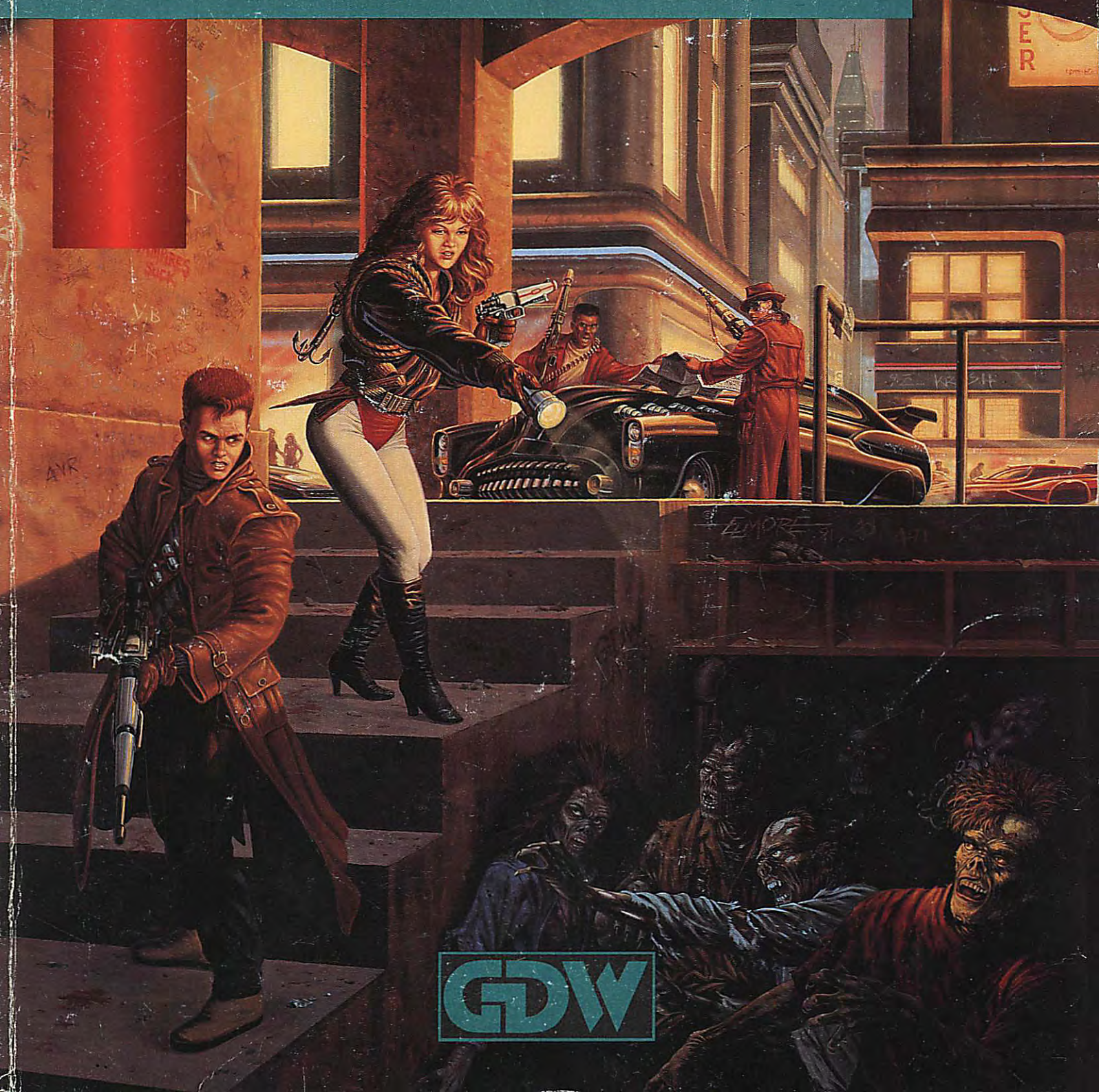


DARK CONSPIRACY™



GDW



*To Pat, Jim, Joe, and Tim, for countless hours of mayhem.
And to Jenny, for putting up with it.*

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Dark Conspiracy

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ISBN 1-55878-076-9

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P.O. Box 1646
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Something very strange is going on.

Stranger than usual, I mean.

Hell, I'm used to eco-commandos dynamiting oil refineries. I'm used to riots in the Farm Family Relocation Camps. I under-

stand the wars that street gangs and corporate security goons are fighting for the inner cities. I can accept the steady breakup of the old nations, even if I can't pronounce half the names of the new ones. I'm even used to grave robberies and blood bank heists in California. After all, it's California, right?

