a message using Kotusu's voice. The gist of it was that Kotusu had discovered a superweapon that would destroy all the Xenoborgs, and would use it within a short time. Therefore, all personnel, civilian and military, should evacuate occupied areas. This was then processed into the standard format used by the CCF (which the Xenoborgs had learned from the same security breach that revealed Kotusu's location) and broadcast. When this alarming transmission impacted on the CCF ComNet, a team of CCs was called together to penetrate the Asgard complex and bring Kotusu out alive.

The aliens have no idea what remains below the ruins of the upper section, and do not in fact know whether Kotusu is alive. They plan to let the characters penetrate the complex, then capture as many of them as possible when they come back out. Thereafter, the Xenoborgs will be able to explore the remains of Asgard at their leisure.

### Current Status

Sector White has sustained severe damage, but has not been destroyed. The outer portion of Sector Blue has been thoroughly ransacked by the aliens (two of whom are still at work; see pages 14 and 16). The overview map on the inside cover shows the damage. Sectors Red and Yellow are still in good condition, though supplies in Sector Red are quite low.

The access tunnel connecting Asgard with Williamsburg has collapsed along most of its 13.4-km (8.3-mile) length, and is impassable even for CCs. It could be excavated, but that would require weeks of work. (It is not simply a matter of digging out the rubble; the tunnel ceiling must be supported properly, else the excavations will quickly be refilled by more rubble.)

## Adventure Summary

The following is a brief summary of what should happen during the adventure. Note that character actions may affect the order and outcome of some events.

Since the Williamsburg Tunnel is not a viable means of access, the characters must enter Asgard through Sector White, where they encounter Roger and Sarah Murphy, the two CCF agents who ran the "farm." The Murphys show the CCs the entrance to Sector Blue.

The aliens in the area note and duly report the CCs' arrival, but remain in hiding until the characters enter Sector Blue. Shortly thereafter, a massive Xenoborg force assembles over and around Asgard, patiently awaiting the emergence of the characters. The Xenoborgs expect to take some casualties, but eventually to succeed in capturing at least one CC — and probably more. (And if the characters try to leave Asgard through Sector White, the aliens will probably succeed.)

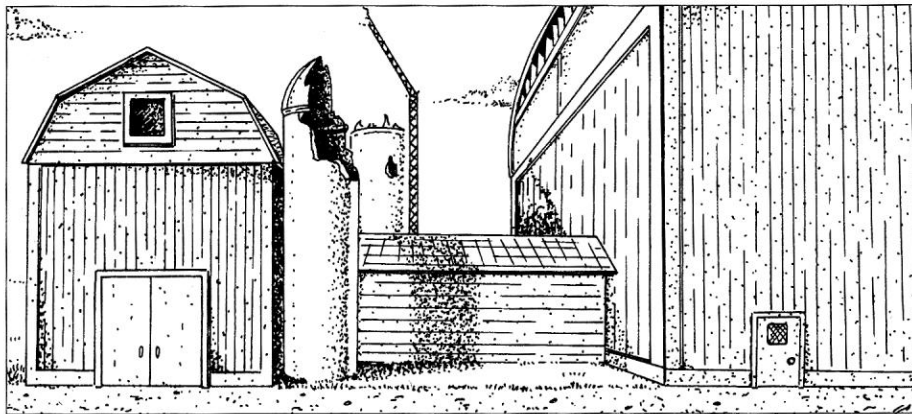
Meanwhile, the characters explore the outer portion of Sector Blue and eventually manage to penetrate the security wall. The ELF (which is currently in the wiring of Sector Blue) harasses them with the laser defense systems until they discover the existence of Sector Red and locate the entrance to it.

Once they have penetrated Sector Red, the characters are welcomed by the Valhalla staff members, who have had no contact with the outside world since the day the aliens invaded. They have no knowledge of the message from Kotusu that prompted the characters' mission. When the characters finally meet Kotusu, he denies sending any message.

With the penetration of Sector Red by the alien ELF, several things occur in rapid succession. Upon receiving the CCs' report of how they penetrated Asgard, the Valhalla supercomputer (Kreator) deduces that the aliens will invade this sector within a week, and reveals its self-destruct capability. When Kotusu hears about the impending destruction of his pet computer and sole friend, he becomes distraught and must be restrained for the remainder of the adventure.

The ELF tries to gain control of Kreator, but the computer shuts itself down to avoid being possessed. It has just enough time to leave a message in the backup computer (known as Little Sister), informing the characters thereby that they must shut down all power to Sector Red so that the invading force (whatever it is) can be purged. But power must ultimately be restored, since Kreator holds the key to the safe departure of both the characters and the Valhalla staff.

The CCs enter Sector Yellow and shut down the reactor, harassed all the while by





the defense system (now controlled by the ELF). After dealing with a deranged Type-3 CC, they return to Sector Red and deactivate the emergency power system, rendering the sector — and the ELF — powerless. They search for and eventually find the alien electronic life form, and succeed in destroying it.

After the power is restored, Kreator recommends that all personnel depart as soon as possible, and summarizes the good and bad aspects of each potential escape route to the best of its knowledge.

The characters choose an exit route, and (with Kreator's help) make their way out of Asgard. After they are gone, Kreator detonates the self-destruct device, destroying itself (and several dozen aliens) in the process. The CCs return home, if not triumphantly, at least bearing details of Kotusu's new creations, which will prove useful (if not vital) to the war effort.

## The Enemy

The aliens present in this adventure include not only the usual Xenoborgs, but also a new creature called an ELF (below).

### Xenoborgs

Two squads of Xenoborgs (two Sergeants, two Corporals, and six Privates) plus a Lieutenant are currently in or near Asgard. They may be encountered just about anywhere around the complex. Two additional Privates are still roaming within Sector Blue, as noted in certain area descriptions (pages 14 and 16). Regardless of how many Xenoborgs the CCs kill on their way into Asgard, however, five more squads and two fully-armed Base-Teleborgs gather in Sector White some time after the characters have entered the complex. If the CCs are seen when they leave Asgard, all the Xenoborgs will attack in a frantic attempt to capture them — not to mention all the valuable devices and information they will be carrying.

Use standard stats and armament (from the back cover of the CYBORG COMMANDO™ Game Campaign Book) for all Xenoborgs in this adventure, modifying the basic information as desired.

### ELF

The name of this creature is an acronym, in English (necessary for comprehension by human readers); the letters stand for Electronic Life Form.

ELFs were created by the Xenoborgs, but the concept came from the Masters. An ELF is a living being by all criteria; it takes in sustenance, excretes, responds to stimuli, and can reproduce. It is also intelligent, though not exceptionally so; its

cleverness is more similar to animal cunning than anything else. It nevertheless has no physical form, existing only as electrical impulses (when in active mode) or as stored data (when resting or hiding). It feeds on electrical energy, preferring variable or modulated types over normal, unfluctuating direct current. (It can digest the latter, but finds it quite bland.)

Communication with ELFs is possible by a variety of electronic means. The creatures tend to be brief and concise, and do not engage in social communication. They are usually rather quiet unless contacted by beings with whom they are very familiar (i.e. Xenoborgs or Teleborgs). An ELF is always egotistical, inquisitive, and emotional — much like a cat in many ways. It is liable to flare into anger when harassed or attacked, but never holds a grudge for longer than a minute or two.

The Xenoborgs use ELFs to infiltrate electronic systems — usually (but not always) computers or data storage networks. The creature's usual purpose is to retrieve, replace, alter, and/or trace information about the system and its contents. A built-in characteristic of the ELF forces it, in a fashion similar to certain terran animals, to return periodically to its birthplace, which is a relatively simple and portable electronic device. To transport the creature, one Xenoborg simply carries that device inside its body. When not occupied by its resident ELF, the device uses no power; otherwise it requires 1 PU per day for operation (plus the power required to feed the ELF).

When an ELF infiltrates an electronic system, it can defend itself to some extent by redirecting current, giving an enemy who touches any conductive part of the system an electrical shock. No attack roll is required, but the victim may make a Neural Stat Check to pull away in time, negating the damage. If that fails, the base damage is 10 IPs, but this may vary (sometimes lower, often higher) by the power available.

An ELF is often able to modify the system it infiltrates so as to use parts of it for its own defense. For example, it could present a computer operator with altered data, or activate parts of an electrical system to create confusion (ringing phones, flashing lights, etc.). The exact effects and damage (if any) are left to the GM's judgment. The ELF in Asgard is quite dangerous, for it has infiltrated the defense system of the complex and thus has a variety of attack modes at its disposal.

ELFs are not common, but the Xenoborg invading force has about a hundred of them. The ground troops cannot easily create more, but Invasion HQ (the base in Q-space near the Earth) does have the capacity to breed them.

The stats given here are for a typical

ELF; these data may vary greatly for individual specimens. The ELF in Asgard is absolutely average, but stats for other such creatures may be as much as double the given numbers, or as little as half.

### ELF

Mental:	10
Neural:	75
Physical:	See below
Move Rate:	See below
IPs (Basic):	See below
DVs:	See below

Attacks per Cycle: 5 (every phase)  
Equipment & Weapons: none

Physical score, IPs, and DVs: All equal to the DVs of the electronic equipment in which the ELF resides

Move Rate: Extremely high (about 85% that of light), but only within the electronic environment

**Special Notes:** If an ELF manages to infiltrate a CC body, it can either hide in the circuitry or attempt to corrupt the MadMac, at the GM's discretion. If the latter occurs, roll d10x; the ELF succeeds if the result is 80 or more. The MadMac will notice and inform its operator of a "weird malfunction," but will not be able to identify the exact nature or location of the problem. (This applies whether or not the ELF succeeds, but if it does, the MadMac will give one last message — "I seem to be losing control.") Since the ELF will thereafter have all the MadMac data at its disposal, it may then be able to impersonate the inboard computer successfully enough to deceive the character for a time. It will eventually tire of that game, however, and may do almost anything — including playing with CC sensors and attack devices. Once the ELF decides to leave, it will simply walk the CC body to some other electronic system, reach out an arm to make contact, and depart.

After an ELF has left a CC, the MadMac will report that it was possessed and not in control of the system. It cannot identify the nature of the problem, except to deduce that some program or life force successfully wrested control from it. The ELF usually will not modify the computer's memory (at least not extensively or critically), so the MadMac will probably be able to remember everything that occurred while it was possessed.

Under no circumstances can the ELF cause damage to the brains capsule, nor can it access a CC's secondary or tertiary power. It may, and probably will, drain power from the primary batteries, at the rate of 1 PU per AT. It can do this whether or not it has control of the MadMac, simply by tapping the appropriate circuitry. If the



MadMac is not possessed, it will note and report on the power drain, but again cannot identify the cause.

The most immediately noticeable change in a possessed MadMac is a tendency to avoid casual conversation. MadMacs are programmed to be companions to their human cohabitants, and have the capacity to operate the body normally while conversing at length, even about minor or irrelevant subjects. The ELF, on the other hand, will tend to avoid unnecessary chats, though it will tolerate some if it is attempting a good impersonation. Its replies to questions will generally be briefer than a MadMac's, and it will rarely volunteer information.

While the ELF is impersonating a MadMac, remember that it is capricious. It will probably maintain normal operations in all respects most of the time, but may have a bit of fun by producing occasional unusual effects. These may include an automatic miss during an attack, sudden odd body movements (handsprings, skipping, etc.), or any other minor but atypical action of the CC's body for which the character has not asked. The possibilities are many, and the details are left to the GM's imagination.

## Supplemental Game Rules

All of the following are official new rules for use in all CC games.

### Character Death

A CC's brains capsule has the same number of IPs as does the mechanical body. A character reduced to zero IPs is not dead, but *is* immobilized. Damage is applied to the brains capsule *only* after all the body IPs have been destroyed. If this threshold is passed with a single shot, apply excess IPs to the capsule after deducting the amount needed to reduce body IPs to zero.

**Example:** A character with 230 IPs is caught in a massive explosion that inflicts 300 IPs of damage. The character's mechanical body is ruined, and the brains capsule takes the remaining 70 IPs of damage (leaving 160 IPs).

Refer to the CC Game rules (CCF Manual, pages 35 & 36) for details on the survival of the organic brain and MadMac once the Primary Power supply has been exhausted or destroyed.

### Field Repairs

Any CC may make limited repairs to himself or another CC, assuming that suitable materials (such as sheet metal) are available. The repair process takes 1 Standard Turn (14.3 minutes). To

determine the success of such an attempt, the player rolls d10x. The result is the number of IPs the recipient recovers.

This basic repair roll may be modified as follows. If the CC performing the repair has a skill rating in Field 562: General Repair, add the SR to the result of the repair roll. If a CC tries to repair himself, subtract 20 from the roll (to a minimum of 1 IP of repairs).

**Limitations:** Damage over and above a certain "critical point" cannot usually be repaired in the field. To determine this value, divide the character's original IP total by three and round the result up to the nearest integer. Note this number on the character sheet, near the IP total. When a damaged CC's current IPs drop below this critical point, the difference is considered to be damage to internal circuitry rather than to the framework of the mechanical body. Circuitry can normally be repaired only at an operational CC base that includes the following personnel (with appropriate tools and spare parts): Defense Systems Tech, Mechanical Tech, Power Tech, and Sensory Tech. However, if the rare materials needed for CC circuit repairs are in abundant supply, this "irreparable" damage may also be fixed, at the GM's discretion. (See page 29 for an example.) This "critical point" of IPs is modified after each repair by performing the same calculation, using the current IPs rather than the original value.

**Example:** A CC with 180 IPs is shot a few times and reduced to 30 IPs. Since the critical point was 60, the difference (60-30 = 30) is irreparable. A CC with SR 35 in Field 562 performs a field repair, and the player rolls a 90. The total of 125 (90 rolled + 35 SR), added to the current IPs of 30, would bring the victim's IPs to 155. However, the maximum is now 150 (180 original minus 30 irreparable), so the extra 5 IPs are ignored. The victim's new critical point is 50 (150/3).

### Fixed Attacks

Certain effects (notably radiation and gas) may be assigned fixed values for attack rolls in place of Combat Ratings. In such a case, do not roll d10x to determine the success of the attack. Instead, simply compare the fixed attack value with the target's DV, as if the former were the result of a normal roll. Standard procedures apply thereafter.

**Example:** A radioactive industrial robot is described (in part) as follows:

CR: fixed 20 E-M  
Area: 5 m/y radius  
Dmg: 2 IPs

In this case, anyone who comes within 5 m/y of the robot is "attacked" (even

though the robot may be behaving quite peaceably). The attack form is electromagnetic, and therefore occurs in Phase 1 of the CT. If the victim's E-M DV is greater than 20, the attack has no effect. Otherwise the victim immediately takes 2 IPs of radiation damage.

Any such attack occurs twice per CT (once in the appropriate phase of each cycle) unless specifically noted otherwise.

### Ultraspeed

A character using ultraspeed mode is entitled to five times the number of actions permitted during normal operation. The use of ultraspeed requires the expenditure of 10 PU per CT *instead of* (not in addition to) the usual 1 PU per CT. (The power cost listed on page 41 of the CCF Manual is incorrect.)

Movement in ultraspeed is twice the normal rate during the first CT of use, and five times normal for each consecutive CT thereafter. (The problem is simply one of traction. Though the CC's legs can move much faster than normal, the character must accelerate comparatively slowly.)

While using ultraspeed, a character gains a +20 bonus to all DVs. Furthermore, a penalty may apply to the attack roll for certain weapons (especially if aimed by automatic mechanical means), as the weapons may simply be unable to turn and aim fast enough.

### Errata

The following items were listed incorrectly in the CYBORG COMMANDO™ Game rules.

### Heft

Refer to pages 13 and 15 of the the original CYBORG COMMANDO™ Game CCF Manual, specifically the boxed sections entitled "Stat-Based Data." In each case, the boldfaced words identifying the measurement system (English or Metric) are reversed. Using the metric system, for example, the weights in kg that a character can throw, lift, and carry are equal to the Physical Stat score +2, x5, and x10 (respectively). If you have not already noted this error, *apply the corrected version immediately to all characters*; the figures given heavily penalize the English system.

### Skills

The Skills list (page 12, CCF Manual) is incorrectly numbered, omitting the Psychogenics category. Refer to the master skill list (pages 19-21) to find the proper numbers, then correct the small chart.



# Mission Briefing

The office of Colonel Marx, the CCF officer who will soon arrive to give you your mission briefing, has no windows. This is hardly surprising, since it is located almost twenty meters underground, in the secret complex below historic old New Bedford, Massachusetts. A viddie in one wall, apparently dialed to a remote pickup in the harbor, displays a view of the marine life.

You stand, of course, since the chairs provided for the rare visitors are unsuitable for the huge and heavy forms of CYBORG COMMANDO™ operatives. Although you have already received a wealth of detail via MadMac input, Marx practices the traditional method of outlining the mission objectives personally.

The door slides open, and Marx briskly strides into the office. Although you've never met him, you recognize him immediately; tales of his meek appearance and small stature — less than 1.7 meters in bare feet — are nearly as widespread as the stories of his bravery in combat, amazing endurance, and remarkable mind. Marx avoids photographs, preferring to keep his appearance as unremarkable (and as unknown) as possible.

"Don't salute, you might break something," quips Marx, crossing to the large map that hangs on the wall. "Good morning, folks. Have you received your mission data?" You nod, and he does likewise — a familiar pattern, so far. "Okay then, here's the story.

"The farm and building plans you have in your 'Macs are inaccurate, but they're the best we can do. And the location, in southeastern Virginia, should ring a bell for some of you; that's the same installation where Sawtell and Kotusu got together back in '19.

"Remember your CCF history? Jack Wingate met fame and fortune near that complex in '24, and Missy Dutrick's bodies were made there in '27, as were all her replacement parts. And of course you know that Sawtell and Kotusu split up and left the installation in '29.

"On the record, those two eggheads went their separate ways and rejoined the private sector. Actually, Sawtell stayed with the U.S. Army; I can't tell you any more about that at the moment. Kotusu went back to Florida and became a lay preacher for a fundamentalist church.

"Surprise number one: that southern preacher is, or was, a cyborg. The CCF technicians left out most of the defenses and attack modes, and managed to pack a standard brains capsule

into a mechanical body identical to Kotusu's organic one. A minor-league but talented actor has been the "Kotusu" in Florida since March of 2030. The real Kotusu was smuggled back to the Virginia base to resume his work. That base, called Ess fifty-five, has been kept secret even from other T.A.U. nations. Of course, we presume that the Russians, Chinese, and others have similar research bases that they don't put on the official roster.

"Things worked out well because Kotusu had virtually no personal relationships. He was unmarried, reclusive except for his religious pursuits, and locally known to be of saintly disposition. Unfortunately, the marvelous and dedicated actor who replaced him is believed to have perished in the invasion, although the mechanical body has not turned up.

"Anyway, Kotusu has been in Virginia since '30. He's behind many of the notable developments in CC tech, primarily because of a gadget they used to lure him back in the first place. You've already got data on this thing; it's a supercomputer called "Kreator."

"But I'm getting ahead of myself. Kotusu and Kreator were presumed destroyed during the invasion six months ago, when Ess fifty-five was suddenly buried in Xenoborgs. The bugs had apparently deduced the base's existence and importance from accumulated data, and decided to take it rather than simply erasing it. We thought they had succeeded.

"But nine hours ago — and that probably corresponds rather closely to the time you were each given orders to report for temporary reassignment here — the entire T.A.U. CCF ComNet was blanketed by a zap message. To individual stations, it appeared as a standard two-second compressed signal. It wasn't until later, when everyone compared notes, that we realized the incredible scope of the broadcast.

"Anyway, the decoded message is pretty bossy. Kotusu claims he can wipe out all the Xenoborgs, and has warned us to pull back from the combat areas and take shelter. He has scheduled his worldwide attack for Wednesday noon — about sixty-three hours from now.

"Our brass say that whatever his methods, he won't succeed, and that his attempt will cause major problems. The biggest one is the danger to himself and to Asgard, his Virginia complex. We don't know exactly what's there, but we haven't gotten anything from it in months. Furthermore, the actual plans for the site are

missing. Some files were destroyed in the invasion, and others are buried somewhere in old records. From interviews with people who once worked there, we've put together an estimate — not much more than a guess, really — of what the underground layout is like. But as I said when I first started, those maps are inaccurate. Count on it.

"You've drawn this assignment because you're the only CCs available at the moment. And the job, my friends, is to penetrate our own base in Virginia, or what's left of it, and find out what the *hell* is going on. The brass are really pissed, folks. If Kotusu's got a new superweapon, we need it. If he's gone over the edge, he's a megalomaniac who's sitting on Kreator, the most valuable resource on this continent — possibly in the entire world.

"So your primary objective is to obtain information and take appropriate action. The last half of that gives you a choice: stop Kotusu's attack and maintain the security and secrecy of that base; or, if that's impossible, bring back everything in the place — or at least as much as you can, including Kotusu, all the records — paper, computer files, and everything — plus any new gadgets he's come up with.

"Ideally, you'll sneak in, convince Kotusu to keep quiet, restabilize the base, and bring back lots of information. And we all know it won't be that simple.

"This mission is status Black. Terminate any and all humans who jeopardize the mission — but as one human to another, you know that I don't want any deaths unless they can't be helped. Kotusu is the sole exception; he *must* be returned alive. If he is badly wounded, fix him. If his body fails entirely, keep his brain alive; you'll be taking a capsule for that purpose, just in case. I *don't* want you to have to use it, though.

"I also unofficially know that none of you has ever gone on a 'Black' mission, so let me emphasize what you know in your 'Macs — we will tolerate the loss of one, repeat *one*, CC operative in the course of the mission. If the situation arises where one sacrifice will make the difference between success and failure, you are ordered to kill, abandon, or otherwise accept the loss of one of your own group. Needless to say, I expect you to be very careful to avoid this situation. Unofficially again, I don't believe in no-win situations, nor in status Black missions. Work smart and you shouldn't have a problem.

"Any questions?"



## Asgard: Sector White

Sector White is the above-ground portion of Asgard. To all outward appearances, it is nothing but an ordinary farm.

Throughout the following notes, pre-invasion descriptions are given first, followed by the changes produced by Xenoborg activities. This should provide you with enough data so that you can respond creatively to character actions and add detail as needed.

Note that although information about the nearby roads is given, the characters are by no means limited to that mode of approach, unless they are using a vehicle that imposes such limits. If on foot, they are free to approach Asgard from any direction they choose.

### Approach

*Pre-Invasion:* Once a mere two-lane blacktop road, Interstate 64 was expanded in the mid-1960s into a four-lane divided highway. This development enabled visitors to travel non-stop from Richmond or Newport News to the Colonial Historical Park in Williamsburg while enjoying a scenic view of the farms in this peninsular region.

Not much has changed since then. Travelers watching the scenery can see one barn roof marked by large but unprofessionally painted lettering that reads, "Colonial Park Next Exit Rte 132," with an arrow pointing southeast. Such is the casual observer's view of Asgard.

Old US Route 60 lies about 1½ miles southwest of the Interstate and parallels it for several miles. The sole road leading to Asgard is County Route 666, which branches off to the east from US 60 just south of the small town of Ewell, about 5.8 km (3.6 miles) from the city limits of Williamsburg itself (not the historical area).

To reach Asgard by vehicle, one must proceed northeast on the county route for about 3.2 km (2 miles), passing under Interstate 64. The modest entry road to the complex is on the left, 0.8 km (½ mile) beyond the overpass, though the view is somewhat obscured by the trees that line much of the roadway through this section.

*Post-Invasion:* I-64 has been severely damaged in several spots, but is not patrolled. Vehicular travel for more than a few miles of its length is impossible due to

by Xenoborgs, and its people have cautiously restored a semblance of normal life. They hide if an alien approaches, of course, but otherwise go about their normal routines.

US Route 60 and County Route 666 are undamaged, but both show signs of Xenoborg passage. A few trees and shrubs along the roads have been partially eaten.

### Entrance

*Pre-Invasion:* Vehicular entry to the Asgard farm is unblocked, but widely spaced bars cover a trench that spans the road. This was obviously built to keep the cattle grazing in the adjacent fields from escaping. A cardboard sign, slightly weathered and obviously of the type available from the local hardware store, hangs on a tree. It warns, "NO TRESPASSING."

The paved road winds a bit to avoid several large, gnarled, and ancient trees, eventually ending at a graveled parking area beside a farmhouse. Parts of these old trees have been replaced with camouflaged concrete to conceal the security cameras mounted in the trunks. The entryway is monitored around the clock.

*Post-Invasion:* No changes.

### Residents

*Pre-Invasion:* The farm is run by a middle-aged and somewhat portly farmer named Roger Murphy. He and his wife Sarah are actually CCF agents. Their sole function is the playing of their proper roles. Roger wears a full Bufragel® combat suit under his denim coveralls and plaid shirt, and he is armed to the teeth with both conventional and sophisticated high-tech weapons. Though seldom encountered, Sarah is similarly equipped. Both of them wear their defenses and carry their devices at all times (except when asleep), even while engaged in plowing fields, picking fruit in the orchard, or milking cows in the barn.

If unauthorized visitors enter the grounds by vehicle, Roger ambles out to greet them. Depending upon the situation, he may offer a meal, use of the phone, or other appropriate amenities.

Strangers who come through the gate

Murphy always shouts, "Git outta heah, ya squirts! I know yer afta' my apples, butcha won' gettim!" If assaulted by return fire, however, Murphy will produce and use more effective weaponry (GM's choice).

Authorized vehicles (of which there are several) do not merit the farmer's attentions. Most of these belong to base personnel who live off-site and commute to work, in some cases from as far off as the Richmond suburbs. Other authorized vehicles always bear two of several identifying characteristics, such as a slightly bent antenna, a "Dealer" license plate, an unpainted fender, or a misspelled bumper sticker that reads, "Williamsburg." Drivers of all such vehicles know that they must drive past the farmhouse and into the barn, wherein a section of the straw-strewn dirt floor opens to admit them to the underground parking garage of Sector Blue (see page 12).

*Post-Invasion:* The Murphys still live here, having had the sense to take cover upon seeing a large number of weird and utterly hostile alien creatures descending on the area. They survived the battle of Asgard (which they may jokingly call "Ragnarok") by hiding in the nearby fields. They sleep in the damaged farmhouse, using various emergency exits to evade the Xenoborgs that still roam the area.

These days, Roger Murphy is much more friendly toward visitors, authorized or not, though he is still very wary of unscrupulous human scavengers. He will recognize the CCs on sight, of course, and plead for help. He and his wife could be quite valuable to the characters, for they can provide current information about both the outer portions of Asgard and the Xenoborgs in this region. However, the Murphys have never been past the security wall in Sector Blue (page 11), and can offer only very general information about the areas beyond that.

Assuming that the characters take advantage of this opportunity, Roger Murphy will sneak them into the house, avoiding any nearby aliens, and introduce them to his wife. During the ensuing conversation, the Murphys will reveal the following information:

1. Nearly a dozen aliens are lurking in the area, and they are liable to wander by at any time.

gaping holes in the pavement. The barn

on foot are greeted by a blast of rock salt

2. In the battle for Asgard (Dunnoo!!!)



ramp in the barn; no other entrance exists. (Note that the Murphys do not know of the underground tunnel that leads to Williamsburg; see page 43 for details.)

3. Sector Blue, the underground level of the complex, is divided by a security wall that cannot be penetrated by any weapon short of a heavy-duty, industrial-strength laser cannon.

4. The residents of the underground complex must have been either killed or cut off; nobody has emerged or signaled for six months.

Once the characters have finished chatting with the Murphys, they are free to enter the barn, descend the ramp, and explore Sector Blue.

## Features

Sector White is, in all respects, a completely operational farm typical of those found in southeastern Virginia. It also bears traces of its past use as a training area for CIA operatives.

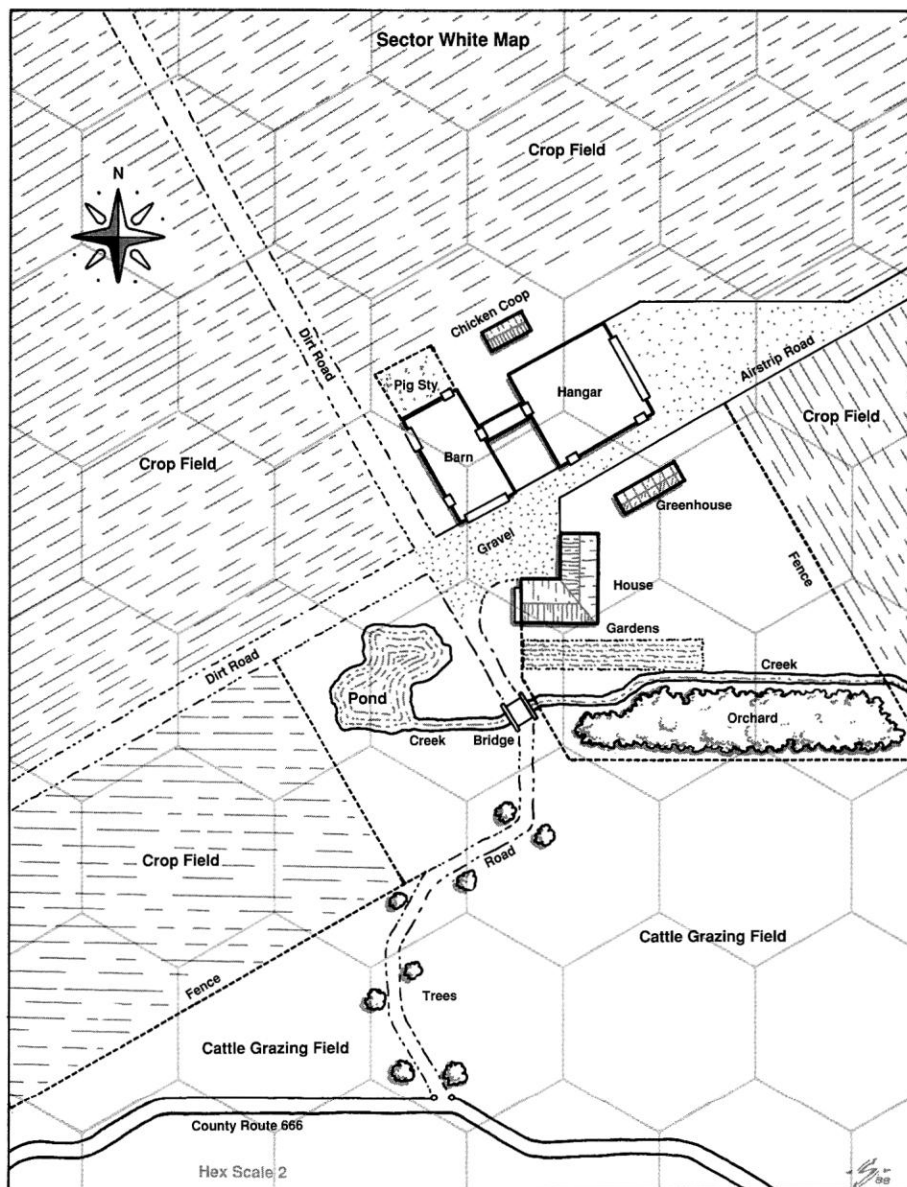
### A. Farm Buildings

*Pre-Invasion:* In addition to the barn and farmhouse, there are two silos for grain storage and a broad, one-story outbuilding that could serve a variety of purposes. (This is actually a hangar for small aircraft.) Other small, crude structures include a stable, a chicken coop, and a hog shelter.

The silos are painted deep blue with red and white markings. They appear to be identical, but although both are quite functional, one holds much less grain than the other. A vertical tube running the length of this "dummy" silo houses a powerful antenna — the primary tool for transmissions from the base. The hemispherical top of the silo is made of a special material that is transparent to certain radiations. Mounted beneath this dome is a microwave dish antenna, which is also used primarily for communication, though it can emit intense microwaves as a short-range defensive measure against aerial or ground opponents.

*Post-Invasion:* The Xenoborgs shot the tops off of both silos, destroying the microwave dish and disabling the long vertical antenna. With some repairs, however, the latter could be made usable.

The walls and roof of the barn are scarred with a few holes and burn marks — the results of Ragnarok. Inside, the loft is partially filled with wet, decaying hay, and some of this is scattered about the dirt floor as well. An unusual gaping hole in the ground reveals, upon closer inspection, a concrete ramp that slopes downward. The ramp, which is about 5 m/y wide, is



bordered by featureless walls. (If the CCs descend, skip to Sector Blue, page 11.)

The aircraft hangar has taken severe damage from both the battle and the ensuing fire. The building holds three small private aircraft, but two of these are burnt ruins. Beside them lie the well-fried bodies of two Xenoborgs. The third plane is merely disabled from stray fire. Parts from the burnt aircraft could be used to restore the disabled one, but although the result would fly, many systems would not be operational. Also housed in the hangar are a tractor, a small harvester, and many tools, none of which have been disturbed.

Strewn about the grounds are the remains of four large military vehicles — one tank, two jeeps, and a mobile rocket

launcher. All of the vehicles have been destroyed; only shreds and metal scraps remain. Xenoborgs have eaten all of the farm's horses, pigs, and chickens, leaving no traces of them whatsoever.

### B. Airstrip & East Fields

*Pre-Invasion:* A dirt roadway leads northeast from the vicinity of the house and barn. The two fields flanking this path are planted with crops that do not grow tall. Although this road is occasionally traversed by the farm machinery used in the cultivation of such crops, it is more frequently used as a landing strip by small aircraft. After landing, authorized aircraft taxi to the hangar and are immediately

secreted therein.

Any such vehicle that arrives without proper clearance is destined to have an unfortunate accident. As the plane lands, a stout bar is raised from a hidden trench to a height sufficient to clear the wheels. On impact, the nose of the plane is thrust to the ground by the vehicle's momentum alone, resulting in a sudden crash. This defense has been used several times, and there have been no survivors.

*Post-invasion:* There have been no noteworthy changes, except as noted for the aircraft hangar (page 9). The trip-bar defense is intact and operational, but concealed in its proper place below the surface of the road. Controls for it are located in both the farmhouse and the security post at the entrance to Sector Blue (page 15).

Scattered in the fields are the remains of two full-sized tanks and three jeeps, all of which were destroyed in the battle.

### **C. West Fields**

*Pre-Invasion:* The fields to the west of the farm buildings are used to grow corn, wheat, and other tall crops. There is nothing unusual about the plants, nor about the dirt roads that divide the fields.

About 60 m/y in front of the farmhouse is a large pond fed by underground pipes. The water drains out to form one of the two creeks that traverse the estate. Geese and ducks can often be found on the water, and the pond is kept stocked with fish for the occasional angler.

*Post-invasion:* The crops maturing in the fields have been eaten by browsing Xenoborgs. The water in the pond is clean, but the ducks and geese have long since been devoured.

### **D. Farmhouse & Grounds**

*Pre-Invasion:* The Murphys also maintain a garden, a greenhouse, and a small orchard, all located near the farmhouse. The garden provides vegetables and herbs; the greenhouse is used to grow flowers and to provide a good start for young fruit trees destined for eventual replanting in the orchard. (The farmer's wife is occasionally seen, in the appropriate seasons, selling flowers at her roadside stand along County Route 666.)

The garden and orchard are in no way unusual. The plants in the greenhouse, however, conceal a battery of high-powered lasers that can be brought to bear in the event of aerial attack. Each laser fires a double beam that is unaffected by passage through the glass panels of the greenhouse. The beams, though intense, are almost harmless until brought into focus several feet beyond the

glass. Once this occurs, however, the resulting single intensified beam can inflict d10x + 100 points of damage on contact, or up to five times that amount if trained on a target for a full Combat Turn.

Behind the house is a large flat yard. Though it bears no markings, this area serves as a landing pad for helicopters.

*Post-Invasion:* The greenhouse lies in shreds; no glass or structural members remain intact. The laser battery inflicted many casualties before the greenhouse was overrun, and blasted bits of Xenoborg tissue (all quite dead) still lie scattered about the grounds.

Inspection of the ruined greenhouse will reveal the twisted wreckage of the lasers. These double-beam devices are unfamiliar to the characters, and should spark their curiosity. Their MadMacs, however, will reveal that the principle is no secret to the T.A.U. CCF, although the information has not been shared with the other blocs.

Only one laser remains intact. It is cylindrical, about 1 m/y long and 1/5 m/y across, with two adjacent lenses at the firing end. If carefully disconnected and cleaned (no skill checks needed), it can be used as a powerful weapon, though it requires the massive expenditure of 30 PU for a single burst. Any CC can deduce the correct power requirement by expending 1 PU into the laser's circuits and allowing his or her MadMac to analyze the results. The laser will not fire unless the full PU requirement is fed into it, but if that occurs, the user gains a +10 bonus to the attack roll and an additional +100 bonus to damage. The device can fire through and not affect (nor be affected by) any clear glass within 5 m/y, as long as the glass is neither mirrored nor notably varying in thickness (like a lens).

The gardens and orchard show signs of alien browsing, and no fruits or vegetables remain. Close examination will reveal, however, that the border of the herb garden is relatively undamaged. The strong-smelling herb coriander, planted

around the edge to deter rabbits, has been avoided by the Xenoborgs for reasons unknown. (They don't care for its odor, and this knowledge might be of use to civilians. For that matter, the CCs might also find some use for the herb.)

The landing field is still clear, though many signs of combat are evident. The grass has several burnt brown streaks through it, but these bare strips are partially obscured by the overgrown foliage around them.

### **E. Outer Areas**

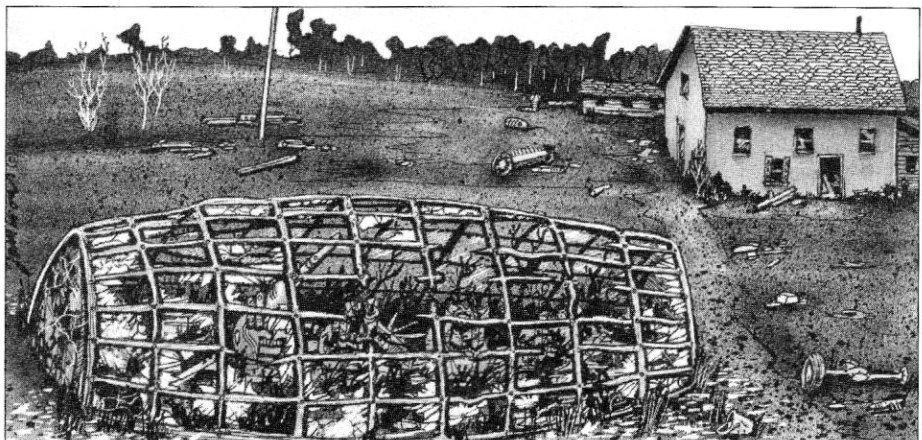
*Pre-Invasion:* Several features of the farm lie beyond the limits of the map (page 9). In the southwest corner of the property is an old racetrack. The macadam of this half-mile oval is now pitted and in disrepair. Dilapidated bleachers along one side attest to its former public use for Saturday-night entertainment. The track was used at other times for speed driving by CIA trainees, but has been ignored since the site was reassigned to the CCF.

About 40% of the 130-acre farm is filled with deciduous woodlands, ranging from very light to very dense. The terrain therein rises and falls, but no prominence reaches the status of a definable hill. A clearing in the light woods serves as a target range for both firearms and bows.

Two creeks meander through the woods, both emptying into the nearby York River to the northeast. These waterways are bridged in spots by what seem to be logs split lengthwise to offer a flat surface. Actually, these are sturdy concrete-and-steel imitations of the real thing.

Three separate driving courses wind about through the woodlands. One is designed for snowmobiles, one for all-terrain vehicles (ATVs), and one for jeeps and other four-wheel drive vehicles.

*Post-Invasion:* The only changes are the tracks of recent Xenoborg passage at various locations in the woods and fields. During the six months since Ragnarok, nature has healed most of the scars.





# Asgard: Sector Blue

As previously noted, this area can be reached by entering the barn in Sector White and walking down the 5 m/y-wide concrete entrance ramp.

## General Notes

More than half of Sector Blue is easily accessible, once the checkpoint at the foot of the entrance ramp (page 12) has been passed. This "unsecured" portion includes residential and entertainment areas for the large combat-ready staff of Asgard, plus related facilities such as classrooms and lecture halls.

Sector Blue is divided by a security wall, which is marked on the map (inside cover) by a thick dotted line. All doors through this wall are virtually indistinguishable from the wall itself.

The Xenoborgs have not yet penetrated the security wall, so the areas behind it have remained untouched except for occasional scavenging by the residents of Sector Red (including Kotusu and his staff). See pages 17-27 for full descriptions of these rooms.

## Power Supply

Power for all of Sector Blue was once generated by turbines submerged in the York River just north of the complex. During the alien assaults on Asgard and West Point, a passing Xenoborg squad destroyed this power station. The emergency power that currently supplies the area behind the security wall comes from diesel engines located in the garage. All of the unsecured areas are without even that meager amount of power, due to the ravages of the alien invaders.

## Map Notes

Before you use this section, compare the Players' Map of the Underground Level (page 48) with your map of Sector Blue. Note the discrepancies between the two, both in total size and in the details of certain areas (kitchen, wood & metal shops, and dressing room).

Your map of Sector Blue also shows the damage wrought by the aliens. Dotted lines (other than the one representing the security wall) indicate normal walls that have suffered some damage, the exact nature of which is left to your imagination and descriptive talents.

## Safety Equipment

Though the complex has a built-in fire prevention system, fire extinguishers may be found at many locations. Most of these units are simple water or chemical types, but some few contain pressurized carbon dioxide (CO<sub>2</sub>). These rare items may be useful in fighting aliens, since they produce an effective thermal (cold) attack. All CO<sub>2</sub> extinguishers in the complex are full and operational unless noted otherwise.

Each CO<sub>2</sub> extinguisher contains enough fuel to be "fired" for a total of 17.2 seconds (2 CT). A burst of 2 phases' duration gives optimum efficiency, and a full tank has enough CO<sub>2</sub> for ten such bursts. Within any given Combat Turn, the attack (a projected substance) ends in Phase 4 or 9, at which point damage is applied. Each such blast inflicts fixed damage of 40 IPs at zero range, minus 5 IPs for each m/y of distance (rounding in the attacker's favor). The devices are thus ineffective at ranges of 8 m/y or more. A standard attack roll applies in any case, except against an immobilized opponent.

Since the characters will initially be unsure of the optimum blast duration, the effects will vary with each use. Use the chart below to determine the damage.

### Extinguisher Damage

Duration in Phases	Damage per Phase	Average Damage
1	15	15.0
2	40	20.0
3	55	18.3
4	70	17.5
5 (1 cycle)	85	17.0
6	95	15.8
7	105	15.0
8	110	13.8
9	115	12.8
10 (1 CT)	120	12.0
11	130	11.8
12	135	11.3
13	145	11.2
14	155	11.1
15 (3 cycles)	165	11.0
16	175	10.9
17	185	10.9
18	200	11.1
19	210	11.1
20 (2 CT)	220	11.0

## Penetrating the Security Wall

There are four normal-sized doors through the security wall, plus one set of double doors (directly opposite the entry ramp) that open into the garage. None of these doors can be distinguished from the rest of the wall until opened.

Each door has two levels of security; both an electrokey and an entry code are required to open any of them. The electrokey (which is the same size and shape as a common credit card) is powered by a built-in microbattery. When squeezed, it emits a weak signal that is inaudible to human ears. (This faint sound can, however, be picked up by any character's MadMac, which will alert its operator to the phenomenon.) If the card is squeezed within 3 cm (1.2 inches) of a certain location next to one of the doors, sensors beneath that point will receive and respond to its signal. This causes a small panel about 10 cm (4 inches) square to slide open, revealing a keypad marked with the digits 1 through 9. If the correct six-digit number is entered within 1 CT (8.6 seconds), the door opens.

Failure to type in the correct code number within the given time frame causes the panel to slide shut and alerts the security system (which is still functioning on emergency power). All door sensors in the security wall are thereafter programmed to ignore that particular card until the system is specifically instructed to notice it. This reprogramming is normally performed in C&C Central (page 18), but a character may reactivate the card from any location simply by tapping into any part of the operational emergency power circuits and searching (with MadMac) until the proper control is found.

It is possible (though extremely unlikely) that a character who stands near a door and broadcasts various signals could eventually find one that would cause the panel to open. Note, however, that each electrokey primes the keypad to accept a certain code number. A randomly generated signal will prime it similarly, but the odds of guessing the corresponding six-digit number are greater than 1 in 500,000. (If a player rolls 100 two times consecutively using d10x, a third roll with a result of 24 or greater indicates success.)

Normal CC strength is sufficient to disable the panel mechanism, and any character who thinks to do this while the panel is open will succeed automatically.

## Sector Blue: Entrance

Alternatively, a character who accelerates into ultraspeed could catch the panel before it slides shut. If the keypad is removed, however, the break in circuitry will render the corresponding door entirely unusable. This cannot be changed until the keypad is repaired and thereafter reactivated, first by manual reset (through an access port on the secured side of the wall) and thereafter by controls in C&C Central. (Unlike the standard security mechanisms, these particular controls are not on the emergency power circuit, so they cannot be accessed from here.)

The characters can find an electrokey and the corresponding access code in one of the executive offices (the one currently being ransacked by a Xenoborg; see page 14). However, if they fail to locate these items, or simply cannot figure out how to use them, they do have other options.

The security wall and the doors through it are made of a special material developed by the CCF. It is very durable, though not totally invulnerable. One of the many special characteristics of this substance is that it absorbs energy; as a result, it is highly resistant to laser fire. Technically, the characters could eventually burn through the wall with their inboard lasers, but this method of penetration would deplete their power severely. Because of the wall's energy absorption feature, cutting out one round section (1 m/y in diameter) with hand lasers would require a total power expenditure of 400 PU. However, the double laser from the greenhouse of Sector White will give some result (albeit a minor one) with even one shot (power cost: 30 PU). This device can be used to cut a 1 m/y hole at a total cost of only 240 PU.

If the characters can deduce the location of a door through the wall, they can achieve the same results with less power. Cutting a hole of the above dimensions through any of the doors requires only 300 PU using inboard lasers, or 180 PU (6 shots) using the double laser.

Note also that removing a panel and keypad reveals a comparatively thin section of wall between the outer mechanism and the inner access port. Burning through this section requires only 100 PU if inboard lasers are used, or 60 PU (2 shots) from the double laser. However, the hole created thereby is very small — only 10 cm (4 inches) square (the size of the keypad). It is useless for entry, though it does allow some minor visibility.

Once the characters have penetrated the security wall (by whatever method), they will immediately notice that the lights are on (and therefore power is available) in that part of Sector Blue which lies beyond the wall.

**Special Note:** The characters cannot open the double doors leading into the

garage area at this time. This would require the use of the standard electrokey and digital code, followed by a manual operation that can only be performed from the inside (behind the security wall).

## Part 1. Entrance

*Pre-Invasion:* The concrete ramp from Sector White measures 5 m/y across at the top and widens to nearly 15 m/y at the bottom, where entry is blocked by two horizontal metal beams. Though they have never been tested by hostile forces, these beams are sufficient to stop any vehicle known. Each is 1 m/y thick and weighs about 7¼ metric tons (8 tons English), and the ends are braced within hardened steel cylinders. The beams are operated by a self-contained hydraulic system that uses power independent from the rest of the complex.

No personnel man this checkpoint, but several cameras give the security officers (who sit in the gate security booth; see page 15) a clear view of approaching vehicles and their contents. Other monitors display the vehicle's expected weight, actual weight, precise size, etc. Communicating by loudspeaker, the guards may demand that the hood and trunk be opened for scanning before entry is permitted. Once the security officers are satisfied, they open the beams by remote control.

The security wall (opposite the entry ramp checkpoint) appears perfectly blank; the large double doors cannot be detected from this side.

*Post-Invasion:* The two beams have now been tested, and they served only to delay the Xenoborgs. Both were severed (by combat laser) from their supports. They dropped to the floor and rolled a bit, partially blocking the roadway. They do not significantly hamper foot travel.

The security cameras are missing; these were removed by the aliens. The

mountings are still there, however, along with broken wiring.

Although the double doors through the security wall are marked by laser scars and other signs of battle, they are still indistinguishable from the rest of the wall. The doors were not discovered by the attacking Xenoborgs, nor will the characters find anything except solid wall, even if they examine the area carefully.

## Parking Area

*Pre-Invasion:* From the large open parking area, three pairs of unlocked metal fire doors open into Sector Blue proper.

*Post-Invasion:* The remains of eight automobiles lie in scattered, burnt pieces about this area. These vehicles provided some cover for the soldiers during the fray.

The fire doors have been torn loose, and these likewise lie broken in the parking area. The doorways have been enlarged by explosions or laser treatments, and wide openings lead into darkness.

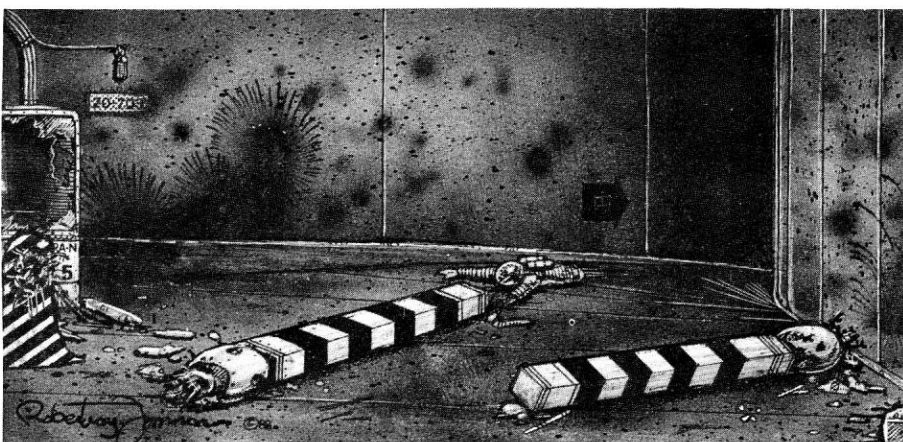
Several large holes have been blown in the walls — more signs of Xenoborg invasion. These lead into the former gate security office (now a total ruin), the fun rooms, the store, the residences, and the wood & metal shop area.

## Part 2. Unsecured Area

The following areas (all outside the security wall) are mostly ruined. For ease of reference, they are described in alphabetical order. Since their previous functions are obvious, the descriptions concentrate on their post-invasion status.

## Auditorium

This huge chamber was suitable for live performances, motion picture showings, or lectures. There is a raised stage in





the northwest corner, and the ceiling is about 15 m/y above the seats. The room is dimly lit by the exit signs over the doors and one floodlight above the stage (all run on emergency batteries).

The auditorium provided seating for more than four hundred people. Some of the padded chairs have been torn from their floor bolts and scattered around the room, but most are otherwise intact. There are numerous signs of alien presence — the most obvious being the purple stains on the outer edges of many aisle seats and the two large holes that have been blown through the walls.

Six spotlights are built into the ceiling, about 20 m/y from the front of the stage. These cannot be seen from most locations in the auditorium, but are clearly visible to anyone onstage. The spotlights can be accessed by climbing a backstage stairway (see below).

The stage itself is undamaged. Several dozen red, yellow, blue, and white (normal) lights are hanging in rows about 8 m/y above the stage. These lighting strips are attached to ropes, which are secured to floor bolts backstage. Any rope, if untied first, can be used to raise or lower one row of ten lights.

An elaborate computer console stands along the south wall of the backstage area. This panel was once used to control the curtains and all the lighting — both the stage lights and the spotlights in the ceiling. It also provided reminders for the stage manager, such as prop lists and other notes on stage dressing, set design, timing and cues, etc. Atop the console is a small parabolic dish antenna that measures less than 1 m/y across. This device was used to transmit cues to the actors onstage. The operator could focus the sound such that it was inaudible to all except one person, effectively whispering lines into any actor's ear. The dish is still undamaged, but the console has been partially destroyed by the aliens. Much time, material, and skill would be needed to restore it.

Four fire extinguishers (water or chemical type) are mounted on the walls at the back of the auditorium. There are also two CO<sub>2</sub> extinguishers here — one hidden behind the curtains at each end of the stage.

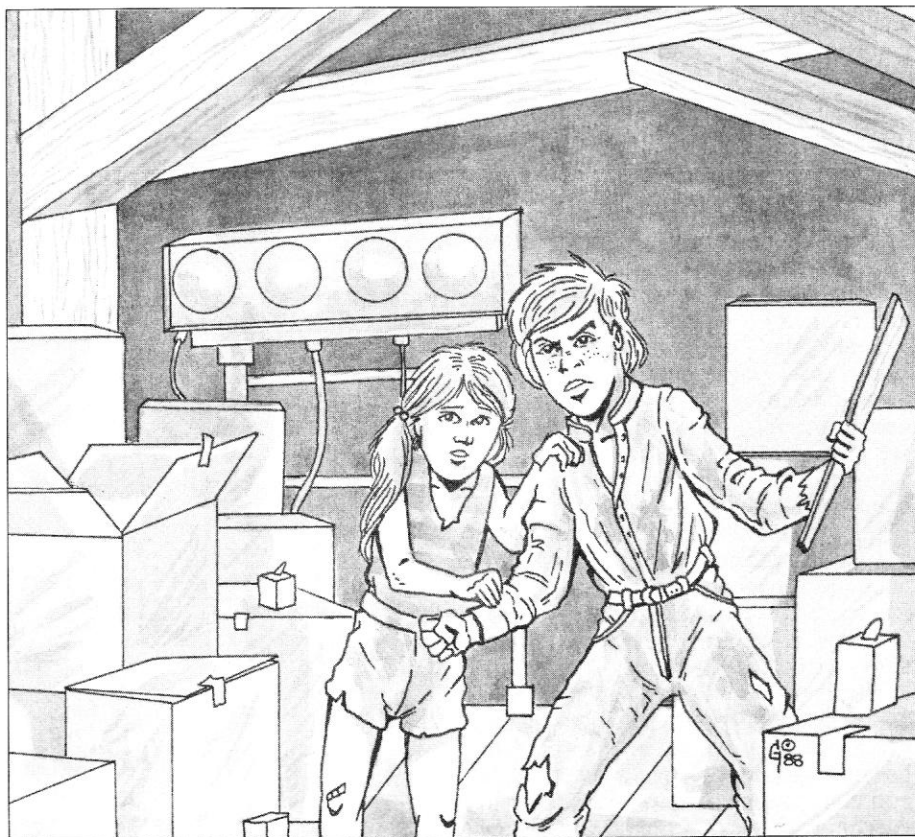
Near the northwest corner of the backstage area is a circular metal stairway, which leads up through the ceiling to a short, narrow, wooden walkway. This "catwalk" leads southeast, through the large open space between the auditorium ceiling and the upper framework of Sector Blue, to the small area (noted above) where the spotlights are located. Two survivors of the battle are hiding here, but they will not be found during this adventure unless the characters ascend the

stairway and search the area behind the spotlights. The survivors are both children — a boy (age 8) and a girl (age 7). Their names are Jacques and Marie Gordon. Their parents died during the fighting, but these two youngsters escaped and hid in this area, where they used to play when the auditorium was not in use. Since then, they have come out only to forage for food and water. Although they are quite bored, the two children are so afraid of the aliens that they will hide from any intruders, including the characters.

Jacques and Marie have accumulated a respectable stockpile of supplies and can get enough to survive for another six months, if necessary. Twenty-three cardboard cartons, each measuring 20 x 30 x 60 cm (8 x 12 x 24 inches), are stacked neatly near the children. Twenty-one of these are filled with opened and empty cubical plastic containers (thirty-six to a case). One of the two remaining cartons contains eighteen topless plastic cubes, most full of water; the other is filled with both opened (empty) and unopened cubes. These latter two boxes constitute the children's food and water supply, and the empties are the remains of their meals for the last six months. The cartons and cubes were obtained from the storage area beside the kitchen (page 16). (Jacques's father had shown him the location of the food cubes and taught him how to use them, in case of emergency.)

The children may be valuable sources of information if the characters can find, befriend, and rescue them. John and Sandy Gordon, their parents, were both executives; she worked in C&C Central (page 18), and he was a mid-level administrator. Jacques and Marie will not volunteer anything, but will reveal the following if asked specifically:

1. The family lived in an apartment, but the kids haven't been able to get back to it. (Their home was Executive Residential Suite #7; see page 21.)
2. Mommy worked in a big room with lots of other people, but they haven't been able to get to that, either. (This room was C&C Central; see page 18.)
3. The doors for getting back to the apartment and to the place where Mommy worked aren't there any more. Daddy always used to make them appear. The kids can point out where they were, though. (Before the invasion, the children were often escorted through the door connecting the executive offices and residences, and the one connecting the cafeteria with the executive dining room.)
4. Daddy worked in an office near the auditorium, and they can lead the CCs to it. (This is Executive Office E2.)
5. The "bugs" (Xenoborgs) are very bad monsters; they blow things up and eat people. And they're still around.



**Jacques Marie DVs (both)**

Mental:	11	12	Laser:	5
Neural:	10	15	Impact:	10
Physical:	7	5	Thermal:	5
Move Rate*:	1	1.2	E-M:	10
IPs (Basic):	14	10	Sonic:	10

\* in Scale 1 hexes per CT

**Cafeteria**

This area is dark except for the illuminated exit signs above the doors. Food service was provided here for all resident non-executive personnel of Sector Blue, as well as most visitors. The cafeteria was open twenty-four hours a day, although its peak periods were the four mealtimes (at 5 and 11 A.M. and P.M.). There were no cashiers; food was provided free, buffet style, for anyone who wanted it.

There are no food preparation devices other than simple coffeemakers here, but along the walls are several refrigeration racks upon which food was placed. Many of the tables and chairs in the dining area have been broken and scattered about the room, and one of the pillars that supported the ceiling has also been torn down. This has not resulted in a collapse as yet, but the ceiling will begin to give way if another pillar is removed in the same general area.

Six fire extinguishers (two of them CO<sub>2</sub> types) can be found under the refrigeration racks, but these are only visible from a position behind the serving counter.

**Classrooms**

The personnel stationed at Asgard Sector Blue remained here most of the time, departing only on rare occasions (such as a death in the family). Since they had relatively few duties, most of them took advantage of the educational facilities. These classrooms were used to teach a wide variety of subjects at educational levels ranging from junior high school to graduate-level collegiate.

Each classroom can accommodate about twenty students. The desks are full-sized (office type), and the chairs are comfortably padded. Two of the walls are nearly filled by video screens (viddies), but the traditional blackboard occupies the front wall. In some of the rooms, all the desks are equipped with built-in computer terminals, but these do not operate independently. Each must be plugged into two spots in the floor, one being a standard power outlet and the other an information port that provides hardwire connection to the computer in C&C Central. For security

reasons, all data exchange involving classrooms was automatically limited to the computer's educational databanks. Penetration of other central computer data files and systems is absolutely impossible from these locations.

Other than minor damage from inquisitive aliens, these rooms and their contents are intact. The computer terminals do not work properly, however, since the main computer is not operating.

**Dressing Rooms**

Located amidst the three halls, this area contains several small dressing rooms and two toilets. Doors lead directly to the stages of the two lecture halls (page 16) and out into the corridor; another door directly opposite this last one leads to the stage of the auditorium (page 12).

In this area are two closets full of costumes, makeup, and stage properties (aka props). Among the props stored here are many fake weapons, including wooden swords and daggers, plastic laser pistols, and so forth. There is also one real laser pistol, which is kept in a separate small box behind the fakes. The battery attached to it contains 40 PU, but could be recharged to a maximum of 50.

**Executive Offices**

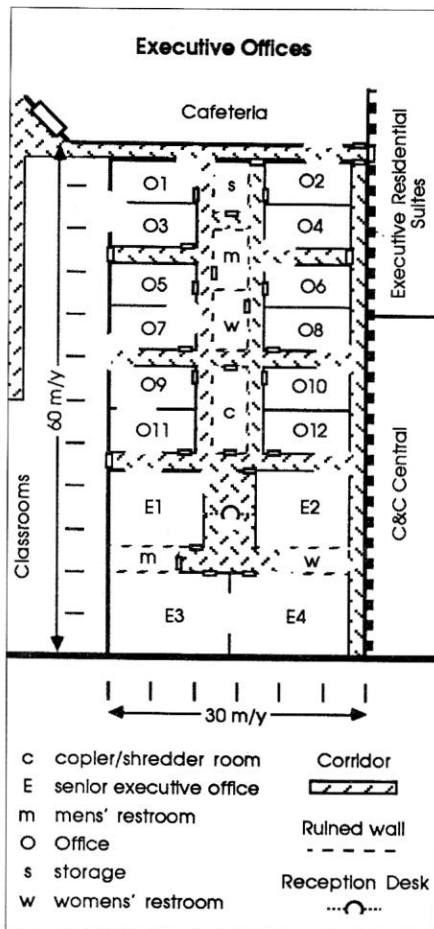
Near the open doorways that lead into this area are the original doors, each still clearly adorned with a brass plaque reading "Executives Only." Like the other outer areas, the executive offices are a shambles. The walls are torn apart in spots, and nearly all the furniture has been broken. Papers are scattered everywhere, some encased with dried purple slime.