But a few days ago, the Eastern Australian Air Force nuked Melbourne, and refuses to explain why. Black, spiky things that only vaguely resemble fish are attacking people in the Great Lakes. A radio station in Chicago is broadcasting only a single, oscillating tone—all day long. Whole blocks of Mexico City have been abandoned—by people, anyway.

My contact in the Michigan Secret Service said we're being invaded, part of a centuries-old plot. I wanted to find out more, but before we could meet, he turned up headless in a park.

Now I have this feeling I'm being followed...

D A R K CONSPIRACY

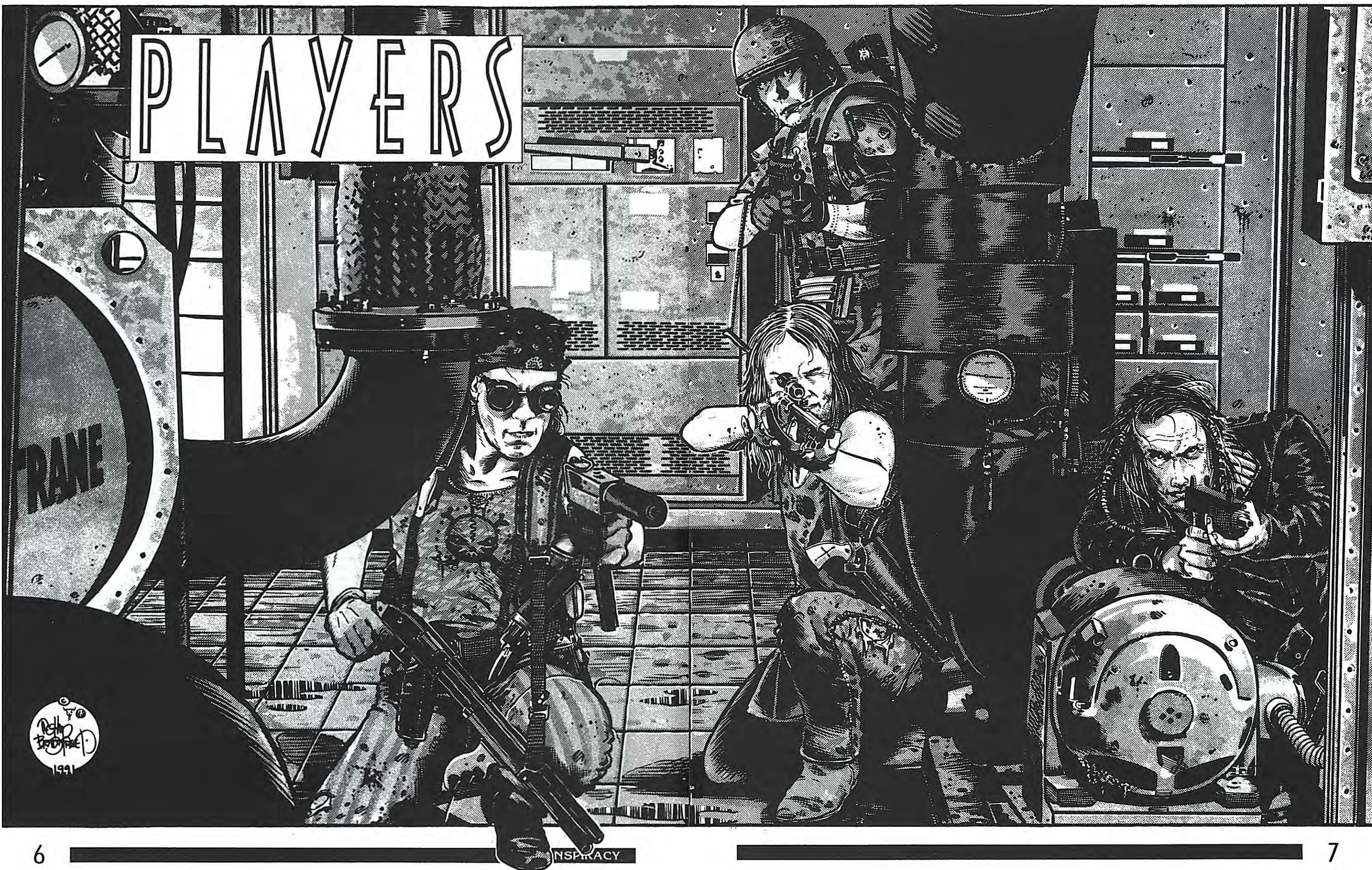
Lester W. Smith



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INTRODUCING DARK CONSPIRACY



With panic tightening his throat, the man stopped and turned. He was certain he was being followed, but the moon-streaked street stretched empty behind, its sidewalks bare. Across the way, a clock tolled the hour from the tower of a marble-fronted building. Moonlight gleamed silver on the words above its door: "Dayton Federal Savings and Loan." Moon-shadows from its columned portico lay still against its stone face.