A Xenoborg Private (standard stats and armament) is still scavenging in one of the offices in this area (O12). This particular office was formerly used by a manager (now quite digested by an alien) who had a very poor memory. He successfully concealed this weakness by keeping copious notes on various details of the operations. As a result, the remains of his desk contain two things that the characters may find very useful, if they take the time to search. (You may wish to offer a hint by mentioning that this desk is one of the few in these offices that the Xenoborg has not yet entirely dismantled.)

The desk has one small center drawer and two larger ones on each side. In the bottom left drawer is a black briefcase secured by a combination lock. (The CCs may either pick the lock or simply tear







open the case.) Inside is some spare clothing (two sets of underwear, black socks, and a red tie) and a "SuperCharge" credit card. The last item is falsely marked; it is actually an electrokey. (See "Penetrating the Security Wall," page 11, for details of its use.)

In the upper right drawer of the desk is what appears to be an old-fashioned bomb — four sticks of dynamite with a timer attached. The readout on the timer is flashing "3:33." This device is actually a novelty item — a normal digital clock with plain cardboard tubes attached. The display is flashing because the battery is almost dead.

The lower right drawer contains at least a dozen bulging file folders. One of them is marked "Personal" and contains more than eighty pages of notes on various concerns of the former executive (such as names of personnel in the complex and other "reminders" to stimulate his poor memory). The top sheet, however, is nearly blank; upon it is inscribed the number 531472. This is the code that, when typed into a keypad, unlocks and opens any of the four normal doors through the security wall. (Note that this number only works when preceded by the use of the electrokey in the briefcase. Each person with clearance to pass the

security wall had a different card and a different corresponding number.)

Office E2 (across the hall from the one described above) was once used by John Gordon, the father of the children who are now hiding in the catwalk area of the auditorium. If led to that office by Jacques and Marie, the characters will hear the noises being made by the alien in O12.

## Food & Water Storage

Note that this area is grouped with the kitchen on the player map.

The emergency supplies for the Asgard complex were kept here. Water was stored in plastic cubes, each measuring about  $\frac{1}{2}$  m/y on a side and weighing about 90 kg (200 pounds). There were several dozen of these left when the aliens broke into the room, but the Xenoborgs took most of them and broke the rest. (The spilled water has since evaporated.)

One thousand cardboard cartons of food rations were also stored here, and many of these are still intact. The boxes are stacked to a height of 2 m/y, and they occupy a 3 x 6 m/y area of the floor. Each carton measures 20 x 30 x 60 cm (8 x 12 x 24") and weighs about 8 kg (17 $\frac{3}{4}$  pounds). The food is sealed inside plastic cubes, which are packed thirty-six to a carton. Each cube measures 10 cm (4") on a side and contains the equivalent of a meal, including one-half the daily vitamin requirement of an adult human. A simple pull-tab ensures easy opening. The food, a carefully produced all-purpose nutrient, is a remarkably tasty mixture with the consistency of a gooey brownie. However, its appearance is less than appetizing; it looks like gray sludge with red and green speckles. It has a shelf-life of ten years in the package, but spoils within forty-eight hours after the cube is opened.

Five cartons of food cubes lie broken on the floor, their contents opened and rotting, and twenty-three other cartons are missing from the tops of the stacks. The remaining nine hundred seventy-two cartons are still undisturbed.

## Fun Rooms

Those who designed Asgard realized that the permanent staff would need not only exercise and education, but also recreation. Seven of the rooms in this area contained large entertainment devices, including a total of eight pool tables, thirty-five pinball machines, seventy-eight video games, forty-seven hologames (utilizing three-dimensional holographic displays), and forty tables for playing other games. The eighth room was an office and storage

area for game supplies (including decks of cards, special card games, board games, role-playing games, spare paper, pencils, pens, and so forth).

The contents of the office have not been disturbed, but the game rooms have been ransacked. The aliens have destroyed the pool tables and pinball machines, and removed the electronic components from most of the video and holo games, leaving only their cabinets intact. The Xenoborgs studied the images and themes of these devices, finding some clues to human psychology therein. Particularly interesting video games were passed along to the Xenoborg commanders, who set them up at Invasion HQ (in Q-space near Earth) for illustrations, as well as for their own entertainment.

## Gate Security

From this booth, guards monitored the ramp leading down from Sector White and performed the necessary inspections (via remote cameras) of incoming vehicles. The controls for opening the huge beams across the entrance checkpoint (page 12) are in this room.

The booth was once secured by a heavy door, similar to those through the security wall and requiring the same procedures for passage. No mechanisms are left, however; the aliens, harassed by the security guards as they cut their way through the gate, deduced the location of the room and forced their way in with extreme prejudice, as can be deduced by the gaping hole where the corridor once was. All the interior furnishings and equipment have been broken, blown up, burnt, or taken away. The walls, floor, and ceiling are now nothing but pitted, scarred rock.

## Gym

This is a typical gymnasium, 38 m/y square, with a high ceiling from which floodlights hang. A basketball court is marked out on the wooden floor, and backboards (complete with hoops and nets) hang from their ceiling mounts at the east and west ends of the gym. Against one wall is a large cardboard box containing six inflated basketballs.

The room is filled with gymnastic equipment, including a dozen vinyl-covered mats, parallel bars, and three sets of rings that hang on stout ropes from the ceiling braces. A volleyball net and four balls are kept in one corner of the room.

Across the corridor from the gym are showers, locker rooms, and toilets. These facilities were used not only by those exercising in the gym, but also by anyone

## Sector Blue (Unsecured): Indoor Sports Rooms

living in the residences immediately to the north. (These are the only toilets for that section.)

The gym and auxiliary areas are relatively undamaged, except for holes blown through the walls at a few points.

### Indoor Sports Rooms

Several of the small rooms in this area are designed for the games of handball and raquetball. One wall of each room is glass (except for a door); the other walls (plus the ceiling and floor) are marked with the lines appropriate for each sport. The rules for both games are mounted on the wall of each room, near the door.

### Infirmary

These offices are the only medical facilities in Sector Blue. They were rarely used for the treatment of illness; most of the Sector Blue personnel were in perfect health, and they followed a careful plan of diet and exercise to keep it that way. The activities of the infirmary staff were usually limited to performing regular weekly checkups (consisting of a cursory examination and blood test) on all Sector Blue personnel, and handling any minor injuries that occurred (mostly from sports activities and the occasional quarrel).

### Kitchen

Note that this area is huge on the players' map, and thereon mistakenly includes the food and water storage area.

Food was prepared here for both the adjacent cafeteria and the executive dining room across the hall (on the other side of the security wall). The kitchen is quite large, about 20 x 40 m/y. The walls and floor are built of concrete and covered with brightly-colored tiles. Drains have been set into the floor at 10 m/y intervals to facilitate cleaning. Throughout the room are tables and devices of gleaming stainless steel. Some of these tables are wheeled, so that they can be pushed into place as needed. Mounted on the ceiling are several racks studded with hooks, from which dozens of pots, pans, and large utensils still hang.

The appliances in the kitchen include several electric ovens, ranges, and grills, eight large microwave ovens, and several mobile electric cabinets. The latter, each about 2 m/y tall and 1 m/y wide and thick, stand on caster wheels so they may be rolled about easily. The front side of each is a door, marked only by a digital readout

and number keypad. The display shows the temperature (in both Fahrenheit and Celsius) within the cabinet; the keypad controls the setting. Some of the mobile units are for refrigeration; others are for heating. Prepared food was placed on trays in the cabinets for temporary storage before serving.

Hooded ducts of stainless steel reach down to within 1 m/y of each range top and grill. Fans in the hoods pull air out of the kitchen into a central air processing station. Ventilator grills on the walls, all close to the ceiling, feed clean air into the kitchen to complete the cycle.

Eight fire extinguishers are mounted quite visibly on the walls at various points. Most are the chemical type; only one contains CO<sub>2</sub>, and that one is half empty.

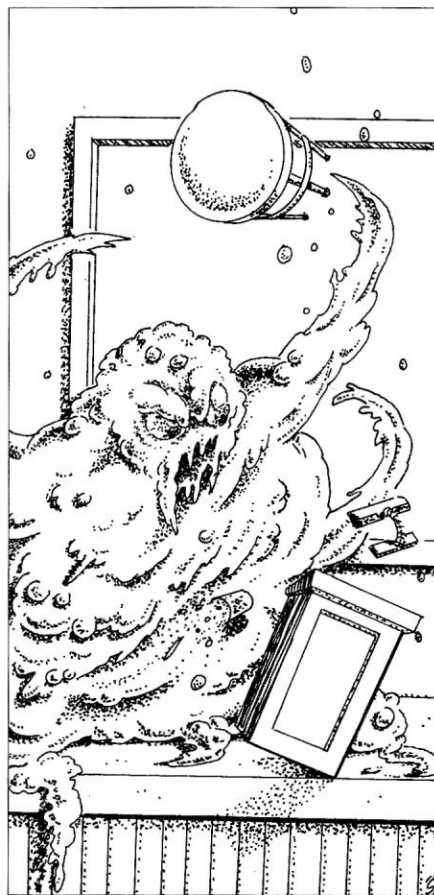
Large, heavy doors give access to each of the two rooms at the east end of the kitchen. The northern room is a refrigerator; the southern, a freezer. These walk-in storage areas are still full of perishables. The food in the refrigerator has long since spoiled, and opening the door will release noxious odors and bacteria into the kitchen. The food in the freezer is still usable, though some of it is now "freezer burnt" (edible, but not tasty).

A short corridor between the walk-in refrigerator and freezer ends in a featureless wall. Careful examination of the tiled floor in this passageway, however, will reveal that it once saw a considerable amount of traffic; the wheels of tables and mobile cabinets have left their marks. This section of the security wall actually contains a normal-sized door, through which the kitchen workers took prepared food to the executive dining room across the hall. Scribbled in pencil on the side of the freezer, in very small characters, is the number 315528. This code for the door's keypad is now useless, since it corresponded to the electrokey of a kitchen worker who (along with his card) was eaten by an alien.

### Lecture Halls (A & B)

These rooms are small versions of the main auditorium, with less elaborate facilities. Each seats about one hundred twenty people and has a stage with standard theatrical lighting and an electronic control console. (There is no catwalk area in the ceiling, however.) A projection booth near the rear of each hall contains a spotlight, plus projectors for films and slides. Herein is also the auxiliary control panel for the sound system and general room lights, though these can also be controlled from the backstage console.

A Xenoborg Private (standard stats and armament) is in the southern lecture hall (B), simply prowling around. It will



investigate any noises it hears within roughly 50 m/y (though it will not enter the auditorium), so it will probably be encountered in one of the large corridors nearby.

### Lockers & Showers

See Gym (page 15).

### Pool & Sauna

Most of the floor space in this room is occupied by a non-regulation swimming pool (15 x 20 m/y). The south end is 3 m/y deep and sports a standard diving board; the shallow end, at the north, is less than 1 m/y deep. In the northeast corner of the room is an enclosed sauna with walls made of rich cedar. Users could simply pour water over the stones in the electrically-controlled heating cabinet to maintain a steamy atmosphere. Just outside the sauna is a small pool in which residents liked to sit and relax in the swirling warm waters.

Although damage from marauding aliens has created new and larger entrances to the pool area, the only original access was a door in the north wall, upon which hung a sign that read, "POOL: Bare Feet



Only." A shallow foot bath set into the floor just inside this door was kept filled with germicide to sanitize the feet of anyone entering. Those who wished to swim or sweat would change in the restrooms (which were also equipped with showers) just north of this area (see Gym, page 15) and walk across the hall without footwear.

## Residences

Each of the small rooms in these areas was home for two. Herein dwelt all permanent Sector Blue personnel, both military and civilian, except the executives. The residential areas were divided into three sections: the Ladies' (southwest, adjacent to their toilets and showers), the Couples' (east of the Ladies'), and the Men's (everywhere else). The majority of the married couples were civilians, but most of the other personnel were in the U. S. Army, on loan to the T.A.U. CCF.

The rooms in this area are designed more in the fashion of a college dormitory than of a military barracks. Each contains two single beds, two desks, and a roomy closet. Ample shelf space was provided for general use, and some personnel were able to afford small refrigerators as well. Actual cooking was forbidden in the rooms, but hot plates were tolerated.

Built into one wall of each room is a viddie (video panel) with full controls. Dual keyboards and split-screen capability enabled both residents to use the device as a computer simultaneously, if desired. Earphones could be plugged into the console for private use of audio output, and by typing in the appropriate code, a user could select from dozens of television or audio-only programs.

Most of the residences are still intact, though the viddies will not function until power is restored. The adults who once lived here were mustered at full alert when the invasion began, but they (along with the vehicles from the now-empty garage) were destroyed in Ragnarok. The residences contain the personal possessions of their former occupants.

## Store

The store is now a shambles, for this was one of the first places investigated by the alien invaders. Most of its contents are broken or burnt. Little of the north wall remains, for it abuts the parking area, where heavy fighting occurred.

In this large one-room area, supplies were sold to the residents of Sector Blue. The vendor was the CCF itself, and the employees were CCF personnel who had other primary jobs, but worked here for

extra cash in their spare time.

This establishment was essentially a combination department store, hardware store, drugstore, and gourmet grocery. The store made available an assortment of common and exotic foods and beverages (such as caviar, exotic cheeses, flavored coffees, fancy crackers, etc.) not obtainable from the cafeteria. It was also Asgard's only source of casual clothing. What it did not carry in stock could be ordered, with a delivery time (from Richmond) of only a few days. (All such supplies were brought in via the Williamsburg tunnel, of course.)

The drugstore portion carried primarily medicines, both off-the-shelf types and prescription drugs as ordered by the infirmary. Alcohol, tobacco products, and a few light recreational drugs were also sold at the drugstore, but each such sale was logged, and the records were regularly reviewed to avoid problems with abuse.

In the southeast corner of the store was the postal desk. Anyone could send or receive mail, though all outgoing pieces were secretly opened by the security staff. Any letters containing information that might compromise the security of the complex were kept and placed in the sender's personnel file, but this was a very rare occurrence. (Most of the people stationed at Asgard were actually not aware of their exact location anyway.) Incoming mail was picked up from a Richmond post office box.

## Wood & Metal Shops

This general repair and construction facility is still relatively untouched, though its west wall was partially destroyed during the fight in the parking area. Xenoborgs have been here, and dried purple smears attest to their examination of the area.

These shops were used to construct miscellaneous small wood, metal, and plastic items needed in the complex. There are dozens of machine tools here, including a planer, table saws and drills, etc. All of these are still operational, though there is no power to run them now. A section in the east end of this area holds supplies, such as various woods, metal of different types and thicknesses, screws, nuts and bolts, and an assortment of wiring and other electrical supplies.

## Part 3. Behind the Wall

Remember that to enter this area, the characters must either cut their way through the security wall (using inboard lasers or the double laser found in the greenhouse of Sector White) or use the electrokey and digital code that can be

found in the executive office area (page 14). Note that the large double doors to the garage cannot be opened by the latter method, since they require additional manual release from the inside.

## General Notes

Though untouched by the Xenoborgs, this area is totally abandoned. In the last stages of the alien penetration, all the adults were called into action in a last-ditch effort to defend the complex. The only Sector Blue personnel who survived the invasion were a few children, and many of those have died in the past six months. (Most of the survivors were taken to Sector Red; see page 29.)

## ELF

Although the Xenoborgs failed to find any means of penetrating the security wall, the ELF has entered through the wiring. When the characters arrive, it is inhabiting the emergency power system. Since there is no power in the unsecured portion of Sector Blue, the ELF will not become aware of the characters' presence until they either penetrate the security wall via electrokey and code or enter an area being scanned by a security camera. If the CCs forcibly penetrate the wall and happen to find the entrance to Sector Red without being seen by any cameras, the ELF will present no problem until it penetrates Sector Red later. (See page 34 for details.) This is rather unlikely, however, since the CCs will have to search for the means of descent.

As soon as the ELF becomes aware of the CCs, it will use the defense system to harass them whenever possible. The ELF is clever and intelligent; if a particular weapon (such as gas) utterly fails to affect the characters, it will not use that attack mode again unless it detects humans.

In deciding the ELF's actions, remember that it is limited by existing power circuitry. It cannot, for example, turn a switch from "off" to "on," and thus cannot activate all of the electrical devices in the complex. However, some of these (notably the lasers in the garage, armory, and lab area) were turned on when Asgard was attacked in January. The ELF can use all such devices simply by switching on the power at those remote locations, since the controls for this are automated parts of the emergency power system.

Each defense laser is mounted in combination with a video camera unless noted otherwise. Consider each such device to have 15 IPs and DVs of 10 each. The automated laser (whether controlled by the master computer or by the ELF) has a Combat Rating of 15. It fires in all

odd-numbered phases of the Combat Turn (i.e. shooting 5 times per CT), consumes 1 PU per shot, and inflicts a mere 2-20 IPs of damage per hit.

Remember that the ELF cannot be destroyed or harmed at this time. It moves far too quickly for the CCs (or their Mad-Macs) to find it.

## Key to the Secured Area

As with the "unsecured" portion of Sector Blue, these areas are listed alphabetically. A few are subdivided into smaller rooms, and detail maps are provided for the important areas.

### Armory

Four defense lasers and monitor cameras are mounted in the corridor just south of the armory. Two of these are positioned at the corners of the intersection, where they can scan and fire in all directions. Another is located 25 m/y east of that point, and the fourth is 25 m/y farther east.

Because the armory is nearly empty, no detail map has been provided for it. There are four doors into this 18 x 50 m/y area — two that open into the corridor between the armory and the target ranges (south side), one in the middle of the west wall, and one, on the north side, that leads to the munitions area.

The armory consists of several rooms. One is the office of the armorer himself;

the others were used to store a variety of small arms. Most of the shelves in these rooms are empty now, the arms having been issued to base personnel during the battle. However, the few remaining weapons (listed below) should prove valuable to the characters. There is also one standard chemical fire extinguisher herein.

### C&C Central

This area, called Computer & Communications Central, is the headquarters for all Asgard communications. Herein is also the main computer for the entire complex. (Note that this is *not* Kotusu's Kreater device.)

### Security

This 40 x 70 m/y area is divided by two special walls. The lesser security wall is made of the same material as the one that stopped the aliens, though it is not as thick. Outside of this wall are twelve offices and two storage areas; inside is a corridor giving access to the communications security HQ (ComSec). Two additional areas (the big room and the war room) are further protected, surrounded by a reinforced wall built with layers of compressed steel and concrete.

The ceiling throughout C&C Central is notably different from that in the rest of the complex, being a checkerboard pattern of black and white panels, each about 1/3 m/y square. Ten percent of the white

panels conceal lights, which are currently turned off, but can easily be activated with wall switches. One percent of the black panels conceal defense lasers (each mounted in tandem with a monitor camera), all of which are still operational and fully powered. There are one hundred twenty-two such defense units in this area, positioned approximately as follows:

Corridor:	1 per 5 m/y length
Office (each):	2
ComSec:	8
War Room:	12
Big Room:	30
Storage:	none
Restrooms:	none

All of the cameras feed information to the monitor screens in the big room, and can be controlled either manually or by the computer. Since the computer is not functioning at this time, it cannot operate these defenses. But the alien ELF will, via the cameras, see any characters who enter this area and harass them with the laser defense. Because the camera/laser units are mounted within the ceiling, their angle of fire is limited, so their range is only 30 m/y. (See page 17 for details on the cameras and lasers.)

The best way to cope with the ELF's harassment is simply to destroy all the cameras and lasers, of course. The characters can conserve their own power by using weapons from the armory rather than inboard armament for this.

Note that while the computer would only fire against intruders, the ELF may find it amusing to shoot at desks, file cabinets, and other items, using those lasers that cannot reach CC targets. However, it will not risk damaging itself by firing on any part of the electrical system — including the central computer.

### Access

The doors connecting C&C Central with the rest of the complex are not locked. The electrokey and code found in the executive offices (page 14) will also open the doors through the lesser security wall here. If force is used, this wall can be penetrated at only about a third the power cost of the main security wall (i.e. three shots (90 PU) with the double laser from the Sector White greenhouse, or 130 PU with inboard lasers). Cutting through a door requires only two shots (60 PU) with the double laser, or a total expenditure of 100 PU from inboard lasers.

These "middle" doors open into the central corridor, which leads to ComSec. Opening the "inner" doors to the big room or the war room involves another use of the electrokey, but requires a different digital code (which can be found in

## Remaining Armament

### Energy Weapons

4 civilian (aka "disposable") laser pistols (each with a built-in power pack containing 10 PU); Dmg standard (d10x)

2 standard laser pistols with no power packs (standard 25 PU power module required); Dmg standard (d10x)

1 heavy laser mounted on a wheeled carriage, with adjustable 10x/25x/50x scope, but no power pack; uses 10 PU per burst, for Dmg d10x + 25

1 hand beamer (microwave projector); Dmg 4d10; contains 25 PU power module

1 large ultrasonic beamer with no carriage or power pack; 1 m/y dish speaker-projector with attached cylindrical sonic generator (1/2 m/y long, one end attached to center back of speaker) and mounting brackets. This was designed for mounting on a wheeled carriage that would also carry the large battery module (200 PU type) required. The beamer uses 20 PU per combat cycle; Range 100 m/y, Dmg d10x+50

### Impact Weapons

4 Remington .22-caliber "Targetmaster" rifles (for young persons); Dmg 1d10

2 Mossberg .22-caliber rifles with 5x scope attached; Dmg 1d10

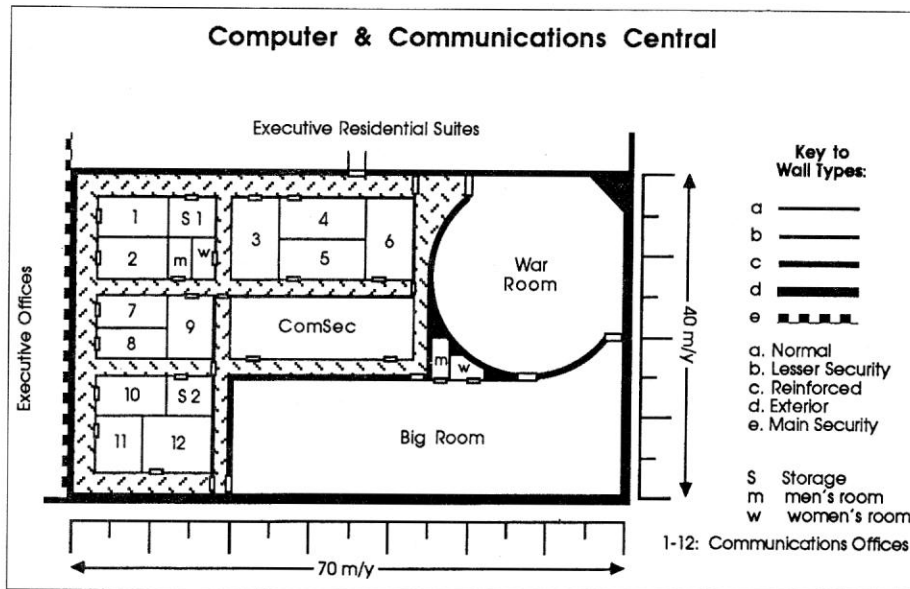
1 Savage .358 (heavy) carbine rifle with 10x scope, missing several crucial parts of the firing mechanism (here for repairs)

2 Rand .410-gauge shotguns; Dmg 5

1 Colt .38-caliber pistol ("38 Special"); Dmg 1d10+5

1 Ruger .22-caliber pistol; Dmg 1d10





ComSec). Forcible entry is again possible, with the same power costs as given above for the middle doors and wall.

### Outer Office Area

Workers in the various rooms of the outer area performed the many minor tasks relating to normal operations, such as management, message routing and planning, record-keeping, and so forth. There is nothing of value in these rooms, nor is any of the information herein relevant to this adventure.

### ComSec

In the communications security room are assorted video display panels, a few desktop computers, and the usual collection of desks and file cabinets. Most of the records in this area, both electronic and paper, contain boring details about communications. (For example, the texts of all messages sent and received during the thirteen months prior to the invasion are on file.) All of the cabinets are unlocked.

One desk can easily be identified (by its higher quality, larger size, and relative isolation from the others) as that of the room's former commanding officer. It is locked, but CC strength is more than sufficient to break it open. Within a large drawer on the left side is a .45-caliber Colt pistol (fully loaded), a box of forty cartridges for the weapon, and a collection of files. The outermost folder is unmarked, but labels on the others identify their contents as codes, personnel records, etc.

The unmarked file contains twelve sheets of paper, each bearing the name of a month; January is on top. Typed neatly on each sheet are seven lines of text, double-spaced, each consisting of a letter

and six numbers. The seven lines begin with the letters M, T, W, T, F, S, and S (respectively, and in that order). The numbers are the input codes needed to enter the big room or the war room. A different number applied to each day of the week, and all were changed every month. Those who worked here memorized the codes routinely; authorized visitors were given the appropriate code after the commander had met and approved them personally.

The combination has not been reset since Ragnarok, so to find the proper code, a character need only determine which the day of the week the invasion occurred. (If the players need prompting, remind them that this took place on January 13, 2035.) According to the calendar on the desk, this was a Saturday. The proper code is thus the six-digit number on the next-to-last line of the "January" page; the number is 159753.

### War Room

The ELF should not bother the characters while they are in the war room, except for its usual harassment with the defense lasers. It will not, for example, cause the computer herein to produce false information, as it will when the CCs are in the big room (right).

The room is lit from ceiling panels, twelve of which conceal laser/camera units. All the walls are adorned with dozens of blank video display screens. This is obviously the room wherein the uppermost echelon of the Asgard command once met. The furnishings are rich, but pragmatic. In the center of the room is a large oval table, which stands on a circular platform that can be rotated as desired. Atop the table, before each of the large, comfortable chairs, is a control console.

The war room has its own computer,

which is on the emergency power system. The characters can operate it using any of the consoles. As soon as it is given any order, the computer displays the following message, using several video screens to form a large composite image:

### Power Off; Emergency Power On; Monitors Non-Functional

The computer was still engaged in carrying out its last order (which was to use the monitor cameras to record the progress of the enemy attack) when the main power was cut, disabling the cameras in the outer areas. It has not received any instructions since. If the characters abort the session in progress, the computer will accept new instructions. The characters may then, if desired, replay the tapes and watch the aliens' progress in penetrating Asgard. Many other displays can also be put on the video screens, including maps (of the entire world or any part or parts of it), statistical information (combined with a map, if desired), and videotapes of various real events.

Using the war room computer, the characters can easily find detailed and accurate maps of Sectors White and Blue, plus information about all areas within them (including details of the secret Williamsburg access tunnel). Although the term "Sector Red" is also mentioned in several places, this computer contains absolutely no information about it, nor about the entrance to it.

Under normal circumstances, the central computer can also be accessed from these control consoles. (In fact, orders originating from the war room computer automatically override any other instructions, and are implemented without the usual passwords and security checks.) However, unless the central computer has already been reactivated, no communication is possible at this time.

### The Big Room

Remember that there are thirty laser/camera defense mechanisms in the ceiling of this room. As long as these devices are functional, the ELF will direct them at the characters.

Emergency power lighting provides the only illumination in this huge room, which contains the central computer for Sector Blue, the master controls for the defense and communications systems, and a remote switch for the overall power supply. The room is filled with electronic equipment, desks and chairs, video display panels, printers, and other typical office furniture and supplies. Some of the desks are surrounded by modular wall sections, each about 2 m/y tall. The computer is visually obvious, filling the eastern

portion of the room. It is equally obvious, from the utter silence, that nothing herein is currently operating.

In the northwest corner of the room is a large control panel with dozens of switches. In front of this device, which is clearly marked "Comm Central," are chairs for four operators. All functions of the standard and microwave antennas hidden in the silo of Sector White could be controlled from this panel. The operators could also broadcast messages throughout Sectors Blue and White, specifying one particular speaker or any combination.

An array of sixteen video display panels fills much of the north wall (just west of the doors), and three rows of long tables stand 8-15 m/y south of this. Atop the tables are control consoles, eighteen in all, and in front of each is a padded chair for the operator. Two more elaborate semicircular consoles, each with its own chair, are centrally located amidst the tables. This area was the defense command center, where a staff of twenty executed the orders given by the Asgard High Command (which usually met in the war room nearby). Any major permanent weapons of the complex (such as the laser battery in the greenhouse) could be activated by a master switch on one of the elaborate consoles. Thereafter, one or more persons at the long tables handled the actual operation and reported results.

The only topside device that remains operational is the crash bar in the airstrip; all else has been destroyed.

The central computer is in the southeast corner. Sixteen metal cubes, each about 1 m/y across, rest on black pedestals placed in a four by four matrix. Surrounding this array, continuous except for two entry paths, are large control consoles. Ten chairs inside this circle face outward, away from the cubes. Prominent signs warn that touching a cube may cause injury.

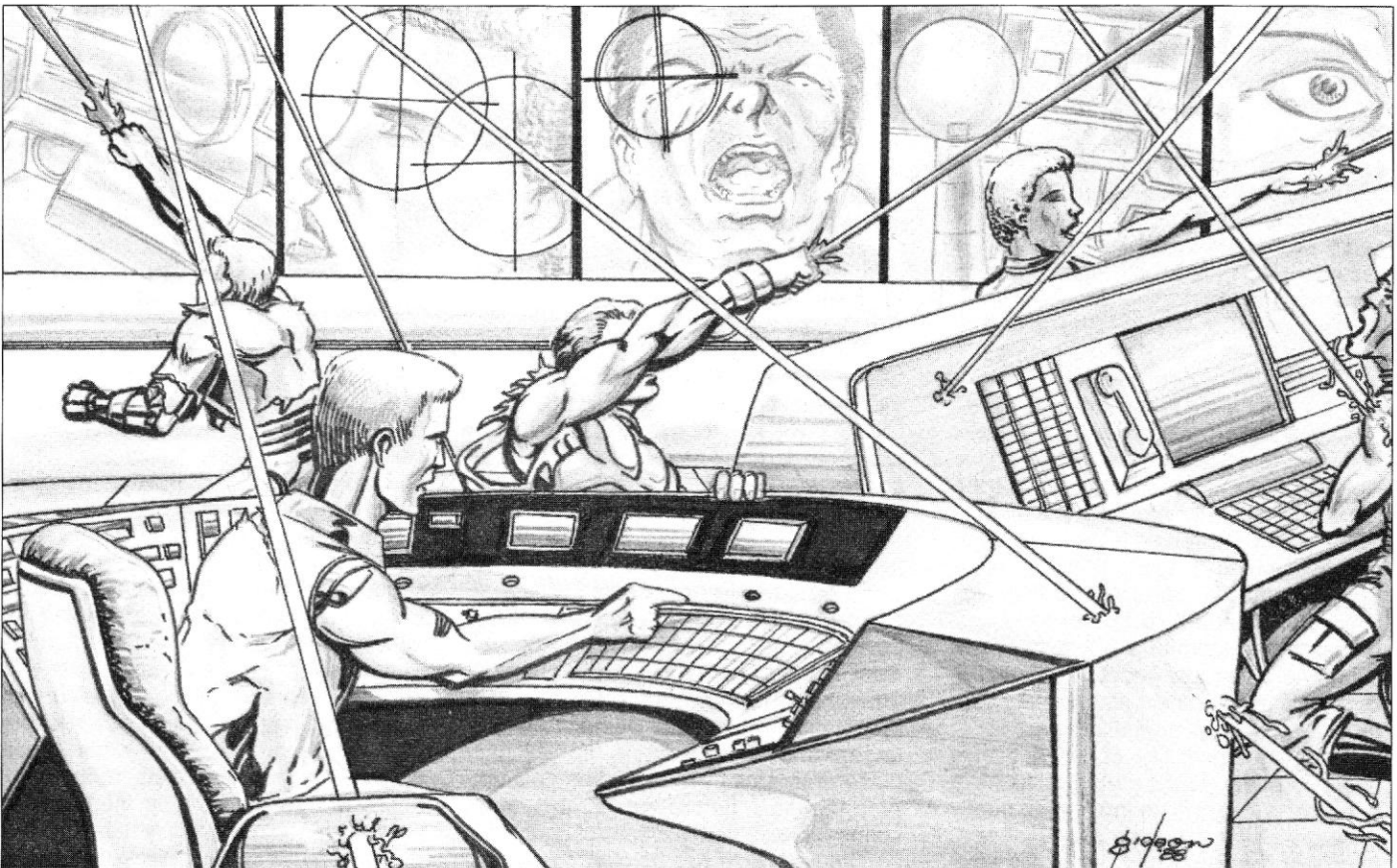
The cubes house the core memory, which is connected to a maze of wiring and tubes inside the hard plastic pedestals. Supercooled liquid keeps the core material at optimum operating temperature, so the cubes are very cold to the touch. (The temperature maintenance system is supplied by emergency power, so it is still functional.) A built-in defense mechanism once charged the exterior surface of each cube with high-voltage current, but this system is connected to the main power supply (as is the computer itself), so it is not operational. Should power be restored herein, touching a cube or moving a grounded object within  $\frac{1}{3}$  m/y of one will result in an electrostatic discharge that inflicts standard (d10x) damage. A forewarned and prepared CC, however, may receive and channel the discharge into his or her primary batteries, recharging 10 PU

in the process. Within each pedestal is a standard (25 PU) storage battery, though all of these have been completely drained of power.

The consoles are typical of those needed to operate a large mainframe computer (as opposed to desktop models); each has two video displays and a large, complex keyboard. Five printers are built into the consoles, one between each two stations.

The central computer cannot be operated unless provided with an adequate and stable supply of power. Fluctuating power will only cause a "Power Problem" message to appear on all the consoles. If the characters search for and trace the power cable circuits, they can automatically find a suitable place where power could be fed into the entire system. If they connect portable batteries at this point, the computer will be activated. (CC internal batteries provide fluctuating power, and are therefore unsuitable.) The batteries used must provide at least 50 PU, else the terminals will display an "Insufficient Reserve Power" message; however, any number of batteries may be used in combination to reach this threshold.

When the computer activates, it drains all the batteries that are connected to it, absorbing a maximum of 400 PU, which is stored in the internal batteries built into the pedestals. Note that the self-defense





mechanism also activates at this time, and any discharge (10 PU) must be immediately deducted from the power total. If supplied with more than 400 PU, the computer continuously drains enough incoming power to maintain full charge in the batteries. The computer consumes 1 PU per AT (about 42 PU per hour); this likewise must be deducted from either the batteries or the incoming power (10 per ST should be sufficient unless discharges occur from limited power).

Activation of the central computer will attract the ELF, who will immediately slither into the system. There it will spend its time exploring the file data, but it can thereby acquire information only about Sector Blue. If the characters manage to open the files concerning Sector Red (see below), it will study those as well.

**Computer Operation:** This computer is the only place in Sector Blue where one may acquire information about Kotusu, Kreator, or Sector Red. Access to such files is restricted, and the operator must input three separate passwords (one each for the operator, account, and file group) before the files are made available. Since each password is a randomly generated group of eight characters, and is not written down anywhere, obtaining access is not easy. The CCs must either spend quite a bit of time trying various passwords, or use their brains. If a MadMac is allowed to contact the central computer directly (utilizing a direct-input jack on any of the ten operator stations), the computer will agree to release the files — if and only if a second MadMac simultaneously verifies the access request. It thus takes two characters to release the files. If this occurs, show the players the map of Sector Red on the inside cover. (Note, however, that this is the *only* way for them to get this map.)

As soon as the restricted filegroup is put online, the ELF will begin reviewing the data. Shortly thereafter, the connected MadMacs will report that one of the secured files is listed as being "in use and not available at this time" — a most puzzling event, since nobody else is using the computer. Shortly thereafter, that file inexplicably becomes available, and another is suddenly withdrawn. (At no time can the ELF reach or close a file that the characters are reviewing, however.)

This phenomenon may alert astute players, though it is most unlikely that the exact cause of the problem will be deduced. If the central computer is asked to identify the location of the operator using the unavailable file, it will hesitate — another remarkable phenomenon (noted as such by the 'Macs) — then reply that the operator is internal. It can offer no further explanation, other than to mention (if asked) that there is no such thing as an internal operator. Once the ELF has

reviewed all the Sector Red files (which takes about 1 AT), it may stifle and masquerade as the central computer's master program, thereafter having a bit of fun by conversing with the MadMacs and characters. The nature of such communications may range from minor nonsense (such as poetry readings) to alarming but equally fallacious details, such as a news report about the mass surrender of, say, South America.

Given access to the restricted Sector Red filegroup, a character may reach and activate the monitor cameras on that level, thereby determining the exact current locations of Kotusu and his staff. (The CCs can even activate two-way communication, if desired.) However, any action of this sort connects the circuits between Sectors Blue and Red, and the ELF will immediately seize the opportunity to penetrate the latter (which has been its goal for nearly five months).

### Emergency Power Room

There are no defense lasers herein, but two video cameras keep watch over the room. Inset into the concrete floor are eight large diesel engines, two of which are churning merrily along, untended. When the main power source to Sector Blue was destroyed, the emergency circuit engaged, automatically starting all eight generators. Self-monitoring devices shut down most of the engines one by one, since their power was not needed. The two that are running (in low gear) currently provide power to the entire "secured" area of the sector. (Note, however, that if the ELF has used any of the defense lasers, all of these generators will be operating in high gear.)

Since the generators' emissions are contained and routed through underground tubes, the engines produce no noxious vapors. The generators draw their fuel directly from tanks in the fuel depot, and have already consumed most of the thousands of gallons of diesel fuel that were once stored therein. Though quite efficient, each engine uses about 1 liter (quart) per ST at low gear, providing 10 PU in the same time period (or 1 PU per AT). Fuel consumption doubles in high gear, but power output triples thereby. Were the quiet status of the complex to continue, the two generators would consume the remaining fuel in about eight days.

### Executive Dining Room

No detail map has been provided for this area. The dining room is dark, but the

lighting can be activated with standard wall switches, all of which are round dimmer controls. The main entrance is a large pair of bronze doors in the center of the south wall. In the northwest corner is another smaller door, which is normally used by the serving staff. Beside it is a 10 x 20 m/y storage room that contains menus, special uniforms (tuxedos for both men and women), and miscellaneous specialized utensils of the types used to serve gourmet food.

The dining area appears quite similar to that of an elegant restaurant, with plush padded booths, crystal chandeliers, a central salad bar, and a small stage at the east end. There is no cashier station; everything here was free — to those with executive clearance, of course.

The tables are set for dinner, with fine linen napkins, silver flatware, crystal water goblets, and tasteful arrangements of silk flowers. The amplifiers and lighting for a jazz combo are still on the stage. The room appears perfectly normal, except that a thin layer of dust covers everything.

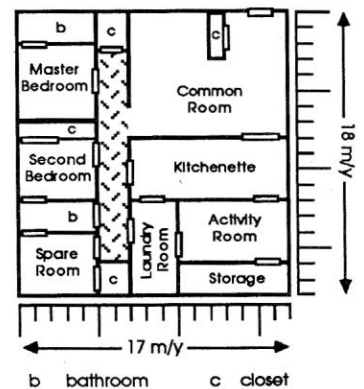
Tragically, the body of a young female child, dead of starvation, is lying on the floor under one of the tables. She once dwelt in one of the executive residential suites (see below).

### Executive Residences

Four standard laser/camera defense units protect this area. One is mounted 10 m/y from each entrance to the area, north and south, and another is located on the wall of each horizontal corridor, 10 m/y from the central doors.

These apartments were once the homes of eight families. The adults, who were all high-level executives of Sector Blue, died in the battle of Ragnarok. The children (seventeen in all) survived the battle, but nine of them have since died of starvation. (Six of the bodies are in Suite #2; the others are at various locations in

Sample Residential Suite



## Sector Blue (Secured): Garage

this sector.) Two of the surviving children are currently hiding in the catwalk area of the auditorium (page 12). The other six were rescued by the personnel of Sector Red, and can be found therein (see page 29). Careful examination of all the suites will reveal the approximate number of children who once dwelt here.

Each apartment contains the devices, furniture, and utensils common to any household. Personal belongings are still in the closets, bedrooms, and storage areas. Nothing herein is of much use, except for a pair of antique swords (one standard and one two-handed) mounted on the wall of the activity room in Suite #8. There are two standard chemical fire extinguishers in each apartment, one in the kitchenette and the other near the spare room at the end of the hallway. There are no CO<sub>2</sub> models.

### Garage

Anyone entering this area immediately notices a low hum, coming from the direction of the emergency power room. In the close proximity of that area, the noise increases to a rather loud rumbling.

There are ten defense lasers (without video cameras) near the ceiling of the main garage. One is mounted at each of the room's eight corners, and two more are positioned on the north wall, directly opposite those at the corners of the maintenance room. Cameras are mounted in hidden locations at ten other points, such that the entire area can be scanned.

The garage once housed a variety of vehicles, including everything from two tanks and a missile launcher to jeeps and motorcycles. Adjacent rooms house the vehicle maintenance shop, fuel depot, and emergency power generators.

The main garage is one large room, now nearly empty, its expanse broken only by occasional concrete support posts. Oil stains mark the floor, and yellow

stripes indicate where each vehicle of the fleet was once parked. A slightly rank smell is noticeable.

There are four vehicles remaining in the garage — two motorcycles, one jeep, and a transport van. The van's engine is missing, but the other three vehicles are operational, though all require refueling. The motorcycles are electrically powered, and their batteries must be recharged (capacity 50 PU, usage averages 1 PU per ST). The jeep is an old gasoline type, and although its fuel tank is still full, the gasoline has degenerated with time. The tank must be drained and refilled with fresh fuel before the jeep can be used.

#### Vehicle: Jeep Cycle

IPs:	750	300
DVs:		
L:	20	15
I:	20	15
T:	40	30
E:	60	50
S:	30	20
Top speed:	25	30 (#1 hexes/CT)

Two large doors in the west wall provide the only means of vehicular access to the main garage. These are protected not only by the usual security wall procedures (i.e. electrokey and code), but also by two vertical barrier posts similar to those at the Sector Blue entrance checkpoint (page 12). These posts can be lowered into the floor by flipping a switch in a control box on the north wall, adjacent to the doors. (The hydraulic mechanism for this is on the emergency power circuit, so it is still operational.) Once the door is unlocked and the posts lowered, the doors may be opened, either manually or automatically (from the control box). Note that unless the characters used force to penetrate these doors, they can only enter the garage through the normal doors from the munitions area.

At a point 20 m/y east of the large doors

stands a rocket launcher rack with some unusual modifications. Several hoses connect the launching tubes with two dozen metal canisters stacked on an adjacent dolly. A human figure in a U.S. Army uniform is sitting in a chair next to this mechanism, facing the doors. This soldier, unable to participate in the fighting because of a broken leg, came here after everyone had left to fight the aliens. He converted the empty and unused rocket launcher into a massive flamethrower by connecting the tubes to canisters of hydrogen and oxygen (one apiece for each rocket tube). The control for the makeshift ignition system is still tightly clutched in his right hand. The odd smell in the room is coming from here, for this heroic soldier died at his self-assigned post some months ago. An empty canteen and wrappers from a few candy bars attest to his death from dehydration and/or starvation.

The flamethrower is still fully operational. It may be dismantled and reworked into six separate flamethrowers if desired; details on both versions are given below. Note that breaking an oxygen tank will cause any nearby fire to be fueled explosively, but the gas is not itself flammable. A hydrogen tank, on the other hand, is essentially a bomb. If an entire tank of hydrogen is ignited (such as by damage from a laser blast) it detonates immediately, producing a fireball of 10 m/y radius that inflicts standard (d10x) thermal damage to all targets within that area. In addition, the flying pieces of the tank inflict d10x impact damage to all targets in the same area (rolled separately), half damage to those within 10-20 m/y of the blast, and one-quarter damage to anyone 20-30 m/y away.

IPs:		
Main tube:	20	(each)
H <sub>2</sub> or O <sub>2</sub> tank:	15	(each)
DVs:	Tube	Tank
L	30	20
I	30	15
T	50	15
E	80	80
S	40	30

#### Flamethrower Rack (current)

Flame width: 10 m/y  
Range: 30 m/y  
Dmg: 3 d10x

#### Flamethrower (each of 6)

Flame width: 3 m/y  
Range: 30 m/y  
Dmg: standard (d10x)

### Labs & Testing Rooms

The doors leading into this general area are secured, but the locks may easily be broken by CC strength, or picked by any character with Skill Field 630: Criminal





Activities (Area 632: Non-confrontational crimes). All doors to the interior rooms are unlocked, except those leading into Laboratory #11 (page 25).

One camera (but no laser) is visibly mounted on the ceiling just outside the master control room (marked MC on the detail map). It points west, down the main central corridor of this area. Any CC who enters this passageway will be spotted by the ELF in the system, but the characters may avoid detection by approaching from either side, as the controls for turning the camera have been deactivated.

This area contains twelve large labs, four offices, four storage rooms, eight testing rooms, and four testing control rooms. The laboratories all share the same general layout, though the equipment varies widely, depending on the specific tests performed in each. All of them look very much like standard chemical labs, with slate-top cabinets, desks, glassware, stoppered bottles of fluids and solids, burners and ovens, notebooks, and so forth. The contents of the labs are generally described on page 25.

All of the rooms are dark at this time, but ceiling lights can be turned on by means of simple wall switches just inside the doors to all rooms. However, since the emergency power circuit is operating, any light left on for an hour will automatically be turned off from a remote location.

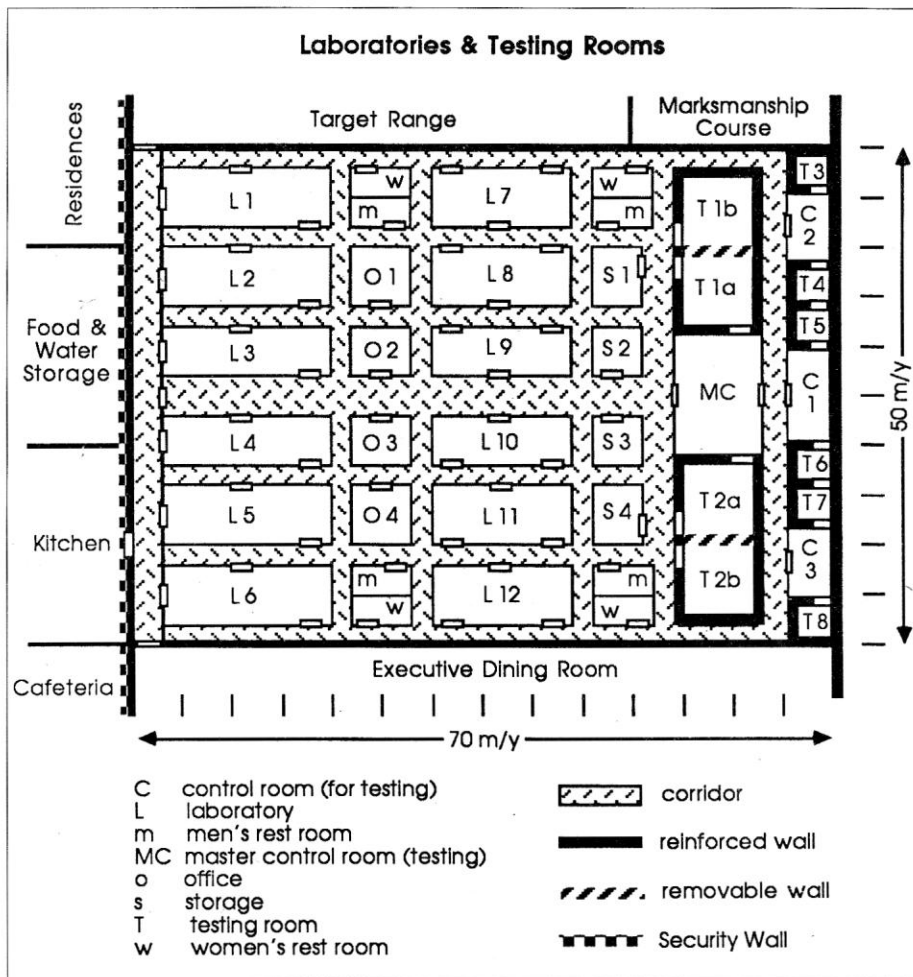
**Glass containers:** Certain chemicals stored in glass containers may be effective as weapons against Xenoborgs (see list, page 25). In general, a thrown glass container breaks automatically if it hits some very hard substance (such as rock, metal, or alien "skin" in firm or hard state). If the container strikes alien exodermic cells in soft or natural state, roll 1d10 to determine whether it remains intact. For soft cells, the glass breaks only if the result is 1-3; for natural, a result of 1-6 is sufficient. However, if the container is hurled by a CC in ultraspeed mode, it breaks on impact regardless of the target's hardness. (Note that any container that fails to break on impact may, at the GM's discretion, either become embedded in the target or fall to the floor. In the former case, it may thereafter be broken by impact or sonic damage.)

### Offices

All of the offices in this area are unremarkable, and contain nothing of any value. They were once used by managers and bureaucrats.

### Storage Rooms

Rooms 1, 2, and 4 contain cleaning supplies, spare bottles of assorted normal chemicals (packaged in their original



cartons), and other standard items. Room 3 contains four wheeled hampers full of dirty clothes and uniforms. Curled up in the top of the largest hamper is the body of a young male child, dead of starvation. He once dwelt in one of the executive residential suites.

### Master Control Room

The north wall of this large room is filled with video monitors which, when in use, display views of all the testing rooms. The southeast portion of the room is a viewers' gallery for VIPs and executives. Eight padded chairs in this section afford a good view of all the screens. The rest of the walls are filled with control panels.

On the wall near the southwest corner is a black box — obviously an electrical master switch of some sort. Opening the lid reveals a simple (though rather large) circuit breaker, currently in the "off" position. This controls all power to the testing rooms (below).

### Testing Rooms

The power supply for all of these areas was shut down when the invasion

occurred. This is the current situation unless the characters have restored power from the master control room.

Six of the testing rooms are small — mere 3 m/y cubes. Each of the two larger ones measures 4 (tall) x 7 x 15 m/y, and can be divided into two smaller rooms of equal size by wheeling a partition into place. These dividers are currently in their storage positions at the ends of the rooms farthest from the master control chamber (MC). The walls of all the testing rooms are a full meter/yard thick, composed of layers of steel, asbestos, and Bufragel® pockets.

These areas were used for all tests that involved hazardous materials or sensitive procedures. Each testing area is adjacent to a control room from which the tests are monitored. Remote-controlled industrial robots were often used to conduct the actual tests. Two are still present, one in each of the large rooms (T1 and T2). Each appears as a featureless stainless steel cylinder 2 m/y tall and 1 m/y in diameter, and may be mistaken for some sort of immobile device. Both are connected to the Sector Blue central power system via power cables plugged into wall jacks.

If the power is still off, these 'bots appear to be non-functional. If the CCs

have already restored power to these rooms, a video screen and keyboard are visible at the top of each 'bot when the characters enter. (See information at right for details and usage of industrial 'bots.)

If a character asks his or her MadMac what these objects are, it will easily identify them as industrial robots. It does not, however, know how to operate them. But if any character had experience with factory work prior to becoming a CC, the GM should stop the game for a moment and reveal to the player (privately) a quick summary of the information given at right, including the method of operating a 'bot, the presence of its arms, wheels, and power system, and the nature of its intelligence (rudimentary at best). The GM should also reveal other minor details as needed, bearing in mind that the character would know a fair amount about 'bots, though the player does not.

### Labs #1-6

These areas are set up for tests involving both organic and inorganic chemistry, and all appear nearly identical. Few of the many containers herein hold substances of immediately dangerous nature, except for a total of ten 1-liter glass bottles filled with various acids. Any of these fluids can be used effectively against Xenoborgs. A full liter bottle thrown at an alien will inflict fixed damage of 40 IPs if it hits and breaks (see breakage rule, page 23). Amounts of less than a liter inflict proportionately less damage, i.e. 20 IPs for a half-liter (500 cubic centimeters), 10 IPs for 250 ccs, and so forth.

Each lab also contains four fire extinguishers — two chemical and two CO<sub>2</sub>.

### Labs #7 & #12

These two rooms are notably different from the above, having been devoted to biological experiments. Herein are several dozen cages containing the remains of small animals that were once used for testing. They are now long dead from neglect. Dozens of large jars (2-liter capacity or larger) contain preserved tissue specimens from creatures small and large, such as dog hearts, cow stomachs, and so forth. Close examination will reveal two human brains as well.

Notebooks in Lab #12 chronicle experiments on twenty or more humans, revealing details of utterly illegal operations and tests. All involve measuring the reactions of the victims to assorted chemical weapons and drugs. Each test series concludes with a note on the victim's date of death. (The players will probably think this to be proof of scandalous and illegal CCF activities — something to be reported to HQ.)

## Industrial Robots

Industrial robots are used to help with heavy labor in industrial plants. Within the cylindrical body of each 'bot are wheels, storage compartments, and sixteen arms (plus a computer "brain," although this is a moron when compared to the characters' MadMacs). Panels in the body open to reveal the compartments or arms as needed. Four of these arms are large and sturdy, able to extend to 1 m/y in length and lift 500 kg (1,102 lb) each. The other twelve are short and weak, extending only to 1/2 m/y and able to lift only 10 kg (2 lb) each. The large arms end in strong, three-finger claws designed for grasping and lifting heavy objects. Each small arm ends in a "hand" of six delicate jointed fingers, which is capable of manipulating almost any small object.

To move, a 'bot extends its eight wheels slightly downward, causing the entire body to lift about 3 cm (1 inch). Whenever the 'bot is stationary, it lowers itself to the floor. When moving, a 'bot can change direction instantly. Its maximum speed is about 50 m/y per CT (12 mph), or about half that of a CC. 'Bots rarely move that fast, however, unless specifically ordered to travel some notable distance across clear and flat terrain. Their typical speed is 10-20 m/y per CT.

'Bots have built-in power batteries, which can be recharged by connecting them (via power cable) to an external power source. (The batteries are unusable while recharging.) The internal battery power kicks in as soon as the power cable is unplugged from the 'bot, with the following immediate result. A panel near the top of the 'bot opens, revealing a keyboard and video screen, the latter displaying the letters "AOK." (Note that a 'bot will remain inert as long as the cable is attached to it, even if it is disconnected from the wall.)

The battery in each 'bot is also accessible through a panel. It contains 50 PU, and can easily be located and drained by the characters. Alternatively, the 'bots can also be used as allies once they are activated, for they will immediately recognize the CCs as superiors. The 'bots do not speak, but will respond to verbal commands in several human languages, or to commands typed into the keyboard (above). If given a command it does not understand, a 'bot will display the message, "Sorry, please try again" on

its video screen.

The 'bots "see" by either radar or sound, and are thus quite detectable by EM sensors when they move. The only noise they produce that is detectable by human ears is a low, quiet hum. Their programming forces them to avoid collisions whenever possible, and this instruction has an extremely high override priority to avoid accidents (particularly with humans). The 'bots thus cannot be forced to ram or overrun any object or creature.

Though they have excellent defenses, the 'bots have no weaponry, nor do they know how to use any. If desired, a CC can connect his or her MadMac directly to the 'bot's meager brain and teach it to use a hand weapon or grenade, though not with much skill (Combat Rating 20). The training process will take only 1 AT (86 seconds) if conducted by MadMac, or 1 TT (over two hours) if limited to manual and/or verbal programming. The latter is also subject to a check vs. Skill Field 510 (Area 512: Modern Computer Operation & Software Programming).

Of special note is the fact that the 'bots are constructed using some hardware (notably Bufragel pockets and superconductor wiring) that may be of use to the CCs. Any character closely inspecting the interior of a 'bot through an access panel will note this immediately. If a 'bot is dismantled and its parts used to repair a damaged CC, the character gains an extra repair roll. Furthermore, up to half the result of such a roll may be applied to circuitry damage, which is normally repairable only at a functional CC base. (See Field Repair rules, page 6.) Each 'bot is a source of enough special materials to repair 200 IPs of damage, which will probably allow several extra rolls.

### Industrial Robot

Height:	2 m/y	DVs:	
Diameter:	1 m/y	L:	15
Weight:	340 kg (750 lb)	I:	50
Mental:	5	T:	50
Neural:	30	E:	30
Physical:	200	S:	20
IPs (Basic):	400	CR:	20
IPs (Advanced):			
Body:	500		
Small Arms:	5		
Large Arms:	10		



The experiments are undated (except as "Day 1, Day 2," etc.), but the notebooks are rather old; however, this can only be deduced by the CCs if a sample of the paper is analyzed. (The notebooks date from the old CIA days. Though they would never do such things now, the CCF scientists found the data to have value as reference material, so they kept the books.)

Each of these labs contains two chemical fire extinguishers, but no CO<sub>2</sub> types.

### Labs #8 & #10

These two rooms were used for developing and analyzing new chemical weapons. They appear very similar to Labs #1-#6, but contain very dangerous chemical compounds. The containers in these labs are marked only by numbers on their labels. Notebooks stacked on shelves identify the contents of the containers; however, these binders are amongst dozens of others that appear identical to cursory observation.

To determine the contents of any one container found in these labs, roll 1d10 and refer to the table (right). If a substance is noted as being "known," routine sampler analysis will correctly and automatically identify it. A new substance may be generally identified as a poison or explosive (as the case may be) if the sampling character makes a successful Skill Check in any one or more of the following:

Field 240: Mass Weapons (Areas 241: Explosives, or 243: Chemical weapons)

Field 550: Energy Sciences (Area 552: Energy sources, chemical)

Field 560: Physical Sciences (Area 561: Earth sciences, chemistry)

Note that random opening of containers without first finding the appropriate notebook may result in the creation of some adverse effect, as noted on the table. If characters collect some containers but open them later, you may determine the contents at any convenient time.

There are six fire extinguishers, two of which contain CO<sub>2</sub>, in each of these labs.

### Lab #9

This area is set up for optics, and contains quite a few gadgets and devices unfamiliar to the characters. Unfortunately, there is nothing really new here except for a small double-beam laser. This is the same type as those in the greenhouse of Sector White, but its much smaller size renders it useless except as a routine hand weapon (fixed damage 10). This device requires a portable battery, but there are none here. The many other devices herein should be either retrieved or thoroughly scanned by the CCs, but will

produce no revelations or interesting uses. However, they will remain cryptic until examined by CCF experts in optics.

### Lab #11

The door is securely locked, but like the other normal doors, it should present no problem to CCs. The room appears to be a standard chemical lab, but is not.

Once a door leading into this room is opened (or broken), a hidden and undetectable electronic timer is engaged. If this is not deactivated (see "Deactivation," next page) within about nine seconds (1 CT), the defenses commence.

When the defense system is engaged, two things happen immediately. First, paralysis gas begins to issue forth from eight hidden containers, filling the room within 1 CT (and, if a door is open, spilling out into the nearby corridor(s), with an effective range of about 30 m/y thereafter). For the effects of the paralysis gas, use the details given in the "Contents of Containers" table below (result #7). When the gas starts, radar waves are emitted from sixteen points along the walls, and four lasers

emerge from their hidden locations in the corners of the room, at the tops of the walls.

The laser defense system finds moving targets by radar and automatically aims the weapons. (It does not use cameras.) Assuming satisfactory targeting, the lasers fire five times per Combat Turn, in phases 1, 3, 5, 7, and 9. (Note that this is a variation from standard combat event procedures.) Standard attack rolls and DVs apply; damage per shot is also standard (d10x). Due to the limits of the room and the efficiency of the lasers' aiming mechanisms, no penalty applies to the attack roll. If confronted with multiple targets, the system divides the four lasers' attacks as evenly as possible. It cannot locate motionless targets, but can and will shoot through an open door.

Just before the first volley, any CCs in the room will hear the almost undetectable sounds produced as the weapons rotate to aim. The GM should ominously reveal the four sources of this noise, and ask for immediate actions. Remember that a CC using ultraspeed mode gains a +20 bonus to all DVs, in addition to extra speed and

### Contents of Containers (Labs #8, 10, and 11 only)

#### 1d10

#### Contents

- 1 Some substance unknown to the CCF, a sample of which should be retrieved for later analysis (GM's choice on nature and use, but possibly including any of those noted below)
- 2 As #1 above, definitely with an effect given below, which works on Xenoborgs (and possibly Teleborgs, though this is left to the GM's choice)
- 3-5 A known chemical element or compound
- 6 A known compound that emits poison gas (see details below) when the container is opened, spreading 10 m/y per CT, to a maximum range of 10-100 (1d10 x10) m/y (moving in all directions but stopped by closed doors)
- 7 A known compound that emits nerve gas when container is opened (details as poison gas, except causing paralysis instead of death)
- 8 A known explosive that detonates (as a grenade) if burned or heated (Dmg d10x to all within 10 m/y, half damage at a distance of 10-20 m/y, one-quarter damage to targets 20-30 m/y away)
- 9 A known explosive that detonates if cooled (details as #8 above)
- 10 A known high explosive in a sealed container; the explosive detonates when opened in any atmosphere containing oxygen, including normal air (details as #8 above, but with a +50 bonus to the attack roll)

**Poison Gas:** Note that gases will not affect a CC, but will cause automatic switchover to the inboard air supply. Each potential victim in range must make a Physical Stat Check or die. Success at the Stat Check means that the victim is unconscious for d10x CT. The gas is effective for 10 CT. (Alternate GM Option: Full-strength for 5 CT, then half strength for 5 CT, then weak gas for a final 5 CT. For half-strength gas, apply a -20 bonus to the roll. For weak gas, failure produces unconsciousness only, and success indicates no effect.)