But on his side of the street, the shadows moved. They twitched and slid from alley to doorway, hollow to hollow. He sensed the movement and spun to confront it, backing warily into the door of a shuttered shop. The shadows froze. A chill settled in his guts.

A mere dozen feet away, the shadow of a trash can seemed to widen as a crouching figure leaned out and raised its head. A pallid face revealed itself to moonlight, eyes glistening feverishly, thin lips

stretched in a feral grin. Its teeth seemed unnaturally long. Slowly, the figure crept forward. A score of other shadows did the same.

The man tried to run, but the air seemed suddenly as thick as water. He felt as if he were running in slow motion and the chase seemed to take hours. Behind him, the stalkers closed the distance in long, graceful strides. The pool of yellow light under the streetlamp at the end of the block seemed to promise safety. If only he could reach the light, the man told himself, perhaps he would be safe. His tortured lungs strained, and his sluggish legs pumped to drive him closer to the light.

The first dark figure caught him and bore him to the ground, the rest close behind. Dozens of rough, long-nailed hands seized his limbs and tore at his clothing. He tried to remain face down, tried to curl up and protect himself, but the hands rolled him over to face his



captors, and stretched his limbs in four directions. A fist locked in his hair and pulled his head back painfully, baring his throat. Cold, hard fingers clenched his neck, choking off his breath. He could feel his veins distend with the blocked circulation.

Then sharp teeth tore his throat, splashing blood across the sidewalk. In horror, he listened to the creatures lap it up as his vision faded.

Hadyn sat up in bed with a cry. Reflexively, he felt his throat: It was whole. Just a dream, then, but so real. He stumbled to the bathroom, switching on the TV along the way. He splashed water on his face, then under his arms and across his chest to wash away his sweat's stink. Then he sat on the edge of the tub until a wave of weakness and nausea passed.

Padding slowly into the kitchen, he opened the refrigerator and got a can of cold beer. He drank half of it in one long pull, with the refrigerator door open, enjoying the cool air and the glow of the light. Returning to bed, he sipped the rest of his beer and let the TV's chatter wash over him, soothing his nerves.

He had just begun to doze off when an announcement caught his attention:

This is Mike McDowell for WKXN News, Chicago. Tonight's top stories: Governor Jenkins threatens the CLU from his hospital bed, Chrysler sells downtown St. Louis to Tojicorp, and a Dayton reporter claims blood-drinking cannibals stalk his city. All this, and more, after these messages.

Hadyn stared blankly at the TV for a minute, then he picked up his phone and dialed.

"Hunter, this is Hadyn. Yeah, I know what time it is. Listen, if you haven't unpacked yet, don't bother. We've got to go to Ohio. Dayton, Ohio. Something big's happening there, maybe worse than Iowa City. I'll be over in half an hour to explain." Numbly, he set the receiver down.

He remained motionless for a moment, and then sighed deeply. "No rest for the weary," he mumbled. He

sat on the edge of the rumpled bed and hefted the stainless steel Colt Python, wondering for the hundredth time how much of an edge the six silver .357 magnum wadcutters in its cylinder really gave him.

THE HORROR BEGINS

Imagine an Earth where chaos reigns, an Earth of the very near future. Runaway population growth, diminishing resources, and human greed have all taken their toll on the planet. Megacorporations have slipped the reigns of national regulation, and now they wage a continual economic war on political governments. A global economic collapse has plunged all but the most privileged into poverty.

The superpowers have collapsed from inertia and economic stress. In some places those federal republics still exist in name, but their individual states have stepped forward to fill the vacuum of power, and where those states fall short, local governments take up the slack. The result is a political crazy quilt of bizarre and contradictory laws and practices. What is the custom in one locale may well get you shot in another.