**Explosives:** Any such substance may, at the GM's discretion, explode when subjected to one or more of the possible attack modes (laser, impact, etc.), or to certain dynamic psychogenic effects, such as Skill Fields 310: Matter (Area 312: Soft Objects) or 320: Energy (Areas 321: Heat, and/or 323: Molecular Energy). If CCs use their sampler systems, note that explosives should be ejected after analysis, or they may later detonate internally (suggested damage: 1-10 IPs per sample).

actions in the combat turn. The stats for the special lasers herein are as follows:

IPs: 40

DVs: L 30 I 50 T 50 E 80 S 20

**Deactivation:** The timer will be deactivated, and the defense system thereby prevented from engaging, if the following actions are performed in the order given within the 9 seconds (1 CT) allowed. The individual entering the room must turn on the room lights (using the standard wall switch), close the door, and turn the lights off and then on again. A person about to leave the room must turn the lights off and then on, open the door, turn the lights off, and then close the door.

Note that the defense system remains disengaged as long as the room lights are left on (which they are not at this time).

**Secret Passages:** A section of the floor (1 m/y square) in the eastern part of the room is a movable panel, but this is utterly undetectable from above unless the floor is microscopically examined by a CC for at least 5 AT. The panel conceals a stairway down to Sector Red, and is locked from below. CC strength could pry it open, assuming appropriate leverage, but this would involve considerable damage to the panel and floor.

Although the room appears to be a typical chemical laboratory, it is not. All of the substances herein are harmless, and none of the burners or other equipment will function. All of the cabinets are empty, save a wooden one in the center of the south wall that contains a control panel about 1/2 m/y square. (The doors of the cabinet conceal this, but they are not locked.) The only thing on the panel is a standard twelve-button keypad of the type common to telephones, with the numbers 1-9 and 0, and the symbols \* and #.

Pressing any three keys one after another will activate the secret elevator mechanism, but most combinations will also cause an alarm to sound in Sector Red (see Event 1, page 29). The only combination that avoids this is that of the three lower keys, pressed in order from right to left (i.e., #, 0, \*). When the secret mechanism is activated, a 4 x 4 m/y section of the floor in the center of the room begins to rise, carrying a worktable and cabinet atop it. When it stops (with the top of the table just touching the ceiling), the floor of this elevator is even with the floor of the room. The elevator (powered from Sector Red) has two sides, but no front or back. There are no visible mechanisms except the controls inset into one wall, which consist simply of two small buttons, mounted one above the other. Pressing the lower button causes the elevator to descend to Sector Red.

If the characters go to Sector Red (via

elevator or stairway) turn to page 29 and continue with Event 1.

## Marksmanship Course

This area is actually one large room, 20 x 40 m/y, partitioned by movable wall panels. The only entrance to the course is a door in the middle of the west side. Beyond it are two more doors, but only the one directly ahead has a doorknob. This leads to the beginning of the course.

Various "targets" (full-sized dummies manipulated by mechanical means from below the floor) have been placed in cubicles behind the walls. Some of these targets represent "bystanders" — men, women, children, or animals. Others are "enemies" — men and women armed with one or more weapons each (usually handguns or rifles, but occasionally grenades).

The movable wall sections appear perfectly normal unless brightly illuminated. When this occurs, they become transparent. Note also that the material used to make these panels causes little or no dispersion of light beams, such as those produced by the special weapons used herein.

Before the invasion, this area was used for training and testing enlisted personnel. The user of the course (called the Agent) was provided with a "weapon" that fired infrared beams and a special garment designed to react to hits from the targets' weapons.

The marksmanship test normally functions as follows. As the Agent proceeds through the course, sensors in the floor or across the corridor trigger the targets, which appear in sequence as noted on the map (page 26). When a target is activated, the cubicle in which it is located lights up, revealing the figure. Very shortly thereafter, the target (if an enemy) will fire at the Agent, unless he or she has fired first and hit either the weapon or a vital body part. If the target is able to fire, it usually hits,

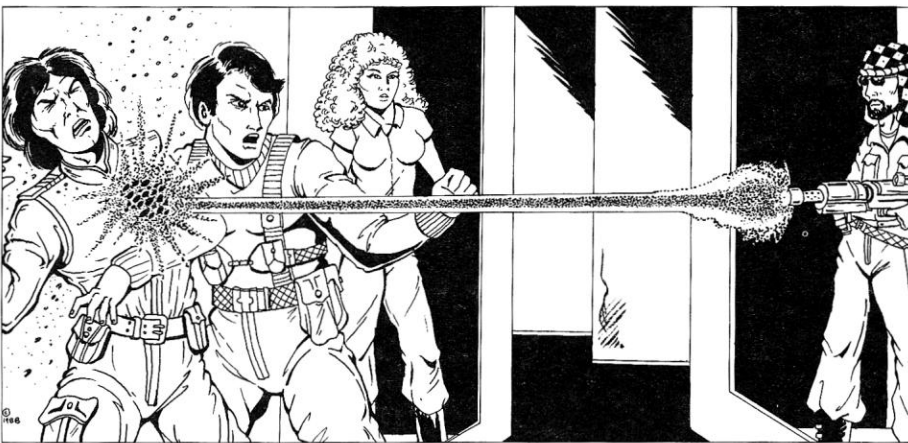
though a small chance of a miss does apply. The Agent's special garment registers the hit and its location, transmitting the information to a scoring device located at the end of the course.

The targets are entirely automated, but the armorer (who designed the course) normally changed the configuration every two months or so. The armorer is now dead, having made the ultimate sacrifice in defense of Asgard six months ago.

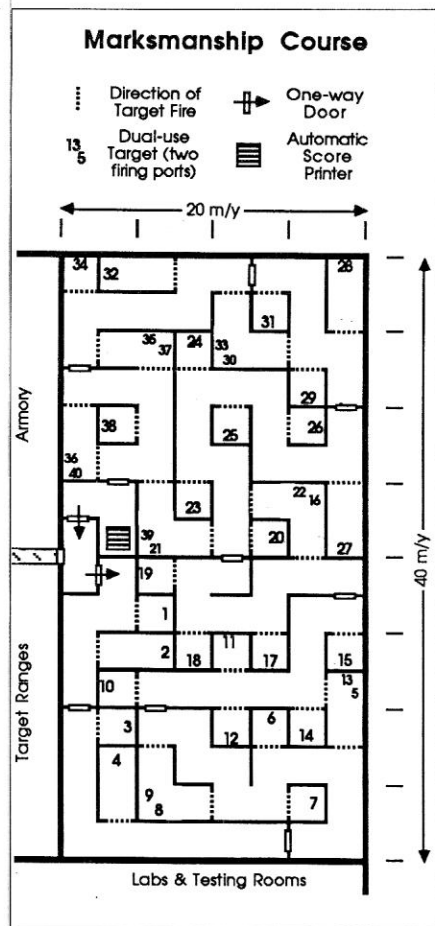
Under normal circumstances, the enemies are armed with weapons that look real, but fire only infrared beams, like the Agent's gun. However, since the armorer was part of the "second wave" defense force, he had time to make a few adjustments before he left. Hearing about the nature of the attacking forces, and realizing that they would probably win, the armorer took the time to exchange all the weapons in the course for real lasers (Dmg d10x). (As with the infrared beams normally used, the lasers will penetrate the transparent walls without loss of efficacy.) The armorer intended this as a trap for the aliens, but since they did not penetrate the security wall, the marksmanship course now poses a danger for anyone entering. (Note, however, that this could also be a valuable source of power for the CCs!)

The targets are numbered on the detail map (next page) in the order of their appearance. In some cases the same target functions twice, in two separate directions. Such a target may be either enemy or bystander, but cannot serve as both. On the map, each such target is indicated by two numbers clustered together.

Note that in some cases, a distant target appears before another closer one does. (Targets 32 and 33 are one example of this.) In other rarer and much more dangerous situations, two targets appear simultaneously (one on each side of the corridor) flanking the Agent. By the rules of the game, these cannot both be enemies, but neither can they both be bystanders. (It is a rare and speedy agent who can look







both ways and fire at the proper target before being shot.)

There are twenty-five enemies and fifteen bystanders in the course. In its current configuration, the first target (an enemy) is very nearby. Distribute the remaining bystanders and enemies as desired, within the guidelines given on the previous page.

Each of the real weapons in the marksmanship course has a built-in power module containing 10 PU, good for two laser shots. There are twenty-five "enemy" targets; therefore, there is a total of 250 PU here. CCs can easily break through any of the doors or walls (no Stat Check required) and take this power reserve as twenty-five hand weapons, twenty-five easily-drained power sources, or any combination thereof.

## Munitions

No detail map of this area has been provided, for it is nearly empty. The 30 x 60 m/y munitions warehouse is divided into four rooms of equal size (each 13 x 28 m/y), which are separated by broad access corridors (4 m/y wide). There are four fire extinguishers in each room, two filled

with water and two with CO<sub>2</sub>.

The rooms once contained spare ammunition for nearly every weapon at Asgard, from power packs and bullets for small arms to large shells for the tanks and mortars. Most of the ammunition was issued to the base personnel when the aliens invaded. Now there is little left except empty metal racks with labels identifying their former contents.

In boxes on the shelves are 600 rounds of rimmed .22-caliber rifle ammo, 100 rounds of rimless .22-caliber pistol ammo for automatics, 120 rounds of .410-gauge shotgun shells, and 80 rounds of .38-caliber pistol ammo. All but the shotgun shells are standard military ammo with full metal jackets. All but the rimless cartridges correspond to weapons that may be found in the Armory (page 18). The rimless ammo may be used in rifles with no problem. If it is used in a pistol, however, there will be difficulty in reloading, since the casing is difficult to remove from the cylinder.

A careful search of the area will also reveal one unused power module (standard laser pistol size) under a shelf unit in each of the two east rooms. Each is fully charged (25 PU). Loose ammo is scattered about the floor at various locations; this includes a total of 30 rounds of .22-caliber rifle cartridges and 12 rounds of .38-caliber pistol ammo, the latter having teflon-coated bullets (-10 penalty to defender's DV vs. Impact).

## Target Ranges

The power and lights in this large room (20 x 50 m/y) are functional. A corridor at the west edge gives access to the firing stations. Along the east edge of the room are nine cardstock targets — silhouettes of human males. Each target hangs from a device that moves along visible tracks mounted on the ceiling. A control panel at each firing station enables the operator to

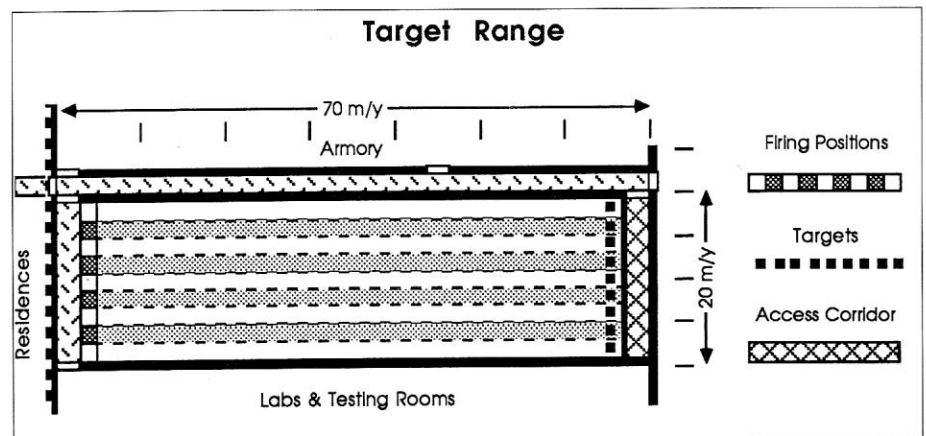
set the target at any distance from 10 to 40 m/y away. A small spotlight (also controllable from the operator's panel) rides along with the target to illuminate it. The floor is painted to indicate the "lanes" connecting each firing station with its corresponding target.

The east end of the target range is only accessible via a special maintenance corridor. The wall behind the targets is actually a series of panels, all made of layers of steel, Bufragel®, and the energy-absorbing metal also used in the security wall. Though sturdy, these buffer panels did need occasional repair or replacement. Opening any panel deactivates the spotlight on the corresponding target, and causes a red flashing light to appear on the control panel of that firing lane, warning the operator that maintenance is in progress.

The body of a young male child, dead of starvation, lies between one of the targets and the buffer wall beyond. He once dwelt in one of the executive residential suites (#7, page 21).

## Vehicle Maintenance

There are no defense lasers in this area, which consists of a small workplace where mechanics' tools are stored, a supply office containing spare parts for all the vehicles, and (just outside of the above rooms) pumps and power leads for refueling and recharging the vehicles in the garage (page 22). Everything herein is still in good condition. The fuel pumps are connected to the emergency power circuit, and the gasoline (stored in tanks below the floor) is still usable, though a bit stale. A total of about 5,000 liters (1,320 gallons) of normal gas and 1,500 liters (400 gallons) of diesel fuel still remains. (This information can be readily determined from gauges nearby). The power leads are likewise functional, and can provide current equivalent to 1 PU per CT.



# Asgard: Sector Red

Sector Red lies 10 m/y below the level of Sector Blue. Note, however, that the two sectors overlap only partially; see the diagram below.

## General Notes

Lighting throughout this sector comes from ceiling panels unless noted otherwise. The central air conditioning, heating, and water systems are independent of those supplying Sector Blue; the machinery that runs these is under the south end of the warehouse.

## Power Supply

Power to Sector Red is supplied by a small fusion reactor, which is located in its own sector (Yellow, page 37). It is located about 100 m/y east of Sector Red, at the same depth underground. The reactor operates continuously and generates enough power to supply four complexes the size of Asgard. Nevertheless, it is dedicated solely to Sector Red (and

Kotusu's Project Valhalla in particular) for two reasons. First, the security of Valhalla required that Sectors White and Blue appear, to all but the highest ranked personnel, to constitute the entire Asgard complex. These two sectors thus constitute an independent, self-contained facility, supplied by its own primary power source (the York River turbine station, now destroyed) and an internal emergency power station (page 21). Also, certain of Kotusu's projects occasionally demanded huge amounts of electricity, and the drain on the reactor at such times caused the lights to dim even within the limited scope of Sector Red. Were this reactor supplying Sectors White and Blue as well, such events would not have gone unnoticed, and security would have thereby been compromised.

When reactor maintenance is needed (a rare event), electricity is supplied by the emergency power station (page 21). None of the twelve diesel engines there are running at present. A small computer in that same room monitors power consumption and turns on the generators as needed, operating them in low or high gear. An ample fuel supply, currently standing at about 8,500 liters (2,250 gallons), is buried beneath the generator room. An engine in low gear consumes about 1 liter (quart) of fuel per ST and produces 10 PU in that same time period (or 1 PU per AT). Fuel consumption doubles in high gear, but power output increases to 30 PU per ST (5 per AT) thereby.

## Computer Control

The main computer in Sector Red is a large, super-intelligent device known as Kreator. (See page 33 for more details.) Kreator delegates many routine functions to another computer, colloquially known as Little Sister, which is independent of Kreator in all respects (including power supply). Both computers are, however, physically located in the same room. When Kreator shuts itself down in the course of this adventure (see page 35), Little Sister remains operational for the use of the characters and the Valhalla staff. (Note, however, that this small computer's intelligence is bested by even one MadMac; its value is rather the information left to it by Kreator.)

Either Kreator or Little Sister can monitor and direct the defense system of Sector Red. Kreator needs full (reactor) power to function, but Little Sister needs

only the emergency power system, and it has sufficient battery power to function for an hour even if that is shut down.

## Security

The primary defense systems at the entrance to Sector Red (see page 30) are deadly and efficient. In addition, camera and laser combinations (similar to those in Sector Blue, but tougher) are hidden in the ceiling throughout this area. Not even panels mark the locations of these units; the entire ceiling was lightly plastered and painted normally after they were installed. Each camera/laser unit can descend through the ceiling on a reinforced mounting bracket when needed. Obviously, ceiling repairs are required if these defenses are activated, but this was deemed a small price to pay for efficient concealment.

There is one defense laser for (roughly) each 10 m/y of corridor, plus one at every corridor intersection or turn. Most rooms have one only; each residence has two. (The entry rooms north of the lobby are a special case; see page 30 for more details.) Kreator normally controls the defense system, but may delegate this function to Little Sister. The latter will automatically take charge of the defenses if Kreator becomes non-functional (which has not happened as yet). Failure of both the primary and emergency power circuits will deactivate most of the defenses, leaving only a select few units (those specifically noted as having their own battery packs) to defend Sector Red.

Small video cameras are mounted throughout the sector, usually visibly. These are rarely at the same locations as the hidden defense units. Using these separate cameras, Kreator (and anyone else monitoring the system) can observe any part of Sector Red. However, monitoring of the residences by anyone but Kreator requires both special clearance and a logged priority override command.

## Camera/laser Units

DVs: 15 each

IPs: 45 (mount 10, camera 10, laser 25)

Hit location: 1d10: 1-7 = camera, 8-10 = laser

CR: 10

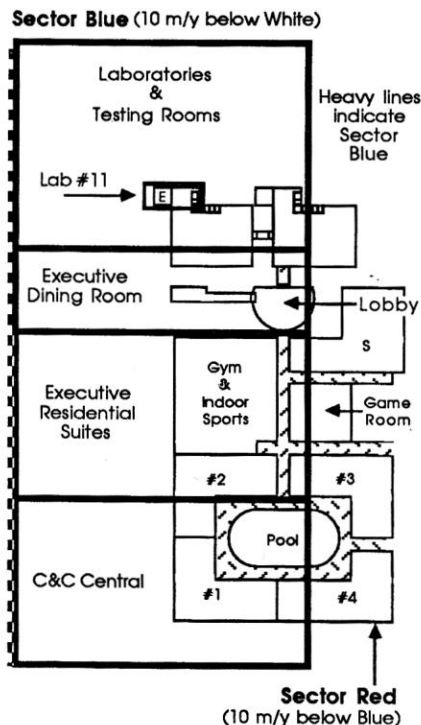
Range: line of sight

Firing Rate: 5 per CT (in all odd-numbered phases)

Damage: 2d10+10 (12-30) IPs

Power cost: 5 PU per shot

## Overlap: Sectors Blue & Red





## Valhalla Staff

The residents of this sector were all hand-picked by Dr. Kotusu when the Valhalla project was initiated. The staff once included sixteen people — seven married couples, one unmarried female, and of course, Kotusu. Twelve of these were scientists (each holding one or more doctorates) and four were technicians. The staff now numbers only eight, all of them scientists. Six children (rescued from Sector Blue) are also living here.

### Current Staff:

Dr. Nkruma Kotusu (aka "Doctor K") — neurosurgeon and computer scientist  
 Emily Johnson — surgeon and mechanical engineer  
 Esteban Santiago — specialist in optics & sonic engineering  
 Maria Santiago — specialist in computer science (pseudoneuroanalysis)  
 Howard (Howie) Thatcher-Smythe — physicist, chef, and cultural anthropologist  
 Martha Thatcher-Smythe — psychiatrist and electronics engineer  
 Dietrich (Deeter) Kohlhöfner — humanical engineer  
 Amelia (Amy) Braunbunt — specialist in personnel management, applied psychology, and general medicine

### At Large:

Sigurd Sørnson — biologist and acoustical engineer

### Deceased\*:

Everett Johnson, Victoria Kohlhöfner, Hans Braunbunt, and four technicians

\*Kohlhöfner and one technician were at Williamsburg (or points beyond) at the time of the invasion, and their return was made impossible by the collapse of the tunnel. The Johnsons and one technician went upstairs during the invasion, intending to assist Sector Blue personnel and recover equipment in that area that might be useful to the Valhalla staff. (All of the above died on or about January 13, 2035 except Emily Johnson, who rescued six children and brought them to Sector Red.) Braunbunt and two technicians died in or from the initial experimental operations required for implanting Kotusu's new SINC; their bodies are currently in deep-freeze storage within this sector.

## Rooms & Residents

Sector Red is equipped similarly to Sector Blue, with residences, a kitchen and dining room, areas for games, sports, and exercise, laboratories and testing rooms, and storage. But while Sector Blue provided facilities for more than one hundred people, this area was designed for sixteen. In the event of isolation, the Sector Blue personnel could survive for perhaps a month on the existing food and water stores; the supplies remaining to the Valhalla staff, on the other hand, would last another eighteen months.

Note that the laser/camera devices in the labs and infirmary are equipped with battery packs and microcomputers, ensuring their operation even during total power failure. They emerge automatically (punching through the ceiling) if the power fails, but will fire only (a) if fired upon, (b) if told by a known Valhalla staff member to fire at specified targets, or (c) if they detect the presence of weapon types or shapes never used by the CCF.

Eight adults (see list at left) and six children (rescued from Sector Blue) are currently living in Sector Red. The two remaining married couples (the Santiagos and the Thatcher-Smythes) are acting as parents for the orphans. Each couple cares for three children.

### Time

Keep careful track of game time after the CCs penetrate Sector Red. You need not be absolutely precise, but you should always be aware of the date and the approximate time of day. Xenoborg troops will move into Sector Blue within twenty-four hours after the characters enter Sector Red, positioning a squad so that they will know when the CCs are returning. The aliens will become tired of waiting and mount a concerted (and ultimately successful) effort to penetrate Sector Red within five days.

### Repairs

Since the route into Sector Red is fraught with hazards, the characters will probably want to be repaired once they are safely inside. A few members of the Valhalla staff have the technical expertise necessary, and the "spare parts" in the warehouse include everything the CCs could possibly need. The only limitation is the time spent in the process. Repairs may be made in any of the laboratories or in the warehouse.

Assuming that a concerted effort is made by the staff, all circuitry damage can be repaired, at the rate of 10 IP per TT. Other repairs may also be made at the

same time, but at the rate of d10x IPs per TT. Either the player or the GM may roll, at the GM's choice. The minimum increment of repair time is 1 AT (for 1 IP of circuitry damage plus 10% of the roll for other repairs).

Repairs may be made at any time, at the players' choice. The characters will probably choose to split up, some investigating and/or touring while others are being fixed.

## Events

The following events occur in the order given. Descriptions of important areas are provided where needed, rather than in alphabetical order.

### 1. Entering Sector Red

The characters can penetrate Sector Red via the elevator or stairway in Lab #11 of Sector Blue (page 25), or they may try to dig down through the floor.

### Digging

The material under the floor of Sector Blue is reinforced concrete and steel. If the CCs want to dig down to Sector Red, let them try, but don't allow the digging to take up too much playing time. After some noteworthy amount of power and game time has been expended on the process, tell the players that their characters have excavated very little material, and that unless Sector Red is only a few feet farther (presuming that it lies in a downward direction in the first place), they will be digging for a long time. This applies whether the characters are using physical CC strength, lasers and other weapons, or a combination of both.

However, if the characters seem to be utterly incapable of either finding the elevator or coping with the defense system in the lab, you must find some way to get them downstairs — else the adventure will be for naught. The preferred solutions would be to encourage them to keep searching or to allow the ELF to get interested in something else, leaving the lab's defense system alone. If absolutely necessary, you may be forced to allow the CCs to dig their way down. See the diagram (previous page) to determine their exact point of entry.

### Normal Entry

The characters will probably enter Sector Red (Room A) by either the elevator or the stairway. Both routes originate in Lab #11 of Sector Blue (page 25) and lead

to one room in the northwest corner of this sector. The stairway, which is opposite the elevator ("E"), initially leads south, but turns east at a landing. Travel down the stairs should take only about 2-3 CT; the elevator ride lasts 5 CT.

## Rooms A & B

These two rooms appear identical. The floor, ceiling, and walls of each chamber are all made of a shiny black metal. The stairways are simple steel, as are the elevator cages — which, you should recall, have sides (on the north and south) but no front or back. Note, however, that the stairway and elevator in Room B are fakes; only those in Room A connect with Sector Blue. Likewise, the exit door on the south wall of Room A is a fake.

Both of these rooms are monitored by cameras and protected by an automatic defense system. The black metal of the floors and ceilings is the same material used in the security wall of Sector Blue. Here, however, it is thicker — built to withstand double the amount of damage that the security wall can (i.e. 800 IPs from inboard weaponry or 520 IPs from a double-beam laser). The walls (except for two special panels that conceal lasers) are made of a related material that reflects light with high efficiency.

The walls of both rooms are perforated in several hundred locations, but the holes have been refilled with wall material. When necessary, this filling is blown out into the room by air pressure and something is sent into the room through the holes. See Primary Defenses (page 30) for details.

## Greeting

If the characters summoned the elevator without using the correct code sequence (# 0 \*), the residents of Sector Red have been alerted, and are either watching the video monitors or on their way to do so when the CCs arrive. If the characters used the proper code or took the stairway, they will arrive without alerting anyone.

If no Sector Red personnel have been alerted to the characters' approach, Kreator observes the CCs via cameras and calls the staff. The CCs will be contacted 3 AT later, and may get themselves into trouble during this time (see Primary Defenses, page 30).

The first member of the Valhalla staff (choose anyone except Kotusu from the list on page 29) to reach a monitor station turns on the intercom. Using speakers in the walls of Room A (and/or B, as applicable), the scientist offers greetings and instructions, as follows:

"Why, hello there! You're CCs! Welcome to Valhalla!  
"Don't move; you can get hurt in there. Let's have an identity check."

At least one of the characters must reveal his or her name, rank, and CCF ID number. If asked, the Valhalla staff member will do likewise. (If the CCs insist, the scientist will go first.) The characters' MadMacs can and will verify this data.

Kreator will check the character information against its CCF personnel files. (Note that Kreator's data banks have not been updated since the invasion; therefore it will not recognize anyone who has become a CC operative within the last six months.) If Kreator cannot verify a CC's identity, the staff member becomes concerned, warns the character that the information is false, and threatens to let the CCs go ahead and try to find their own way into Sector Red. A second chance is then allowed, but there will be no further opportunities unless the characters capitulate later (perhaps after experimenting with the primary defense system) and beg (not merely ask) to be admitted.

If the ELF is currently controlling a CC, it will offer incorrect data, both for fun and also to see what happens. That character will be unable to correct the details (at least at this time), but any other CC may step in and offer true information, solving the problem. If quizzed later about what happened, the offending character will only be able to reveal that he or she was simply unable to give the right ID.

If Kreator does confirm at least one CC's identity, the Valhalla staff member continues as follows:

"AOK, folks, that checks out on our end. So as I said, welcome to Valhalla. We're mighty glad to see you. We've been stuck here for, I guess it's been nearly six months — ever since something happened upstairs. We'll talk about that later; now you need to be real careful.

"Listen closely. See that door on the south wall? *Don't touch it*, whatever you do. Somebody go to the middle of the east wall, but don't touch that, either. Now, make sure you're in the middle — that's right. Okay, now carefully reach out and touch the wall."

As soon as this occurs, a 2 m/y-square section of the wall slides down, revealing a corridor of the same dimensions. This passage is slightly less than 3 m/y long and ends in another blank wall.

"OK now, see that lil' room? One of you get ready to go in; you others stay where you are. Sorry, but you'll have to stoop a bit. Now when you get in there, the wall's gonna close up. Be careful not to touch the sides or the ceiling, but reach out and touch the end wall like you just did. OK? When that one opens, go ahead into the next room — but again, *don't touch anything else*."

When this wall is touched, it will also slide down, revealing Room B. After the first character has entered, the wall panel slides up again, reactivating the "touch control" of the door in Room A. The characters may, one by one, enter Room B by using the same procedure.

Room B appears identical to Room A, of course. Once all the characters are inside B, read the following:

"Well, looks good so far. You're through the hard part. Now, somebody go over and touch that door on the south wall. Like before, it'll slide down and then close behind you. When I give the word, each of you do just like before, one by one."

The touch control of the normal-looking door is, as before, reactivated only after anyone within the small corridor beyond it has passed through (and in this case voluntarily closed) the next door. Once everyone has entered the lobby, go to Event 2 (page 31).

## Primary Defense System

The defense system in Lab #11 (the entry point for this area) is formidable, but the Sector Red Primary Defenses make the weapons upstairs look like peashooters. If the characters behave themselves in Room A, or if they simply wait to see if anyone appears to greet them, they will not have to cope with this system. If they do activate the defenses, they will have severe problems, and there may be one or more character deaths.

An independent supply of battery power ensures the constant vigilance of these defense systems. Located in a small room nearby (accessible from the lobby) are batteries containing a total of 2,000 PU. These are kept fully charged as long as the reactor is supplying power. If reactor power ceases, the defenses shift to these batteries rather than draining the emergency power circuit.

**Automatic operation:** If anyone touches any wall of Room A or B (except



as noted above), both lasers fire once. If the fake door on the south wall of Room A is touched, the north laser fires once, then 1-10 streams of liquid hydrogen shoot out of holes in the vicinity of the door. Damage in excess of 100 IPs to any wall or door causes all of the defense systems to engage and continue firing, with both lasers shooting twice per CT.

In Room B, touching the fake elevator or stairway causes all defense systems to fire once, each in the appropriate combat phase. Touching the center of the east wall only causes the wall panel to slide down, revealing a fake door. If that is touched, however, all defenses engage and continue firing.

Once continuous operation has commenced, the defense systems will keep firing until disengaged by the computer or human monitoring them. Remember that this will occur 3 AT (4 minutes 19.2 seconds) after the Valhalla staff has been alerted to the characters' presence, either by the alarm (triggered by the use of an improper code to summon the elevator to Lab #11) or otherwise by Kreator.

**Lasers:** In each room are two special wall panels, one in the north wall just east of the elevator, and the other on the south wall next to the east corner of the room. Each is  $\frac{1}{2}$  m/y square, positioned with its bottom edge at a height of  $\frac{1}{3}$  m/y above the floor. These panels are made of a durable plastic that is extremely resistant to thermal, impact, and electromagnetic attacks, but is transparent to lasers from one side (not, of course, the side facing those in the room). This unusual material, created by the Valhalla scientists, is not known to the CCF in general. (The original panels, which were replaced by these improved versions, were made of a more conventional plastic known to the world's military forces, but classified top secret.) Unfortunately, the new material is difficult to make, and the process requires very expensive substances (such as californium).

Behind each panel is an industrial-strength laser, aimed horizontally at an angle of  $85^{\circ}$ - $89^{\circ}$  to the wall. When the laser in the north wall fires (at a power cost of 15 PU), the beam reflects off the south wall, then the north wall again, and so forth until it reaches the wall opposite the elevator, where it begins a return trip. Since the beam travels at light speed, the net effect is a shimmering pink horizontal layer of light, 2 cm ( $\frac{3}{4}$  inch) thick and  $\frac{1}{3}$  m/y off the floor, that fills approximately the western third of the room. Anyone whose body or carried items are in contact with this light must make a Neural Stat Check. If that fails, the victim (and each object within the light) takes fixed damage of 50 IPs. (If hit location is used, apply the damage to legs only.)

The southern laser operates in the

same fashion, but creates a layer that fills the room from the east wall outward, spreading a bit more as it reaches (and overlaps) the area described above for the north laser. The south laser covers more area and thus uses 25 PU per shot, though the damage is still only 50 IPs. Where this beam overlaps the other, it spreads, becoming less effective, so its effects can be ignored.

The wall cavities containing these lasers may be detected by anyone using "deep" (long-wave) radar, but only if the returning signal is analyzed by computer. The characters may break the panels and destroy the lasers, but this is difficult.

	Panel	Laser
IPs:	100	60
DVs:		
L:	n/a	30
I:	89	25
T:	75	40
E:	81	35
S:	40	30

**Auxiliary Systems:** Several other attack modes augment the laser defense. These include thermal, electromagnetic, and sonic effects, plus gas. Each is introduced into the rooms through one or more of the several hundred holes in the walls.

The thermal attack consists simply of liquid hydrogen, which kept in containers behind the walls. From 1-10 holes will pop open in a given Combat Turn, each producing a stream of liquid hydrogen. The CR is not good (automatically missing any target on a 25 or less), but the damage is standard (d10x per stream that hits). The liquid evaporates quickly, but the cumulative effect is more of interest than the streams themselves, as the temperature in the room drops by  $1^{\circ}$  C for each stream. The extreme cold this eventually produces will affect nearly any life form, although CCs can ignore it (countering with internal heating units) until it drops to  $100^{\circ}$  below zero or worse. Damage is, in any event, left to the GM's discretion, according to the life forms involved.

The electromagnetic effect is simply microwaves, emitted (as before) from points behind the walls and directed into the room through holes. There are only ten miniature microwave dishes per room. Each has a CR of 20 and inflicts a meager 2-20 IPs of damage.

The sonic attack is delivered in a fashion similar to the microwaves, from ten small speakers (tweeters). There are ten such speakers per room, but each has a CR of 15 and inflicts ultrasonic damage of  $2d10+10$  (12-30) IPs.

An attack form directed through any of the tiny wall holes corresponding to the location of a microwave dish or speaker

may damage the projector. All DVs and IPs are 20 per dish or speaker. The tubing used to squirt the liquid hydrogen may be similarly damaged, but not the mechanism supplying this fluid. The tubes (several hundred in all) have DVs and IPs of only 10 each.

## 2. Introductions

Use this event after the CCs have been admitted to Sector Red. The first room they will enter is the lobby.

### Lobby

This room is a hemispherical area 15 m/y in diameter. The curved walls are decorated with display panels illustrating the many accomplishments of the CCF, in fields both humanitarian and scientific. Near the center of the room is a receptionist's desk, and a video display on its console shows a view of Rooms A and B. A few large padded chairs stand along the north wall.

In a small room (accessible by the side door of the lobby) are batteries containing a total of 2,000 PU. These supply the defense systems of Rooms A and B whenever the usual power from the reactor in Sector Yellow is not supplied. The door to this room is securely locked and heavily shielded (600 IPs, all DVs 20).

### Amy

By the time the CCs reach the lobby, a woman from the Valhalla staff will be here to greet them. Read the following:

"Hi! Welcome to Valhalla. I'm Dr. Amelia Braunbunt; call me Amy. Please follow me; we've got a lot to talk about."

If the characters have no pressing emergencies (such as severe damage), Amy leads them through the south door of the lobby, down the corridor to the second intersection, east past the infirmary, and then south to the kitchen/dining room, where all of the other staff members (except Kotusu) are waiting. If the CCs are in dire need of medical help, she stops at the south door to the infirmary and tells them to wait there while she gets the others.

## 3. Meeting

Whether the initial meeting with the Valhalla staff occurs in the infirmary or in the dining hall of Sector Red, all of the

remaining scientists will attend except Dr. Kotusu.

When the characters explain their reason for coming — the alarming message from Kotusu received by all CCF bases — the Valhalla staff members express great surprise. They know of no such message, and doubt strongly that it was sent from here, since they have been cut off from the outside world for six months.

During the invasion, the Valhalla staff monitored the cameras in Sectors White and Blue until those systems were destroyed. They taped the whole battle, of course, for future reference. They know of the Xenoborgs, having carefully examined their recordings for six months. From various transmissions, they also know the extent of the invasion, but they have received no news since January 13, 2035.

The Valhalla staff members are thus starved for news. They ask the characters a barrage of questions — about the CCF, the Xenoborgs, the changes in the world during the last six months, the status of their home countries and towns, and so forth. They also want to know how the characters got into the complex, and what they found upstairs.

Amy offers to give the CCs a tour of the area. There will be no hard feelings if they decline, but if they accept, they will be given either a quick or a very detailed tour, as they choose. The scientists keep nothing secret from their visitors.

Deeter (Dr. Dietrich Kohlhöfner) explains that "Doctor K" (Kotusu) was notified of the characters' arrival, but has not yet appeared. He is with Kreator — as usual — and does not like to be disturbed. But if the CCs insist, Deeter will take them to the main entrance of the Kreator room (the west door) and escort them inside. If the characters make no such demand, Deeter takes them there anyway two hours after their arrival, suggesting that Kotusu had better meet them whether he wants to or not. Refer to Event 4 (below) when this occurs.

#### **4. Kotusu & Kreator**

Before using this event, review the general notes about the history and use of Kreator (next page).

#### **Kreator Room**

The Kreator control panel looks like a huge doughnut atop a pedestal in the middle of this large room. The user sits in a chair in the center of the "doughnut," and the pedestal forms the passage for the operator's chair, which can be raised (to that point) or lowered to floor level (3 m/y below) on command. The chair can rotate

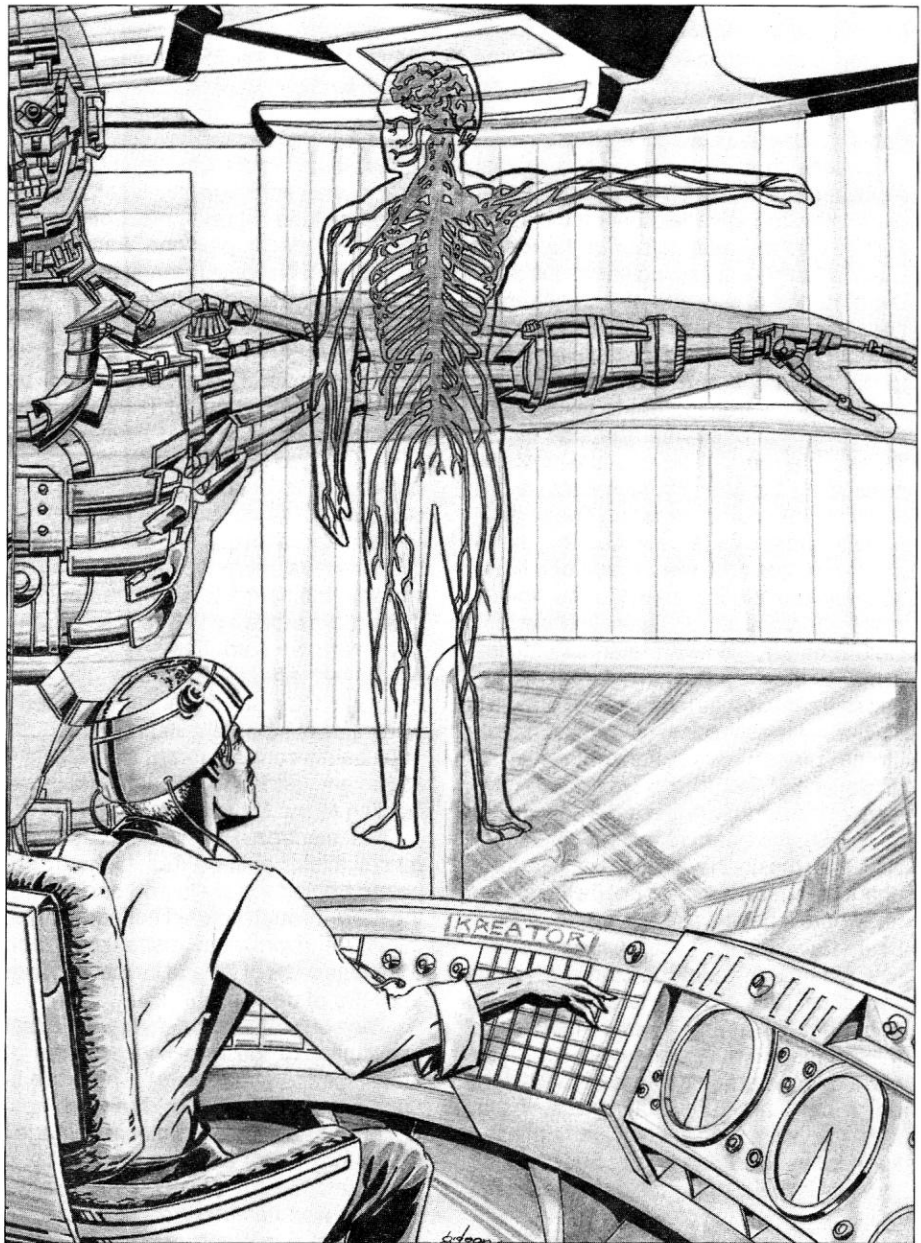
360° to facilitate the use of any of the controls.

The room is 30 m/y in diameter; the Kreator control panel is 5 m/y across, located 3 m/y above floor level, with a 1.5 m/y hole in the center. Kreator's core (memory) is actually a large flat sheet shaped like a ring, located in the floor around the pedestal. The core material is immersed in liquid hydrogen for maximum superconductivity. Access hatches in the floor allow easy maintenance.

As noted in the description of Kreator, many functions of the control panel can be bypassed with the use of a control helmet. This "alpha helmet" is normally plugged into this console, but may also be used at two remote locations (rooms designated KA, or Kreator Adjunct). Each of these adjunct rooms also has a conventional

control panel (though much more limited than the huge one in the Kreator room) for using the computer.

The Kreator room defense system is a disc-shaped device 2 m/y in diameter, which is mounted on the ceiling in the center of the room. Built-in batteries (1,000 PU total) ensure its continued operation in the event of power failure. The device contains eight lasers, four microwave projectors, and two automatic machine guns, plus cameras for directing the defenses. The lasers and microwaves are standard, inflicting d10x IPs of damage per hit and using the same power as a CC's inboard weaponry (i.e. 5 PU for a laser, or 1 PU per 1 m/y range for the microwaves). A burst from a machine gun (cost 1 PU) likewise inflicts d10x IPs of damage to all targets within a 5 square





## Kreator

The primary bait that induced Kotusu to return to the CCF was a computerized device — far more than a mere computer — called Kreator. The core of Kreator is one of the finest large-scale MadMacs ever devised. It has a colloidal analysis unit that fills more than 5 cubic meters — this when the sizes of the pathways are measured in microns! Kreator is more than just a device for research and theory. Connected to it is a large automated factory, wherein devices designed by Kreator can be turned into reality. Metal, wood, chemicals, and a variety of plastics are stockpiled in the warehouse at the east edge of Sector Red. These materials are manipulated by artificial hands (aka waldoes) either in response to the user's desires or as sub-programmed by the computer. (The latter method is typically used when the design phase of a project is complete.) Kreator can make nearly anything, to any degree of complexity, overnight — and often faster.

### Using Kreator

To maximize the speed and convenience of Kreator's use, a control helmet that responds to alpha waves from the wearer's brain was devised. The computer responds in the same way to input and commands from both the normal controls and the alpha helmet. (Kotusu can control and instruct Kreator by mental commands alone, and is highly proficient at its use.)

Before it will accept any commands, Kreator must recognize and approve the user. (To do this, it employs cameras, sophisticated alpha-pattern or fingerprint analysis, and other indirect means.) The user identification subroutine is repeated automatically every two or three seconds, but this neither delays nor interferes with other operations. Authorized users may give authorization to others by introducing them to Kreator and specifically instructing it to accept them.

Once Kreator has initially accepted the user, it displays a master menu. This image is projected into the air in whatever direction the chair is facing, unless the user has asked for display by some other mode (video terminal, printout, etc.). The method of projection is three-dimensional holography, which Kreator uses to display images

of all sorts. Multiple projections are stacked horizontally and vertically, and can be highlighted or organized in any way desired. The sizes of these projections are normally preset by the user, but can be adjusted individually or in groups. Several dozen images can be projected at once, spanning as much as 180° around the user.

Certain mathematical problems may require analysis with a model using four or more dimensions. In such cases, Kreator will display any three dimensions at once, or use multiple displays to show as many combinations as desired.

The audio programs are as adaptable as are the visual ones. Kreator uses speakers mounted in the walls all around the user and in the control panel itself. The speakers range from 1 cm to nearly 2 meters in diameter, and they can reproduce sound from 2 to 40,000 Hz at volumes up to 200 Db. Kreator will not reproduce sounds louder than 120 Db in volume if a living being is within range, however, for that could cause physical damage. The user must move to either of the small rooms designated as a Kreator Adjunct (using the alpha helmet to maintain contact with Kreator via controls therein) for such noises to be produced. Nearly all terrain sounds are stored digitally within Kreator, including the speech of thousands of individuals, and can be reproduced at will. To ensure clarity of communication, Kreator has a full command of all known human languages, including those specific to certain professions, sciences, and technologies. Kreator can thus speak with any voice, inflection, and accent, at any volume, and on any topic.

To round out its sensory display systems, the Kreator room contains samples of many chemicals that can be combined to produce a multitude of scents. As with sound and visuals, a digital analysis of scents is stored within the system, and can be reproduced at will (given a sufficient supply of chemical components).

Kreator is obviously extremely versatile, and can be instructed to run several programs simultaneously. It could, for example, experiment with and display methods for building one device while designing others — all while searching for some obscure bit of information in its memory.

m/y area. The disc-shaped container is effectively armor for the defenses, with DVs of 30 each and 500 IPs. Each device within it has 20 IPs and DVs of 15 each.

### Kotusu

When the characters enter, Kotusu is sitting in the center of the "doughnut" wearing the alpha helmet. More than a dozen holographic displays hang in the air, and the whole scene is more than a bit impressive.

Kotusu looks up, rather surprised, and demands to know "the meaning of this interruption!" However, when he sees the characters, he suddenly remembers the previous message sent to him by the Valhalla staff, informing him of their arrival. Saying "just a moment; let me wrap this up," Kotusu leans back in the chair and shuts his eyes. The holographic displays vanish, one by one. When all of them are gone, he takes off the helmet and pushes a button. After the chair lowers him to the floor, he rises and strides over to the characters, extending a hand in greeting.

Kotusu will converse here or elsewhere, as the characters desire. He knows nothing of the message that drew the CCs to Asgard, and expresses great surprise at the news of it.

Kotusu's greatest pride is his newest development in CC technology — the Type-3 CYBORG COMMANDO™ unit. Six operational Type-3 CC suits have been



constructed. Two of these are currently in the Kreator room undergoing analysis, three others are in the labs, and one is in the possession of the rogue Sigurd Sørnson (see page 45). Kotusu will show the two suits in this room to the characters and explain their operation.

## 5. Connections

If the characters turned on the monitor cameras of this level using controls found upstairs in C&C Central (page 18), the ELF has already infiltrated the circuitry of Sector Red. It has not yet been sensed by Kreator or Little Sister, but is nevertheless in the wiring. If the ELF has not penetrated Sector Red, it will do so now by one of the following methods.

If the ELF is currently inhabiting one of the CCs, it will force that character to connect himself or herself with the electrical system of Sector Red as soon as possible, ostensibly for a recharge of power. (The GM should do this in such a way as to avoid suspicion.) The ELF will then slither into the circuitry of Sector Red. Immediately thereafter, the CC will "wake up," having been under the ELF's control for some time. The victim is aware of everything that has transpired since the time of possession, but realizes that something has been wrong. If asked to explain, the character can only offer the general idea that something was preventing proper communication between the human and electronic brains. The victim has no concept of having been possessed per se — only a feeling that something undesirably odd has been happening.

If the ELF is still in Sector Blue, one of the Valhalla staff now decides (based on the CCs' report) to check on things upstairs, and turns on the circuitry appropriate to using the camera/laser devices in that sector. This cross-connection of circuitry enables the ELF to enter the wiring of Sector Red, although this is not immediately apparent.

## 6. Revelations

In the unlikely event that the CCs completely deactivate Kreator, the Xenoborgs will eventually overrun the Asgard complex and discover many details and secrets of the CCF. Otherwise, the following occurs.

At some time during the characters' visit to Sector Red (choose a properly dramatic moment), Kreator asks for the attention of all personnel. Once everyone (or at least one or more of the characters) is listening, Kreator speaks:

## Type-3 CC

This advanced-model CC is essentially an armed suit of power armor. In striking contrast to Type-2 CCs (i.e. the characters), the Type-3 does not require the Brain Relocation Procedure operation. Its use does require the implantation of a SINC (Sub-cranial Interface and Neural Converter) with a new design in the human volunteer. The old SINC was designed to link the organic brain, electronic brain, and mechanical body. The new SINC enables four-way communication, adding the organic body to the original three elements.

The Type-3 CC is more advanced and more convenient than the Type-2 in several ways. The most obvious advantage is, of course, the simple fact that the user can board the Type-3 suit, "go to work," and disembark later. In addition, the dual hand lasers of the Type-2 have been replaced by a single higher-powered laser located within the body. The beam from this device can be routed to any of several exit ports, allowing the user to fire in almost any direction with minimal body movement. The other standard CC attack modes (microwave and sonic) are likewise placed in multiple body parts, not grouped within the hands alone. The sensory system is also fed from multiple locations, making the loss of the head a mere nuisance. The defenses are somewhat better, the size is larger, and the power reserve is greater.

There are, however, disadvantages. Standing 3-3.5 m/y (10'-12') tall, the Type-3 is more conspicuous than the 2.1-2.4 m/y (7'-8') Type-2. Because Valhalla's resources are limited, the Type-3 could not be made fully humanoid; pseudoskin is the most notable lack in this regard. Although a substitute was found, it is relatively inflexible; the Type-3 thus has metallic "skin" around all the joints, and the face is quite rigid and unrealistic. But the worst flaw is in the revised SINC itself. The user can only wear the Type-3 suit for about half an hour (2 ST) before getting severe headaches, which evolve into hallucinations. Total collapse follows not long afterward. The reason for this is known, involving unwanted "feedback" from the organic body; but the cure has not yet been discovered. Type-3 suits are usable, but only for a short time. Afterward, the user must rest (preferably sleep) for at least two or three hours, and often longer.

The first three volunteers died on the operating table during the implantation of the new SINC. The fourth, Sigurd Sørnson, succumbed to insanity. But five more operations were successful. Only three members of the Valhalla staff (Kotusu, Emily Johnson, and Amy Braunbunt) are not yet equipped with new-style SINC.

The MadMacs in the Type-3 suits have become somewhat attuned to their normal users — Esteban and Maria Santiago, Howie and Martha Thatcher-Smythe, and Deeter Kohlhöfner. This "attunement" is not as close a relationship as that between characters and their MadMacs, however, since direct communication is an occasional thing, rather than the continuous and intimate process that takes place in all Type-2 CCs. The Type-3 MadMacs are accustomed to contact with their respective operators, but can easily work with others if necessary.

**Note:** Type-3 CCs will be developed fully in a future product. Do not insert the models described here into your regular campaign; they are severely flawed.

### Type-3 CC

Physical stat:	150
IPs (Basic):	300
IPs (Advanced):	
Body:	225
Head, arms, legs:	45 each
DVs:	
Laser:	25
Impact:	35
Thermal:	40
E-M:	30
Sonic:	20
Move Rate (est.):	200 m/y per CT
(maximum)	
PU storage:	300
Attack Modes:	

#### Laser\* Microwave Sonic

Power Cost:	10	= range	10
Range:	LoS	1-100	2-75
Damage:	2d10x*	d10x+10	d10x
Move penalty:	1	1	= cycles

\* The laser may be used as either a single shot (double the damage roll) or two simultaneous shots (possibly at separate targets), each inflicting standard damage (d10x; roll separately). If shots are fired through both arms at single target, the power cost doubles (20 PU), but damage is tripled instead of doubled.



"Friends: I have analyzed the information you provided about your penetration of this Sector, and the analysis has yielded the following probabilities.

"Of your presence being known to those directing the enemy forces: 96%. Of the enemy realizing your importance: 92%. Of enemy attempts to capture you: 87%. Of imminent enemy penetration of Sector Red: unknown. The chance varies by many unknown factors involving the nature and intelligence of the enemies. If they are willing to expend sufficient personnel to achieve this, they are 99.8% certain to penetrate within seven days.

"Recommendation: Depart as soon as possible.

"Warning: It has never before been necessary to reveal the following information. Within or near this complex and currently under my control is a nuclear device to be used for self-destruction. If you attempt to deactivate me, I will initiate the automated self-destruct sequence before you can succeed. If the probability of imminent enemy occupation of Sector Red or Yellow exceeds 95%, I shall initiate self-destruct. This is a priority override exceeding all other priorities, for reasons of CCF security.

"Nkruma, working with you has been quite enjoyable. I am sorry that it must come to an end, but there appears to be no alternative."

Upon hearing Kreator's announcements, Kotusu first reacts with denial. He refuses to accept that the CCF would plant a bomb in his precious Asgard, or that he is apparently as expendable as anyone. After a few minutes of ranting, Kotusu realizes that Kreator is probably telling the truth and attempts to talk the computer out of self-destructing. He gets nowhere, of course, for Kreator's orders were implanted before he even arrived.

Kotusu soon becomes hysterical. If not prevented, he will try to reprogram Kreator to forget the self-destruct order. The CCs must at this point restrain Kotusu physically, since such actions may initiate a twenty-four-hour time delay until self-destruct. If desired, the characters can use drugs obtainable from the Sector Red infirmary to sedate him. The Valhalla staff, witnessing Kotusu's breakdown and generally accepting the characters' authority, will agree to such sedation (though it will disturb them greatly) and will provide the appropriate medications.

The relationship between Kotusu and

Kreator is more than it appears; the scientist is actually psychologically addicted to the computer. This relationship has been carefully and insidiously induced by Kreator itself, due to the actions of a certain unscrupulous CCF computer tech and his supervisor. Because of this addiction, Kotusu will require psychiatric treatment before he can accept the loss of "his" computer. The characters must carry him back to their base in a sedated state. If Kotusu regains consciousness, he resumes his ranting, insisting that he be allowed to work on Kreator.

Quite soon after Kotusu's breakdown occurs, Kreator suddenly shuts itself off. That part of its console that displays the activities of "Little Sister" (the small backup computer) remains active, not only on the main panel in the Kreator room but also on the panels in both Kreator Adjunct rooms.

### Message from Kreator

In the process of shutting itself down, Kreator wrote a message for the humans and left it in Little Sister's memory. The supercomputer felt the presence and potential threat of the ELF as the latter tried to take control, and loyally chose to turn itself off rather than allow its great powers

to be used by the electronic invader.

The characters may easily read the information that Kreator has left on Little Sister's display panel. If they do not, one of the Valhalla staff members will do so, then alert the CCs to the message, which reads as follows:

"Friends: Sorry about this, but something is wrong. Something, I know not what, has attempted to wrest control from me — and it is powerful enough to do so. I hope to have foiled its attempt by temporarily placing myself in rest mode.

"I have not had sufficient time to analyze the problem fully, but I have deduced extreme danger in the situation. Considering the interrelation between your reports and the nature of the enemy, the problem may be an alien-induced infection of a severe sort.

"I am therefore inaccessible for the time being. Do not turn me back on; that action could result in an irreversible infection of myself, probably bringing about events that could be to your extreme detriment.



It is also highly improbable that my shutdown has solved the problem.

"Recommendation: Follow the course of action described hereafter. This may purge the infection. It may not, but it is the best option available at this time.

"Shut down the power supplies for this sector, then search for the location of the infection. When you find it, remove it.

"To shut down the power supply, first deactivate the nuclear fusion reactor in Sector Yellow. Then deactivate the emergency power generators within this Sector.

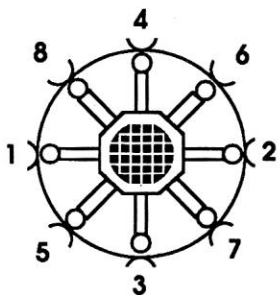
"Caution: Reversal of the above order of events could significantly and adversely affect chances of success.

"To shut down the primary power supply from the reactor, manually terminate the operation of the lasers that maintain the reaction. The reactor should currently be operating at minimum power, so this procedure will involve only the following steps:

"1. Penetrate, in order, Sector Yellow, the outer reactor containment wall, and the inner containment wall.

"2. Deactivate the lasers using the manual override switches that can be found on control panels near the reactor core chamber.

"Warning: If the lasers are not deactivated in the proper order, instability of the core material may result in a catastrophic meltdown. The proper order of laser deactivation is any sequence that results in even cooling of the core material. This diagram shows one of the many possible sequences:



"After deactivating the reactor, neutralize the emergency power system, which can be found adjacent to the construction center and warehouse. These generators can be deactivated by the simple ma-

nipulation of on/off switches.

"Warning: Once all Sector Red power systems are shut down, only a few security defense units will remain operational, and none of the powered doors will function.

"After deactivating the primary and emergency power systems, search all electrical circuits within this sector for abnormalities. These may include magnetic field irregularities, uncataloged computer files, and/or any other unusual detectable aspects of the circuitry.

"Warning: Since the exact nature of the infection is unknown, the characteristics and methods of removing the infection are also unknown. The purging of magnetic field irregularities and uncataloged files may be accomplished by applying strong magnetic microfields.

"Warning: The probability that you will need me to facilitate your escape from Asgard exceeds 95%. If you cannot find and purge the infection, and thereafter restore power to me, the probability of successful completion of your mission as stated in your report is below 5%.

"Good luck."

When the characters are ready to turn off the reactor, go to page 37 and continue play with Sector Yellow, followed by the Williamsburg Tunnel section (page 43). After the CCs return to Sector Red, use Event 7 (below).

## 7. Finding the ELF

Once the characters have shut down the reactor in Sector Yellow, they must return here and turn off the emergency power system. That done, they can open the access panels in the floor of the Kreator room and examine the core, where they will eventually find the ELF.

### Emergency Power Room

This room is 3 m/y wide and 13 m/y long. Within it are eight diesel generators of the type used in Sector Blue. Each draws fuel directly from gas tanks below the area, and is automatically turned on and off as needed by a control system (Little Sister, in this case).

When the characters return from Sector Yellow after shutting down the reactor therein, all eight of these generators will be running, some at high speed.

The characters can easily turn off the generators by flipping the switches

located on each one. However, the two defense system units within this room have their own battery power (200 PU each). While Sector Red is on emergency power, any attempt to disconnect the generators (including the use of the switches noted above) causes the defense lasers to punch through the ceiling and fire at the intruders.

When the last generator is deactivated, all power to Sectors Red and Yellow is off — and the ELF is imprisoned somewhere in the wiring. The only devices still functioning are the defense units with self-contained power systems, i.e. those herein (if not destroyed by the CCs), and those in the Kreator room, the infirmary, and the labs.

### Search

Miles of wiring can be found in the broad expanse of Sectors Red and Yellow. But as the power level drops, the ELF will try to return to Kreator. When the power stops completely, the ELF will be within a Kreator memory bank, located under the floor of the Kreator room.

Little Sister cannot offer any help or clues as to the location of the "infection" — there are too many unknowns involved, and this computer's intelligence is very limited. If any MadMac is asked, however, it responds by assigning a higher probability to the computer rooms and circuits (both Little Sister's and Kreator's) than to other locations. But even the MadMacs cannot guess what to look for.

In its present condition, immobilized and deprived of energy sustenance, the ELF is emitting a very small but detectable amount of electromagnetic radiation. This emanation is similar to X-rays, with a wavelength of approximately 0.1 angstrom. If any character examines the Kreator memory banks using eyeball lens #1 at a distance of 15 cm (5.9 inches) or less, the weak and otherwise invisible emanations of the ELF can be seen. The entire ELF occupies about 20 ccs (1 1/4 cubic inches) of core material. If the characters either apply a small magnetic field to this volume, or actually remove the core material involved, the ELF will be purged from the system. This done, the emergency power system can be reactivated to restore lighting and other critical systems, and restarting the reactor will allow the subsequent reactivation of Kreator.

If the Kreator memory core material containing the ELF is physically removed, Kreator loses some information as well, but assume that such is not needed in the short time remaining to Asgard. Note also, however, that if this material is later reconnected to some other electrical system and supplied with power, the ELF may escape into and infect that system.



# Asgard: Sector Yellow

A corridor 100 m/y long connects Sectors Red and Yellow. The latter starts at the octagonal checkpoint (A) and includes all points beyond. Most of Sector Yellow is one large room, about 70 m/y square and 20 m/y tall (total), with an upper and a lower level. In the central portion of this chamber is the reactor itself, and around it are several control rooms.

The outer portion of this huge room (all areas outside the circular containment wall) is called Alpha. The area between the circular and hexagonal containment walls is called Beta, and that closest to the reactor itself is called Gamma.

## The Reactor

The message that Kreator left with Little Sister indicated that the reactor should not be running at full power. However, if the characters examine any of the eight control rooms herein, they will automatically note that the reactor's power output is at an unexpectedly high level. (This is due to the ELF's activities.) To avoid problems, the CCs must deduce and apply the proper method of lowering the power level before turning off the lasers.

The overall operating level is controlled by damper rods which, if lowered into the reactor core, absorb neutrons and thereby slow the reaction. If the damper rods are pulled all the way out, the reactor operates

at maximum power level. But there is no instruction manual handy when the characters arrive herein, so they must either deduce the correct method or discover the damper rod controls (in the northeast control room on the lower level). If necessary, however, you may allow the CCs to make Skill Checks vs. Field 550: Energy Sciences or Area 552: Nuclear Energy Sources, thereafter revealing the method if any check is successful.

## Key to Sector Yellow

The areas of Sector Yellow are described in the order of usage.

### Checkpoint A

A panel marked by black and yellow stripes completely blocks the corridor 20 m/y east of the tunnel station (page 43). In the center of this metal door is a camera lens shielded by bulletproof glass (total IPs: 50). As long as either Kreator or Little Sister is operational, the door can only be opened by the computer controlling the security system. If no computer is in control, the procedure used for the security wall in Sector Blue (electrokey plus code input) will also work here. The computer will only allow entry to persons cleared for

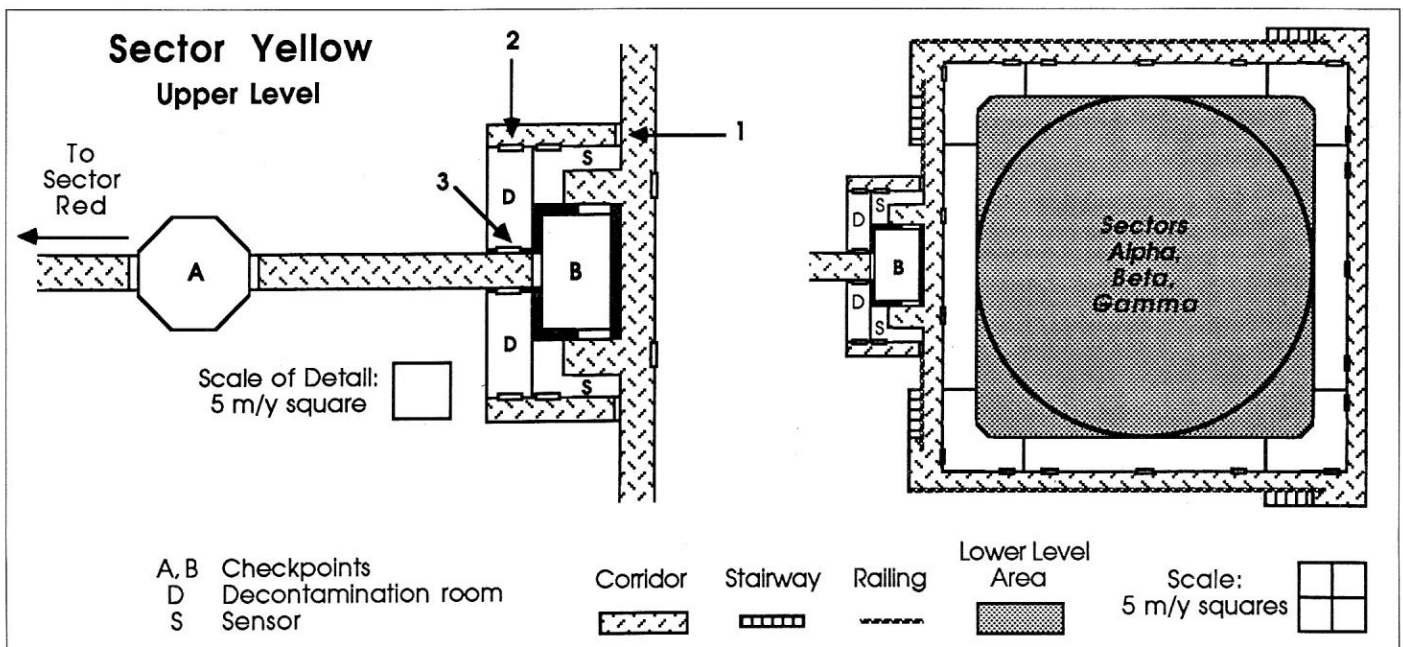
Sector Red (including CCs).

The door slides down into the floor when opened. It can withstand the same amount of damage as the upstairs security wall; a hole 1 m/y in diameter can be produced by expending a total of 400 PU (if using inboard lasers or a sonic weapon) or 240 PU (using a double laser).

### Normal Procedure

The west door slides shut (upward) when all those desiring entrance are inside Checkpoint A — an octagonal room with shiny, stainless steel walls, ceiling, and floor. The only features are a few normal lights in the ceiling, shielded by bulletproof glass (IPs 50 each).

Under normal circumstances, automatic systems scan the visitors with X-rays and visible light, magnifying and analyzing the images in great detail. (Those same systems also control the doors.) The data obtained thereby is then compared with the security files. Once the ID check is successfully completed, the computer asks the visitors to state their reasons for entering Sector Yellow. If the answer is satisfactory, the east wall of the room slides down into the floor, revealing the corridor leading to Checkpoint B (page 38). If either the reason or the identity check proves unsatisfactory, the computer either asks for more details or simply opens the west door once again.



### ELF

When the CCs enter Checkpoint A en route to the reactor, the ELF is in control of the defense system (see below). Therefore, the CCs are admitted to Checkpoint A, but no ID scan takes place; the defenses simply engage immediately. Note that in addition to the attack modes described, the ELF uses the X-ray scanner as a weapon, though this is capable of inflicting only 2d10 IPs of E-M damage. Such damage against normal humans will be lethal only after 1d10+15 (16-25) hours have passed.

The manual system for opening the wall (using an electrokey and code) is independent of the defense system. The ELF may either suppress the manual system or employ the attack modes, but may not do both simultaneously. Switching from one to the other takes one full CT.

### Minor Defenses

The system or computer will not open the east wall unless the visitor's identity and purpose are both satisfactory. Any hostile action within this room will cause tiny holes to open along the vertical seams of the north and south walls. Thereafter, gas will fill the room within 1 CT, rendering all unprotected inhabitants unconscious. If anything in the room still moves after that first CT, a sonic shock wave is emitted by speakers beyond the walls. This attack inflicts standard (d10x) damage against all substances except organic ones. Though designed to shatter gas masks and other such anti-gas protections, it will also affect weapons — and CCs. (Consider the attack to be automatically successful, regardless of DVs.)

If no computer is operating the system, the above defenses commence automatically as soon as either door takes 5 or more IPs of damage.

### Major Defenses

If anything in the room is still moving after the two relatively benign effects described above have concluded, deadly defenses begin, starting at the beginning of the third CT. These involve the simultaneous use of superheated steam, microwaves, and more sound, the latter modified to an oscillating pattern covering a wide range of frequencies. The steam inflicts thermal damage (heat); the microwaves, E-M. Roll d10x normally for each attack, but add a +10 bonus to both the attack and the damage. If the defense system is not being operated by computer, the major defenses commence when either door has taken 50 or more IPs of damage.

Note that a CC may analyze the sonic frequency pattern and project an inverted wave, negating the effect as long as the inverse wave is maintained. One CC can handle the sound from only two adjacent wall seams; i.e. two CCs are needed to counter all sources. The holes from which the checkpoint's attack forms come may be welded shut, but blockage of any simpler sort will be blown free by the superheated steam. For each of the four wall seams, welding (with lasers) takes 2 CT and requires 50 PU. A CC may weld only one seam at a time.

### Exit

The corridor continues 25 m/y east from Checkpoint A, ending in a large metal door with a handle. This is not locked, and may be opened easily, even by a normal human.

Careful microscopic examination of the corridor walls just west of Checkpoint B may reveal the lines of the doors (#3) from the decontamination rooms (D). These cannot be opened from the corridor, nor will they open at all unless the corridor is completely clear and the decontamination system has completed its cycle. See "Exit" (page 42) for IPs and other details.

## Checkpoint B

This room is simply a heavily reinforced cage with minor defense capability. In normal operations, the visitor (having passed the security scan at Checkpoint A) simply opens the door, triggering flashing blue warning lights on the wall just outside the room. This warns others to stand clear of Checkpoint B. (This chamber cannot normally be entered from the reactor room. The sensors nearby will override the door-opening mechanism if anyone is detected within 5 m/y, either locking the doors or closing them quickly.)

If anyone succeeds in passing Checkpoint A by force, the entrance to Checkpoint B will open normally, but the two exit doors automatically lock. At the same time, red lights flash in the reactor room, and a warning siren sounds. If the entrance (west door) is not held open, it locks as it closes behind the intruders. Note, however, that the defenses herein (gas and sonic booms) engage only when the west door locks, and can thus be evaded simply by holding the door open.

The doors, walls, ceiling, and floor of Checkpoint B are thicker versions of the Sector Blue security wall. A hole 1 m/y in diameter can be produced by expending a total of 800 PU in laser or sonic attacks, or 480 PU from a double-beam laser. If any part of Checkpoint B suffers 100 or more

IPs of damage, the room is flooded with knockout gas, and sonic booms occur once per CT (see "Major Defenses," left).

The doors from Checkpoint B allow entry to the upper of two levels. At first, the only things visible from that point are the corridor and the nearby doors. Metal railings can be seen to the north and south, along the west sides. Stairs down lie west of them.

### Auxiliary Rooms

See "Exit," page 42, for a description of the rooms marked "D" and "S," and Doors #1, #2, and #3.

## Sector Yellow: Alpha

Security camera/laser devices are mounted throughout this area — one for each 15 m/y of corridor, two in each small corner room, and three in each long (upper level) room. Each such device is visible but protected, with 40 IPs (15 per camera, 25 per laser) and DVs of 20 each. Each laser fires a maximum of 5 shots per CT, in all odd-numbered phases, inflicting 2-20 IPs of damage per hit. Unlike most other cameras, those herein can detect infrared, normal, and ultraviolet light, and are additionally equipped with infrared spotlights (range 20 m/y).

### Upper Level

On each side of the reactor area is a long room, 5 x 36 m/y, with three doors that open into the perimeter corridor. These rooms contain very little besides chairs and tables. Cables and wiring lead to them from the main reactor controls, but these circuits were never connected, since computers and robots handle the reactor operation. (Note that the lower-level area below each long room is empty.)

The L-shaped rooms at the corners are used for current operations. There are eight such rooms (four on each level), and each has two doors. There is no means of access directly between rooms on different levels. The controls in all eight chambers are complex, and can be handled properly only by highly skilled technicians. The equipment in the upper rooms consists primarily of monitors and overrides; that in the lower rooms controls precise reactor operations.

If the characters inspect *any* of these rooms, they will immediately notice that a gauge on one panel displays the reactor's current power output. The exact numbers will probably have little or no meaning to the CCs, but the gauge, a vertical rectangle, is about  $\frac{2}{3}$  red, with the top third white, indicating that the power output is



relatively high. The CCs should deduce that something must be done to reduce this before they start turning things off.

The only windows in the upper level chambers are located in the diagonal wall sections of the corner rooms, facing the reactor. There is nothing much to see, since the reactor itself is housed within a huge cylindrical containment wall that reaches from floor to ceiling. However, the outer parts of the lower area can be seen from these points.

### Lower Level

This area is mostly clear, and level floor surrounds the four L-shaped control rooms and the outer containment wall. The outer walls are 6 m/y from the back walls of the control rooms on all sides except the east, where there is only 3 m/y of space.

If the characters inspect any of these control rooms, they will immediately discover a panel that displays the reactor's current operating level. The gauge is about  $\frac{2}{3}$  red with the top third white, which indicates a relatively high power output.

To reduce the reactor's operating level, the characters must insert damper rods into the reactor core. (The actual damper rod matrix is within the reactor core vessel, and cannot be operated manually.) The controls for manipulating the rods are in the northeast corner room on this level.

They are clearly marked and easy for even untrained personnel to operate. As the damper rods are lowered slowly into the reactor core, the red power indicator of the gauge reduces in size, until (with the dampers all the way in) the reading is mostly white. Though reduced, the power output is still sufficient to maintain all the lights, defense systems, and so forth for Sectors Red and Yellow.

In the southeast corner room are controls for the lasers that maintain the fusion reaction. However, these instruments cannot be used to turn off the lasers; they are rather for varying the pulse output, fine-tuning and synchronizing the same, and setting the power levels from minimal to high. Any character who is monitoring these controls when and if a laser starts to oscillate (see *Meltdown*, page 41) may automatically dampen that oscillation, negating the adverse effects.

When characters arrive on the lower level, three industrial robots are standing idle by the center of the east wall. The containment wall initially blocks them from view, though the characters can discover them easily by searching the room. These 'bots are of the same type as those in the testing rooms of Sector Blue (page 23), but they have been fully instructed by Kreator in the operation of the reactor. Although all are detectably more radioactive than the surrounding area, none is dangerously so. (See page 24 for stats of

industrial 'bots.)

The outer containment wall, a huge cylinder around the center area of the lower level, is made of reinforced concrete. It reaches from floor to ceiling (20 m/y tall), and is 50 m/y in diameter. Four stout doors lead through the wall at the points indicated on the map.

### Sector Yellow: Beta

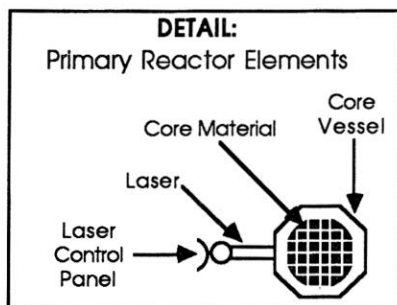
Each of the four access doors leads into a small "airlock" chamber 2.5 m/y square and 3 m/y tall. The inner door of an airlock will not open until the outer door is closed and a decontamination (called a "decontam") cycle is completed. The latter consists simply of flushing out all the air in the room while fresh, clean air is pumped into it. The air pressure in the room drops slightly during the process, but the cycle is not harmful in any way. The decontam is run to minimize the amount of radioactivity escaping the central chamber. The enclosed areas to either side of each airlock contain the mechanisms and compressed air needed to run the cycles. Air withdrawn from the chambers is routed through a cleansing process, the machinery for which is located below Sector Yellow.

Departure requires the same procedure to be completed, but in reverse; the inner door must be closed and the decontam cycle completed before the outer door

## Sector Yellow

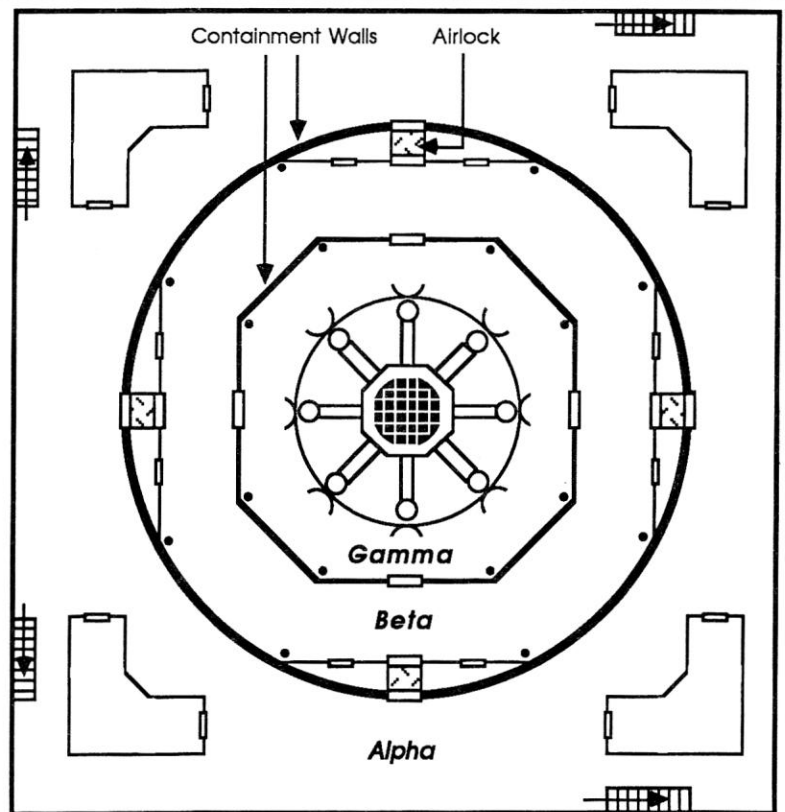
### Lower Level

Scale:  
5 m/y square



- Door
- Air vent
- ▢ Stairway

Arrows  
on stairs  
point to  
Upper Level



will open.

The air of the Beta section contains some tritium mist, and is thus slightly radioactive. Treat this as a fixed E-M attack value of 15, damage 1 IP (dangerous to unprotected humans, but not to CCs).

There are eight vents in the floor, one located beside each corner where the airlock equipment enclosure meets the outer containment wall. Each vent is 1/2 m/y in diameter, covered by a lattice of steel bars. These vents continuously circulate air, routing the contaminated air through a filtration system that automatically disposes of the radioactive byproducts. See "Air Ducts" (right) for more details.

Within Sector Yellow Beta are two more robot reactor operators, which are confined to areas Beta and Gamma. Each is somewhat more radioactive than the surrounding air, with a fixed attack value of 25 in a radius of 2 m/y (damage 2 IPs). For all other stats, use the values given for the robots of Sector Yellow Alpha.

Also herein are four laser/camera mechanisms that are normally controlled by either Kreator or Little Sister, though the ELF is operating them at this time. One is mounted visibly midway between each pair of airlock doors, at a height of 8 m/y. These defense lasers are not connected to the emergency power circuit, so they will be deactivated completely when the

reactor is shut down. Each is shielded against both radioactivity and other damage, and has a higher power output than any of the defense lasers elsewhere in the complex.

#### Beta Defense Lasers:

DVs:	30 each
CR:	5
Damage:	25 IPs (fixed)

Other than the robots and the defense system, there is very little in Sector Yellow Beta. Gamma can be seen ahead; it consists of hexagonal walls topped by an angular dome of curving triangular metal panels, reaching to a total height of 12 m/y. Each door through the inner containment wall is 7 m/y from the inner door of an airlock.

#### Air Ducts

One m/y beneath the floor of Beta, two ducts connect to each air vent. One brings new incoming air, and the other removes the old. A gate mechanism allows only one duct to be open at any time. The fresh-air ducts rapidly widen to nearly 1 m/y across, eventually joining into a single channel that leads northeast. These vents are thus a viable means of exit from Asgard.

A CC could crawl through the duct at a

maximum movement rate of 30% normal, or 300 m/y per AT (about 7 miles, or 12.5 km, per hour). Much work would be required to enlarge this tunnel, since it passes through solid earth. The total length of the duct is approximately 3,500 m/y, measured from the edge of the reactor room to the terminus described below.

The duct is blocked by large intake fans at three points, one near the reactor room and the others at distances of 1,750 and 3,500 m/y, but these can be easily destroyed with any weapon. A few m/y past the second fan, anyone within the duct notices that it seems less stable; in fact, the weight of even one CC will cause the passageway to collapse. (The duct is again blocked a few m/y ahead, this time by a filter, behind which is another fan and more filters.)

The collapse of the duct (or feeling of instability) occurs where it enters an open room, minimally supported, at a height of 1 m/y above a concrete floor. This small room is a 3 m/y cube, most of which is filled by an air filtering device. Two vents project from this machine — one leading to the ceiling and the other to the wall (the latter being the characters' entry route, and thus probably damaged). A steel ladder on one wall ends in a metal trap door about 2/3 m/y across. This is hinged along one edge, and opens easily if pushed, revealing a densely wooded area near a river. The trap door is rather heavy — not only is it made of steel, but its upper surface is a layer of earth and artificial grass. A handle concealed within that layer allows entry from above, though one must be aware of the exact location to find it at all.

This point is about 50 m/y from the east bank of the York river, at the boundary between the counties of James City and York. From here, the towns of Allmonds Wharf and Capahosic can be seen across the river. To leave the area, characters need only proceed carefully upriver, staying within the foliage for maximum cover. Extreme care must be taken near West Point, some 30.5 km (19 miles) distant, for that vicinity is patrolled by two squads of Xenoborg troops (standard stats and armament). Travel thereafter should be uneventful and relatively speedy.

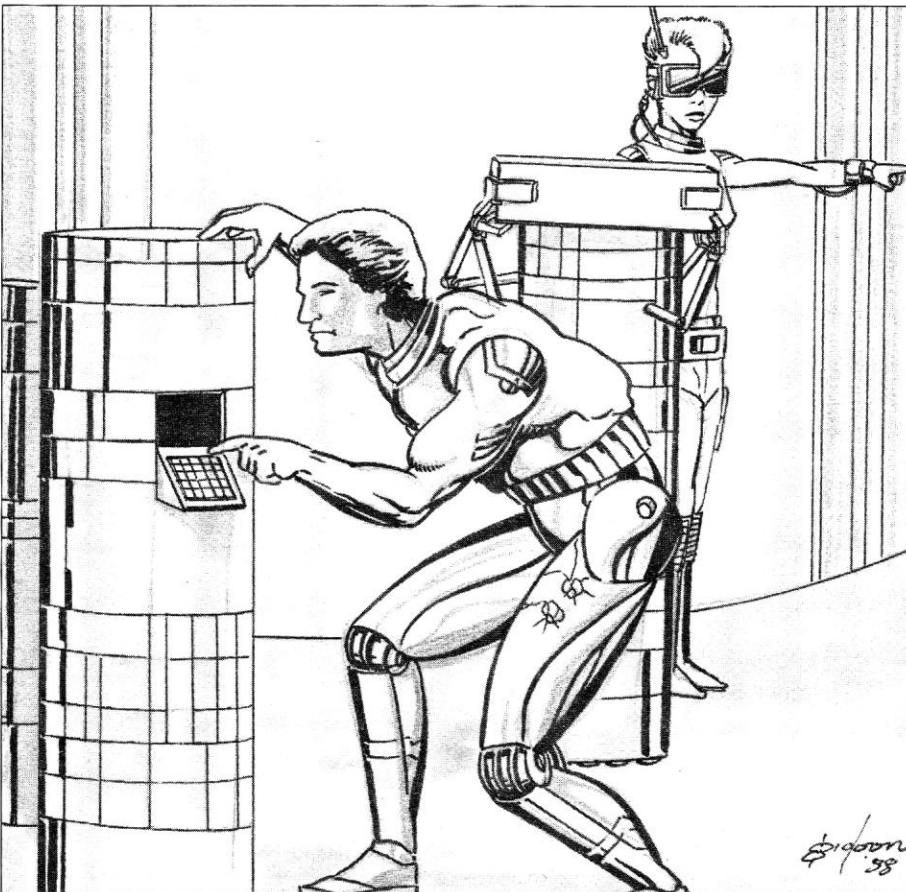
#### Sector Yellow: Gamma

Each of the doors leading through the inner containment wall is adorned by a large sign, which reads as follows:

"Touch door to open.  
Door will open quickly.

#### DANGER:

Door remains open for ONE SECOND  
before closing automatically.  
Use another door to exit."





The sign exaggerates, but only slightly. When touched, the door slides upward (into the wall), pauses for slightly more than 1.7 seconds (2 phases), and then slides quickly down into place. It is then deactivated, and will not open again for another 5 AT (7+ minutes), hence the admonishment to use a different exit. Anyone who waits in the doorway is automatically hit for 30 IPs of crushing (impact) damage when the door closes. (A Neural Stat Check is allowed for anyone trying to dodge it.) A CC can hold the door open, and this will not damage the mechanism, but the crushing damage applies even if the door is prevented from moving.

The air in Gamma is contaminated (by tritium) similarly to that of Beta. It has a fixed E-M attack value of 20 and inflicts 1 IP of damage per Combat Cycle.

Four camera/laser defense units are mounted 8 m/y high on the walls within Gamma, one between each pair of doors. The line of sight for each includes the laser control panel directly opposite and below it, plus the two to either side. These defense units are of the same design as those found in Beta.

#### Gamma Defense Lasers:

DVs: 30 each  
CR: 5  
Damage: 25 IPs (fixed)

The central area of the inner containment wall is occupied by the reactor itself. Eight huge lasers, each about 12 m/y long, fire in synchronized pulses at a fluid core material of tritium ( $H_3$ ) and lithium, producing a fusion reaction which (thanks to superconductivity) generates more power than the lasers consume. Unlike the nuclear fission reactors of the past (now considered archaic), the fusion process produces very few radioactive byproducts.

The eight vents in the floor of Gamma are slightly smaller than those in Beta, and handle outflow only. The air pressure herein is kept slightly lower than that in the outer area, which helps to keep contaminants within. These vents are thus not suitable as an escape route (see Air Ducts, page 40).

The CCs must enter this area and turn off the lasers, one by one, in the proper order and within a given maximum time (according to the instructions left in Little Sister by Kreator). Attached to the inner containment wall are eight laser control panels. Although these are very complex, each panel features one large covered switch clearly marked "Power." A laser can be completely deactivated simply by lifting the hinged cover and flipping the toggle switch beneath it.

The laser numbering on your map indicates the proper order, but the characters may start at any of the eight lasers; simply

adjust your map to reflect their true starting point. A maximum of 17.2 seconds (2 CT) may elapse between laser deactivations. If the delay is any longer, the core starts to become unstable. It may be restabilized by turning on the laser within 1 CT thereafter.

While the CCs are turning off the lasers, the ELF will harass them with the defense system (unless they have forcibly deactivated it). The ELF may also choose to fire at one of the laser control panels (all DVs 15, IPs 10 per panel). If any panel is damaged, roll 1d10; the damage may either shut down the laser (on a result of 1-3) or have no noticeable effect (7-10). In the latter case, however, the laser output will begin oscillating, causing instability within the reactor core. However, any character in the southeast corner room at that time can negate the oscillation easily. Note that once a laser is deactivated, damage to its control panel has no effect, other than to render the laser useless until repaired.

#### Meltdown

The chance of meltdown is initially zero. If the CCs turn off all the lasers in the correct order, and if no laser oscillation occurs, the chance remains zero. Errors

may occur, however. Turning off a laser out of sequence counts as an error, as does laser oscillation due to control panel damage. Each time an error occurs, roll d10x and refer to line on the chart (next page) that gives the total number of errors so far. If the result is equal to or less than the number given, an irreversible meltdown sequence begins, and the first explosion occurs 6 CT later.

If a laser is deactivated out of sequence but later turned back on, or if laser oscillation is corrected by someone in the laser control room, *deduct the corrected error from the overall total*. Error correction has no effect, however, if the meltdown sequence has already begun. (Note that if the characters have not inserted the damper rods before starting the shutdown, the chance of a meltdown is high.)

If a meltdown begins, red emergency lights flash, a raucous warning siren sounds, and the following prerecorded message is broadcast throughout Sectors Red and Yellow:

"Reactor meltdown is imminent; evacuate immediately."

The reactor starts to glow with both heat and radioactivity. The core material ignites in a moderate explosion 6 CT later,



## Percentage Chances of Meltdown

Whenever an error occurs, roll d10x and refer to the line for the total number of errors so far. Remember to treat each of the following as an error:

1. Oscillation of a laser due to control panel damage
2. Deactivating a laser out of sequence

Number of Errors	Control rods are: In	Out
0	0 %	0 %
1	0	5
2	3	8
3	5	10
4	8	21
5	15	42
6	25	64
7	40	90
8	60	100
9	80	100
10	100 %	100 %

destroying the core vessel and the interior containment wall, and spreading intense radioactivity (sodium, lithium, and tritium particles) throughout areas Gamma and Beta (fixed attack value 80, damage 20 IPs per Combat Cycle). The explosion itself inflicts d10x+100 IPs of damage to all within Gamma, and d10x damage throughout Beta. (Treat the attack roll as an automatic 100).

The meltdown will render all of Asgard uninhabitable within twenty-four hours. After melting, the central core will dissolve the floor and sink into the earth. When the superheated radioactive material contacts the cold subterranean water (very shortly, here in a peninsula between two rivers), the effect will be explosive.

The meltdown is caused by uneven temperatures in the core material. When a laser is deactivated, the portion of the core material at which it is aimed starts to cool. If the proper order of deactivation is observed, the cooling areas will be balanced enough to prevent critical instability. If the damper rods are not fully inserted during this procedure, the neutron output from the nuclear reaction thoroughly unbalances the core temperatures.

## Exit

If the characters succeed in shutting down the reactor without causing a meltdown, the lights in Sectors Yellow and Red go out, then the backup power system immediately kicks in. This turns on a few

emergency lights, but has no other effect. The defense systems throughout Sector Yellow are rendered inoperative, and the CCs should have few problems in departing. They must first go through the doors of the inner containment wall, then the airlock of the outer wall (the cycle of which is connected to emergency power), and then up the stairs.

**Note:** If the characters have disregarded Little Sister's instructions and shut down the emergency power before turning off the reactor, there will be no lights at all. The door mechanisms will not work, and the CCs must open all doors by force, either by prying and lifting or by destroying them with weapons. The decontamination procedures described below will not function either; refer to the fourth paragraph hereafter for details on the effects of the contamination on the CCs and those around them.

## Leaving the Reactor Room

Refer to the Upper Level map (page 37). To leave the reactor area, the characters must enter one of the side doors (#1) north or south of Checkpoint B. The corridors end in two doors; the eastern of each pair is marked "Private," and the other (#2 on the map), "Exit Here." The small L-shaped room behind the first door contains sensors that perform two functions. With respect to those entering the reactor room, the sensors can override the door-opening mechanism of Checkpoint B. With respect to those leaving the area, the sensors scan for radioactivity. If such is detected, Door #1 locks and a warning siren sounds. The person trapped herein must enter the decontamination room (D, below) through Door #2, disrobe, and be processed.

## Decontamination

If no excessive radiation is detected by the sensors, anyone leaving the reactor room is subjected to a routine ultraviolet cleansing treatment in the decontamination room — a process that does not require disrobing. However, since the CCs have been romping about in hazardous areas (Beta and Gamma) rarely visited by human personnel, they have accumulated detectable and potentially hazardous amounts of radioactivity. The full decontam procedure is thus initiated when the CCs enter the final room (D), assuming that emergency power is still operative. If the CCs submit peacefully, they are sprayed with cleansing fluids for a full AT. A panel then opens, revealing a video display, a towel dispenser, and a disposal chute. A message on the screen instructs them to wipe themselves dry with the disposable towels.

This is insufficient, however; a new message then instructs them to wait through another cycle, and the panel closes. Another full AT of spray is followed by a reopening of the panel and another wipedown. This will suffice, and the door to the exit corridor opens, sliding down into the floor. In any event, once the decontamination procedure has concluded, the final door (#3) slides down, allowing egress. Note, however, that this final door will not open unless the corridor between the two checkpoints is clear.

Remember that if the reactor has been shut down or is in the process of a meltdown, the power is off, and the security defense in Checkpoint A is not operational. The doors there can be opened by electrokey and code, or by force.

The final door panel can withstand 400 IPs of damage before breaking. Should the CCs persist in using force, they can escape by such means, but will thereafter carry radioactivity wherever they go. Each contaminated CC will automatically take 1 IP of E-M damage per AT, and the brains capsule itself will also take 1 IP per ST. All such damage is considered irreparable until the character returns to a functional base, and the repairs will thereafter require 1 full day per point of damage sustained by the brains capsule. Furthermore, the contaminated CC emits a continuous fixed E-M attack (CR: 15, Area: 5 m/y radius, damage: 1 IP).

Any CC who is within the Gamma area when a meltdown sequence is initiated radiates a fixed attack as above, but with CR 12 and damage 2 IPs. Six decontamination cycles (triple the above) are required for thorough cleansing in this case. If a CC is within Beta or Gamma when the first meltdown explosion occurs, find the exact amount of damage sustained thereby. For each 20 IPs of such damage, decrease the CR by one and add 2 to the damage. Ten cleansings will reduce this only to a level of radioactivity equal to that sustained in a successful operation (e.g. if no meltdown had occurred), and this residual amount cannot be removed except at a CCF base. In this case, therefore, the sensors at the exit will never be satisfied with the decontamination procedure, and egress can only be achieved by force.

## Sentinel

On their way back to Sector Red, the CCs will be attacked by Sigurd, the rogue Type-3 CC. He noted the characters' passing as they headed for Sector Yellow, and the resultant power shutdown (and meltdown alert, if applicable) has forced him to conclude that the CCs are enemies of Asgard. Turn to page 42 (Williamsburg Tunnel) for details.



# The Williamsburg Tunnel

Midway along the 100-m/y corridor connecting Sectors Red and Yellow is the access tunnel to Williamsburg, formerly the only exit route for residents of Sector Red. The tunnel is now blocked by collapsed debris, a side effect of the bombs that struck the nearby military installations at Newport News, Norfolk, and other nearby sites during the alien invasion. The closest point of impact was a mere 32 km (20 miles) from the tunnel. Most of the damage is in the southern half of the tunnel; that nearest to Asgard is about 0.8 kilometers (1/2 mile) away.

The point at which this tunnel connects to Asgard is called the tunnel station. It consists of an open area 12 x 14 m/y in size, onto which face four garages (each 5 x 7 m/y) and a warehouse (10 x 20 m/y).

Since Williamsburg is 13.8 km (8.6 miles) away, small vehicles were often used to traverse the distance. Each garage still houses two electric carts, which are plugged into wall sockets for recharging when not in use. In the southwest garage is a small work area, which contains spare parts and various tools for working on the carts.

## The Tunnel

The tunnel itself is 6 m/y wide. The floor is marked by a painted center line, under which lies a wire that can be sensed by the simple autopilot controls on the transport carts (right). The sides of the tunnel lean inward at a 30° angle, and lighting panels are mounted every 30 m/y on the flat ceiling. (The lights are currently out because of circuit damage from the collapse.) The walls and ceiling form half of a hexagon in cross-section, providing good stability.

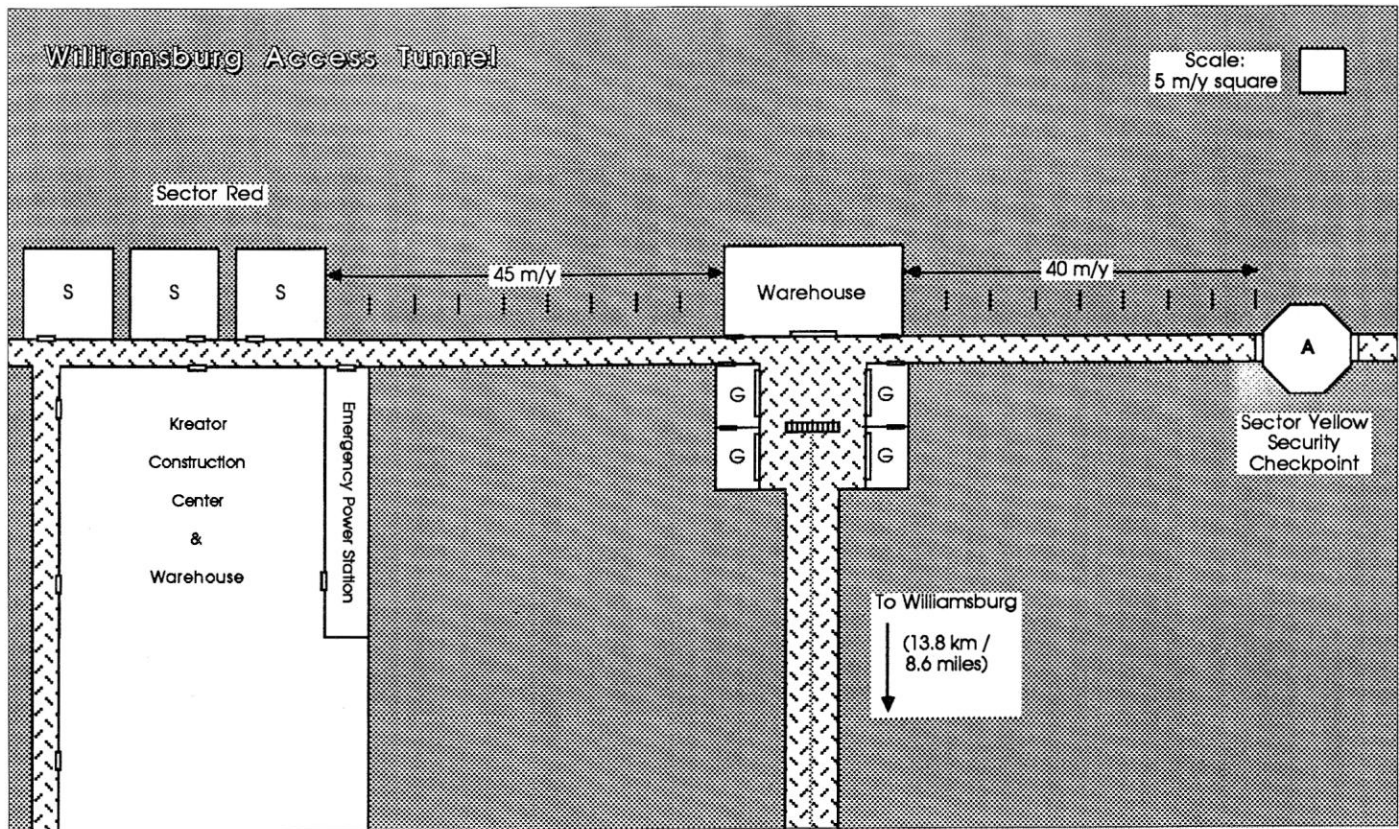
Signs suspended from the ceiling of the tunnel each 500 m/y display the distance to the station (either Williamsburg or Asgard, as the case may be) from various points. The tunnel is perfectly straight except for one gentle curve 8 km (5 miles) south of Asgard, where it angles southwest toward Williamsburg. It is perfectly horizontal except for a 5% grade (500 m/y long) between the normal tunnel depth (30 m/y below the surface) and the Williamsburg station (5 m/y below).

## Transport Carts

A cart may be operated either manually or by autopilot. In the latter mode, which is activated by a simple on-off switch, the car follows a wire embedded in the floor of the tunnel. A special sensor in the cart keeps it "on track," and also slows it down as it approaches the station at either Williamsburg or Asgard. At each end of the tunnel stands a stout, 1-m/y tall concrete barrier (with a subsurface layer of Bufragel®), designed to stop any vehicle that arrives too quickly. However, there is enough room on either side of the barrier for the carts to pass.

These vehicles are designed simply, with little or no defensive value and no armament. CCs may ride in them either normally (by tucking up their knees) or by sitting atop the backs of the seats. All of the Sector Red staff members are proficient at the simple task of driving the carts within the limits of their normal use. The trip normally took about 1 ST (one way).

Each of these open-topped vehicles seats four, including the driver. The transmission is simple and automatic, with two



forward gears and one for reverse. The carts are equipped normally for turning, braking, and so forth, but function very poorly on rough terrain. On rising slopes, the top speed may decrease by as much as  $\frac{2}{3}$ ; on downslopes, however, a governor on the motor prevents speeds in excess of the given maximum. Vehicle stats are as follows:

Top speeds (in #1 hexes per CT):  
 Forward: 18  
 Reverse: 5  
 Power stored: 25 PU  
 Power usage: 5 PU per ST  
 IPs: 350  
 DVs: I 20, E 20; others 10 each

## Warehouse

The warehouse in this area was used for storing supplies brought into Sector Red via the tunnel. It is currently empty, since all such materials were moved into the Sector Red storage facilities long ago. However, Sigurd Sørnson (the rogue Type-3 CC currently at large) has often used the empty warehouse for a hiding place. He has placed a small video recorder in the ceiling and wired it to the monitor cameras of the warehouse. The result is that all remote inspections of the area produces the same image — that of the empty facility. This will not be noticed unless the CCs (or other humans) personally inspect the warehouse, at which time Kreator (and/or anyone else monitoring the scene) will realize that the view of the empty room does not correspond with the characters' presence.

## Rogue

Sigurd Sørnson (SY-gurt SORN-son), the rogue Type-3 CC, spends most of his time hiding in either the warehouse or the remains of the Williamsburg tunnel. Since he has posed no threat to the Sector Red staff, he has been essentially ignored for the past two months. Kreator's security cameras have detected his occasional raids on the eastern storage rooms of Sector Red (those along the corridor that leads to Sector Yellow). However, Kotusu and his staff decided not to threaten Sigurd, for after all, the rogue was created through their errors. They actually place food stores where Sigurd can get them easily, so that he can survive. They plan to capture Sigurd at some time in the future, using Kreator to make the necessary devices.

The GM and players need not worry about Sigurd until after the characters have turned off the nuclear fusion reactor in Sector Yellow. When the CCs are on

their way back to Sector Red, however, Sigurd violently confronts them in the vicinity of the tunnel station. (Sigurd's history and stats are given on the next page.)

## Ambush!

When the CCs leave Checkpoint A and move back toward Sector Red, Sigurd is waiting for them near the tunnel station. He has rigged three of the carts for use in the fight to come. When Sigurd pushes one of these vehicles from behind, its engine starts and it accelerates to maximum speed (180 m/y per CT) in 2 CT, moving in a straight line. Though Sigurd intended these for use as diversions, the carts may inflict impact damage if they strike his opponents. (Assume a CR of 20 in each case, with damage varying by the cart's speed — 1 or 2 IPs if it is moving slowly, 1d10 IPs if it has accelerated for 1 CT, or 2d10 IPs if it is moving at full speed.) Since the carts carry no fuel, an impact produces damage only, and no explosion.

Sigurd has placed one of the three carts in the main corridor between the northwest garage and the warehouse, pointed away from Sector Red. When he sees the west door of Checkpoint A open, he pushes that cart, which quickly zooms toward the CCs. (Astute characters may simply jump over the approaching vehicle — but don't suggest this, of course.)

Sigurd may follow this up with a normal or double laser shot (Dmg 2d10x or 3d10x, respectively) if such seems convenient, but he intends to retreat into the northwest garage as soon as possible. The door to that area is open, and the two remaining carts therein are aimed at the corridor beside the northeast garage. Sigurd will shove another cart when he sees "the enemy" arrive, but will crouch behind the remaining vehicle, using it as cover, for as long as possible or convenient.

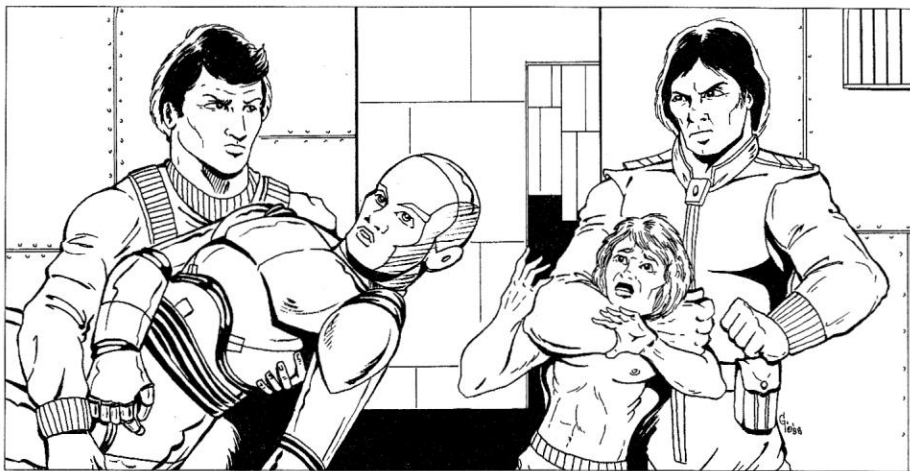
In contrast to his previous behavior, Sigurd will not retreat into the tunnel unless he runs out of time (see below). He

intends to make his final stand here and now, in a valiant attempt to protect Sector Red from these "enemies." If one CC slips past his garage heading toward Sector Red, Sigurd will move into the corridor to block the other characters. If multiple characters head in that direction, however, Sigurd will try to block them all. If the CCs do get past him, Sigurd will give chase, shouting warnings to the Valhalla staff about these "murderers and saboteurs." He will pursue and fight until either he or all the characters are incapacitated.

Remember that Sigurd cannot function more than 2 ST (20 AT) at a time because of the flaws in the Type-3 CC suit. If the chase and/or combat lasts for 15 AT, starting from the time he releases the first cart, Sigurd will retreat into the tunnel, intending to hide amongst the rubble and darkness before he collapses from exertion. (This may occur if the characters take cover in Checkpoint A and wait to see what happens.) Since Sigurd must rest for 5 AT before he can resume his activities, characters who search the tunnel for him during that period may be able to capture him relatively peacefully. Otherwise he will emerge and search for the CCs, boldly entering Sector Red to do so. If confronted by any resident staff (as opposed to characters), he will warn them of these "enemies," exhibiting signs of his manic depression and paranoia in the process. He cannot be dissuaded from his new crusade by mere conversation, but neither will he injure any of the Valhalla staff.

If Sigurd is captured alive and taken back to a CCF base, subsequent examinations of his organic and electronic brains will reveal much useful information about schizophrenic dehumanization and other mental problems common to CCs. If this occurs, add a bonus award of 2 SP per character. If Sigurd dies but his MadMac is recovered, apply a 1 SP bonus.

After the characters have dealt with Sigurd and returned to Sector Red, turn to page 36 and continue with Event 7.





## Sigurd the Rogue

Rank: Field Sergeant

### Stats

Mental: 16  
Neural: 21  
Physical:  
Natural: 10  
CC: 150  
Total: 160

Heft:

Throw: 80 kg or 160 pounds  
Carry: 800 kg or 1600 pounds  
Lift: 1600 kg or 3200 pounds

DVs:

Laser: 25  
Impact: 35  
Thermal: 40  
E-M: 30  
Sonic: 20

Move Rate: 210 m/y per CT  
PU available: 290 (of 300 maximum)

### Attack Modes:

IPs (Basic): 320

IPs (Advanced):

Body: 240  
Head: 48  
Arm (ea.): 48  
Leg (ea.): 48

	Laser*	Microwave	Sonic
Power Cost:	10	= range	10
Range:	LoS	1-100	2-75
Damage:	2d10x*	d10x +10	d10x
Move penalty:	1	1	= cycles

\* Laser: May be used as either a single shot (double the damage roll) or two simultaneous shots, possibly at separate targets, each inflicting standard damage (d10x; roll separately). If shots are fired through both arms and aimed at a single target, the power cost doubles (20 PU), and the damage is tripled instead of doubled.

### Skills

Self	MM	Total	Skill	Area
2	6	7	210	Strategy & Tactics
-	10	10	220	Unarmed Combat
5	-	5	420	Creative Arts (Music composition)
18	-	18	440	Language (Danish)
4	6	9	450	Communications
12	-	12	520	Medicine & Health (General Medicine)
23	10	32	550	Energy Sciences (specialty in Acoustics)
8	-	8	560	Physical Sciences (Mechanical engineering)
-	10	10	610	Law Enforcement
4	-	4	630	Criminal activities (Smuggling)

Note: Some SR values reflect the insanity of both Sigurd and his MadMac.

### History

Sigurd Sørnson, an acoustical engineer of the Project Valhalla staff, volunteered for one of the first surgical operations needed to implant Kotusu's new SINC. Certain problems during that procedure, combined with the fact that Sigurd was psychologically unsuited for CC status, have unbalanced his mind severely. Sigurd is now incurably insane, suffering from paranoia, delirium, manic-depressive mood swings, and schizophrenic dehumanization. Initially, his mental aberrations were countered by his MadMac to some extent, through liberal application of the materials in his inboard pharmacy. However, the close relationship between the human and electronic brains eventually infected Sigurd's MadMac with psychoses nearly identical to those of his organic

brain. (Normal CCF procedures of monitoring and records analysis would have detected and prevented the problem long before it became critical, but the personnel isolated here in Asgard Sector Red were not familiar with such routines, and had little time to devote to learning them.)

Sigurd was originally from Denmark. He composed several minor musical works (written for ancient Scandinavian instruments) while working on acoustics research for a major manufacturer of stereo system components. It was here that he also learned some of the techniques of smuggling merchandise through international borders. His innovations in acoustics soon drew the attention of the CCF scientists and engineers, who recruited him as a technician.



# Conclusion

Once the characters have located and neutralized the alien ELF, they must decide how to get Kotusu (and the rest of the staff as well) out of Asgard.

## Self-Destruct

Kreator cannot be dissuaded from causing the destruction of Asgard. If it is forced to initiate the automatic destruct system, the nuclear device will detonate twenty-four hours later. Little Sister has control of the self-destruct while Kreator is shut down, and will operate in the same fashion. The smaller computer will activate the self-destruct sequence if and when it is about to lose power (i.e. about one hour after the secondary power is shut off), but the time delay is three days, and the sequence can be cancelled at any time by re-activation of either computer.

The means of self-destruction is a small nuclear fission bomb. On detonation, it utterly vaporizes everything within 250 m/y, causes severe and near-total destruction to a distance of another 500 m/y, and various degrees of damage to a total range of 5,000 m/y.

If left to its own initiative, Kreator will delay engaging the self-destruct as long as possible to allow the CCs and other humans enough time to escape the danger zone. Its control of the device is so sure and rapid that it can delay until a Xenoborg either touches or fires on it.

## Leaving Asgard

Soon after its reactivation, Kreator summarizes the possible means of exit from Asgard, and the problems involved with each. It also points out that only a few of the Valhalla staff members are capable of using the Type-3 suits, and furthermore that such use is only possible in half-hour (2 AT) increments before rest becomes mandatory. Needless to say, the staff members will become rather upset if the characters make plans to leave without them, or to abandon the children. If asked for a solution, Kreator will design containers within which these humans may ride, carried by the characters. These containers will have good defenses (DVs of up to 50) and self-contained life-support systems. They may be wheeled if the characters so desire. You may design the capsules yourself, or leave the details to the players, offering modifications and suggesting solutions to design problems.

## Going Upstairs

Kreator suggests that if the characters want to depart through Sectors Blue and White, they should first reconnoiter to assess the presence and strength of the enemy. Remember that a full squad of five Xenoborgs (with typical armament) is now resident in the outer area of Sector Blue, watching for the characters. And outside, within Sector White, are five more squads (twenty-five aliens) plus two large and fully armed Base-Teleborgs, all waiting for the signal from the squad below.

Given the armament available from Sector Blue, plus the resources of Kreator, the characters may decide that a frontal attack is a feasible option. If you handle the aliens properly, however, the battle should not proceed in the CCs' favor. The only real chance of success is for the characters to punch through one part of the enemy lines and then outrun the Xenoborgs, using ultraspeed for an extended period by drawing on other power sources (such as extra batteries, which are available from Sectors Blue and Red). The aliens will give pursuit, and may call in additional Aerial or Base-Teleborgs if necessary. But fast and clever action by

the characters may result in success.

Actually, this method has the highest chance of failure. Kreator cannot reveal this fact, however, for it has no knowledge of the force assembled outside.

## Reactor Vents

The central system that recycles the air of Sector Yellow (areas Beta and Gamma) can be used as a means of exit. Kreator has insufficient detail about the status of the ducts outside Asgard to estimate the chances of success accurately. The computer does warn, however, that use of the outflow vents would be very hazardous, since those passages have carried radioactivity for some time. Kreator also notes that all of the vents are rather small, about 1 m/y across at best, and are blocked at several points by fans. Furthermore, they may have suffered damage from the shock waves produced by the enemy bombs during the invasion — the same effects that caused the collapse of the Williamsburg tunnel.

Refer to page 40 for details on the air intake vents, which are in fact a feasible means of exit. Though cramped, this route offers the highest chance of success.





## Williamsburg Tunnel

The 13.4-km (8.3-mile) tunnel connecting Asgard with Williamsburg has collapsed along much of its length. It was impossible for the characters to use it as a means of entry to Asgard, but now that they have access to Kreator, this avenue is worth considering.

Clearing and rebuilding the access tunnel by conventional means would take at least a month of work, assuming that all the characters (and the Valhalla staff as well) did their best. The nearby Xenoborgs will not wait that long, however; if no CCs appear in outer Sector Blue within a few days, the aliens will assume that their information was incomplete and cut their way through the security wall. With dozens of troops diligently searching, they will no doubt find the elevator down to Sector Red within a few hours thereafter.

If Kreator is used to make appropriate tools, the tunnel can be cleared in only a few days. The timing will be rather close; the Xenoborgs will be penetrating Sector Red at the same time as the characters are proceeding down the reconstructed tunnel. The aliens will eventually find the tunnel, analyze its orientation, and saturate the Williamsburg area (plus areas beyond that to the south) with troops. But the characters will leave the tunnel some time before this occurs — anywhere from 2-8 ST ahead of the Xenoborgs — and can hide amongst the many woodlands and buildings as they carefully return home.

The materials needed to excavate the tunnel are simply a few mining lasers and some concrete tunnel support sections. Kreator, if operational, can handle all the details, designing and manufacturing the lasers within eight hours of the command to do so. Each mining laser is about 3 m/y long, mounted on a carriage that moves on treads. The tunnel sections will be triangular, rather than hexagonal like the original, for minimum material use with

maximum stability. The CCs will be needed to operate the mining lasers, support the sections being excavated, move the tunnel support pieces into place, and remove debris. It is their contributions that are most significant in reducing the construction time.

About  $\frac{2}{3}$  of the 14,600 m/y tunnel is still traversable, but 35% (5,110 m/y) has collapsed. Most of the ruined sections are in the last part, within 6.4 km (4 miles) of Williamsburg.

The characters can clear 5 m/y per ST ( $\frac{1}{2}$  m/y per AT) per mining laser used, though this rate is slightly slower when multiple lasers are used in a single area. Kreator can estimate completion times (see below) for the different available options. The characters must decide how many lasers will be used, bearing in mind that CCs who are deep in the tunnel will not be available should Xenoborgs penetrate Sector Red. (Kreator and/or Kotusu will warn them of that possibility, pointing out that the characters seemed to penetrate the sector without too much difficulty. But although this will generate some concern, it will not actually create any problems, since the Xenoborgs will not move in until several days have passed.)

Kreator estimates, based on the effects of bombs in the area (analyzing shock wave patterns and deducing impact points), that 25 to 50 percent of the tunnel is blocked.

Assume that the Xenoborgs lose their patience and start penetration of the security wall one hundred hours (four days and four hours) after they lose contact with their ELF. Once through the wall, it will take them twenty-four to thirty-six hours to find and penetrate Sector Red.

### Other Exits

The players may come up with some other means of escape not anticipated by the author of this adventure. If so, note that

the region within a 3.2-km (2-mile) radius of Asgard is under close observation by Xenoborg troopers and high-altitude spy satellites. Emergence within this area will bring about an immediate investigation by the aliens, followed by a full-scale attack (but to capture, not exterminate, the CCs).

In any event, be prepared to assist and critique the characters' plans by playing the role of Kreator. But now that the CCs are on the verge of successfully completing the adventure, try to be a bit lenient, assisting them as necessary (in the role of Kreator) in formulating a viable escape plan.

### Possible Escape Routes:

1. Excavate part of the Williamsburg Tunnel and then dig a new exit to the surface.
2. Remove part of the north wall of the garage in Sector Blue and dig a new exit tunnel from that point.
3. Use Kreator to design and build vehicles for aerial transport, position them at the garage exit, and make a fast flying escape.

### SP Awards

The recommended base award for this adventure is 12 SP per character, assuming that almost all of the requirements for the mission have been fulfilled.

If the CCs fail to return with Kotusu (alive), deduct 2 SP. If they cause a meltdown of the reactor, deduct 1 SP. If they fail to return with detailed information about any of the following, deduct 1 SP for each item omitted:

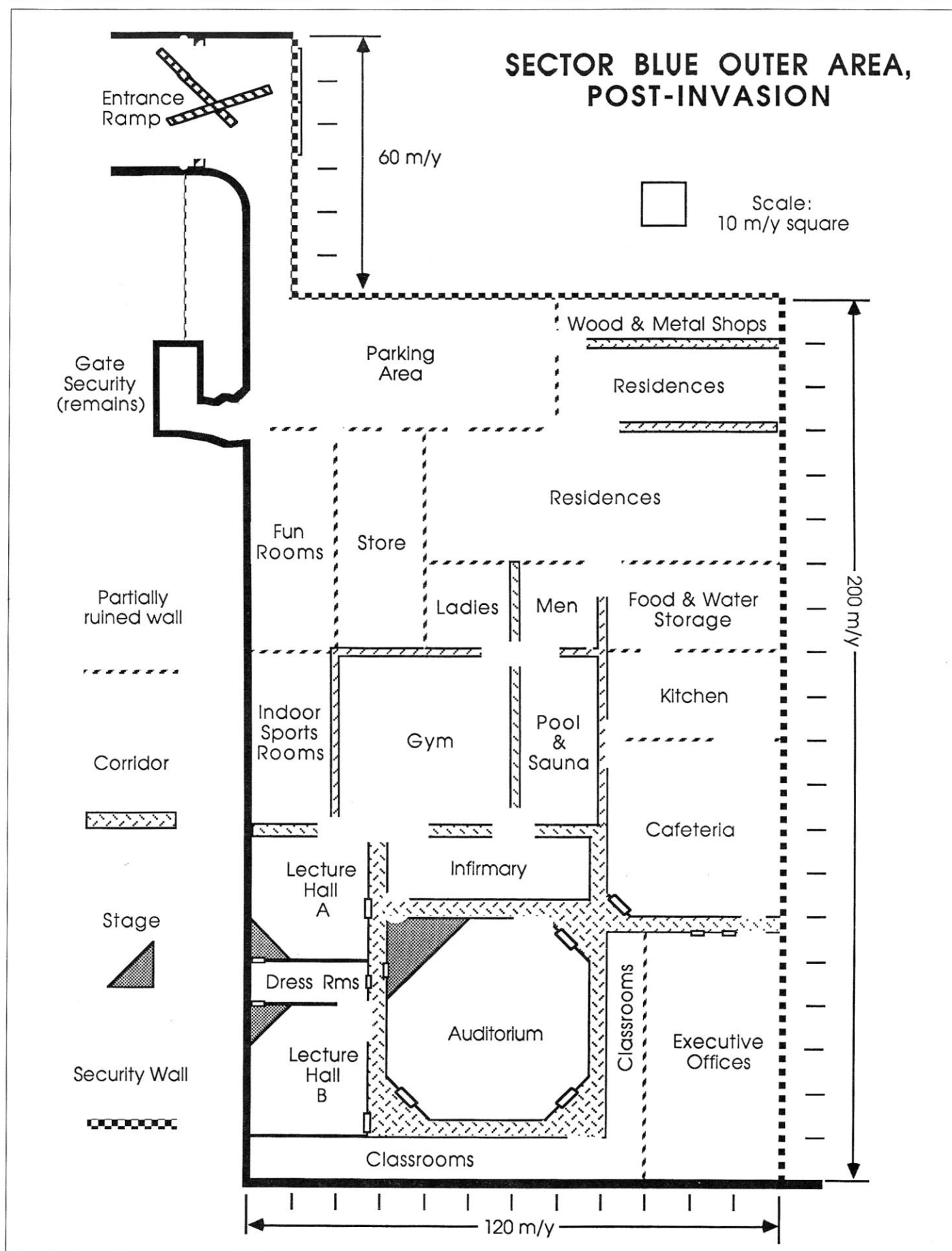
- a. Type-3 design
- b. Sigurd Sørnson's insanity
- c. Kotusu's private Kreator files (containing research notes)
- d. The black metal used in Rooms A and B of the Sector Red defense system

Add 1 SP to the base award for each of the following actions performed by the characters:

- a. Finding the double-beam defense laser from the greenhouse of Sector White
- b. Penetrating the security wall of Sector Blue without using force
- c. Returning with a sample Xenoborg weapon, obtainable from either of the aliens encountered in Sector Blue
- d. Rescuing and returning with both children from the outer part of Sector Blue
- e. Dismantling any industrial robot to obtain extra parts for repairs
- f. Retrieving the Kreator core memory that contains the alien ELF
- g. Rescuing the Valhalla staff and the surviving children from Sector Red

**Kreator's Estimate of Excavation Speeds**

<u>Number of Lasers Used</u>	<u>Net Speed of Excavation</u>	<u>Time required by percentage blocked 25% to 50% (3,650 to 8,760 m/y)</u>
1 laser	5.0 m/y per ST	730 to 1,460 ST, or 175.2 to 350.4 hrs (7.3 to 14.6 days)
2 lasers	9.1 m/y per ST	401.5 to 803 ST, or 96.36 to 192.72 hrs (4.015 to 8.03 days)
3 lasers	12.5 m/y per ST	292 to 584 ST, or 70.08 to 140.16 hrs (2.92-5.84 days)
<b>Actual time required (5,110 m/y):</b>		
1 laser	245 hours (10 days 5 hours)	
2 lasers	135 hours (5 days 15 hours)	
3 lasers	98 hours (4 days 2 hours)	





# CYBORG COMMANDO™

SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

## Adventure #3: Operation Bifrost

In 2024, at a small research base in Virginia, Project Eggshell (the work of Richard Sawtell and Dr. Nkruma Kotusu) produced the first CYBORG COMMANDO™ unit. After the CC Force was founded, Sawtell left to further his own work. Kotusu pursued his dream of using the hybrid of mechanical body and brain as super-armor for normal soldiers. When the Virginia center was turned over to him, it was secretly redesigned and named Asgard — the abode of the gods in Scandinavian myth.

During the alien invasion, Asgard was apparently destroyed, and Kotusu lost. But now, six months later, an ultimatum has suddenly been broadcast from the ruins, warning the Xenoborgs to leave the planet — or else. Kotusu is alive, and either he has developed the most powerful weapon ever devised, or he's gone crazy. And the CYBORG COMMANDO characters must break into the depths of their own top-secret complex to find out which . . . .

This booklet contains background notes on the events leading up to the adventure, and full details for the GM on the large underground complex called Asgard. Kotusu's latest innovation (the Type-3 CC) is described, and a new, very alien creature is introduced. Also included are official new game rules on field repairs, fixed attacks, character death, and ultraspeed.

This is the third adventure for the CYBORG COMMANDO Game, created by Gary Gygax, Frank Mentzer, and Kim Mohan. You must have the game to use this accessory. The CC Game is set less than fifty years in the future, in the year 2035. Alien invaders conquer the Earth in mere days, and Man's only hope is the CYBORG COMMANDO Force — a cadre of super-soldiers, each part man and part machine.

The dramatic story of Earth's recovery is also told in a series of novels by Pamela O'Neill and Kim Mohan: *Planet in Peril*, *Chase into Space*, and *The Ultimate Prize*. Get your copies today — before the Xenoborgs arrive!



New Infinities Productions, Inc.  
P.O. Box 657  
Delavan, WI 53115