But economic and political chaos are only the symptoms of the disease. Its cause lies in the roots of humanity's deepest, darkest nightmares. Somehow, an ancient, unspeakable evil has been unleashed on the Earth, an evil which thrives on the anguish of a billion tortured souls. This malevolent power now twists the minds of men and women, using their base instincts to serve its purposes. Parts of the world have fallen completely under its control, and from them emerge its Dark Minions, creatures of another time and space that feed not only on human flesh, but also on the human spirit.

But there are still people fighting to drive back the Darkness. Sometimes they're agents of organizations that retain some small residue of their former power and independence. Sometimes they're members of what remains of the free press. Most often they're just victims who've escaped the horror and are now fighting back. But always, they have to walk softly, because thousands of people disappear every day, people who simply know too much. People who know that Darkness has returned.



“We have a fighting chance. Anyone who thinks that we deserve more than that is probably a socialist. Nice philosophy—wrong century.”

—Zena Marley

(Early 21st-century mercenary-philosopher)

In *Dark Conspiracy*, the players play the role of normal, or perhaps not-so-normal, human beings who are fighting a global menace of unprecedented proportions. An alien, malevolent intelligence, imprisoned for eons, has been released to wreak havoc on the world. It is doing a pretty good job.

Your character has become aware of this menace and, along with a small band of like-minded companions, has set out to uncover and destroy the menace.

The difficulty is that this is no simple back-room conspiracy. The driving force behind it is an otherworldly presence of profound power and evil. Its minions that roam the Earth are hauntingly similar to creatures of dark legend from around the world. Similar, but never quite identical.

But regardless of the power of the enemy, there have been victories. Some were small victories. Some were costly. But enough small victories can turn the tide.

HOW TO USE THIS BOOK

This book provides you with all the information you will need to run adventures in which a handful of courageous characters work to uncover hidden nests of Dark Minions and eradicate them, thereby battling a dark conspiracy to conquer their world. Because *Dark Conspiracy* is a roleplaying game, it requires a number of people to play (at least two). In each group, one person will be referee, and the rest will be players.

The first several chapters of this book contain material intended primarily for players. It tells how to create characters, how to test skills, how to

conduct combat (an important element in adventure fiction, including roleplaying adventures), and describes the world, or at least as much of it as the average character would know.

Players should read through this section, paying particular attention the “Dark Times” and “Character Generation” and “Careers” chapters. Once you have a feel for the game, generate several sample characters. This will get you familiar with the mechanics of character generation as well as the sorts of characters you are likely to meet and encounter. When you feel ready, generate the character you will use in the game or, if you prefer, pick one of the sample characters that you have already generated.

If you are to be a referee, you will want to read through the “Players” section carefully for basic rules. One of the referee’s jobs is to be the local expert of the rules. Familiarity with the basic rules will also make refereeing adventures easier. After you have read through them, you are ready to proceed to the deeper secrets of the “Referees” section.

The “Referees” section contains secrets for the referee, material that the players should not read. Included here are chapters that explain how to run and design *Dark Conspiracy* adventures, how to handle nonplayer characters and animals, and secrets of some of the Dark Minion races and creatures. Also, it reveals special information about Dark Minion technology (DarkTek) and equipment and contains one predesigned adventure (and several adventure ideas) to get you started on your own campaign, demonstrating how to turn this and other material into horrifying plots.

Most importantly, it explains in greater detail the logic and background of *Dark Conspiracy* Earth. Players are encouraged not to read this section, although if they do so it will not ruin the game. However, part of the early excitement of playing *Dark Conspiracy* lies in the gradual discovery of these secrets. Do yourself a favor and skip this section, at least for the first several adventures.

Finally, the last part of the book lists statistics for equipment that characters may own, and contains a collection of charts and tables that are frequently



used during play, as well as an index to aid easy reference to the rules.

IF YOU'RE NEW TO ROLEPLAYING

If you have never played a roleplaying game before, there are a few basic things you should be informed of before going any further.

Roleplaying combines some of the best elements of a number of other activities into a special whole. For one thing, it is a form of shared storytelling. Like any other story, roleplaying concerns the experiences of a select group of characters as it moves through a plot. One person, whom we'll call the referee, prepares the basics of this plot and acts out the parts of secondary characters the protagonists encounter. Each of the other players makes all of the decisions for a particular character that he or she has designed. Like the audience of a movie or novel, roleplayers become swept up in the experiences of the protagonists. But unlike an audience, which can only observe the events, roleplayers actually decide the outcome of the plot by the decisions they make for their characters. And unlike an audience, in which each person experiences the story individually, roleplayers experience their stories in a shared social setting that fosters friendship and personal growth.

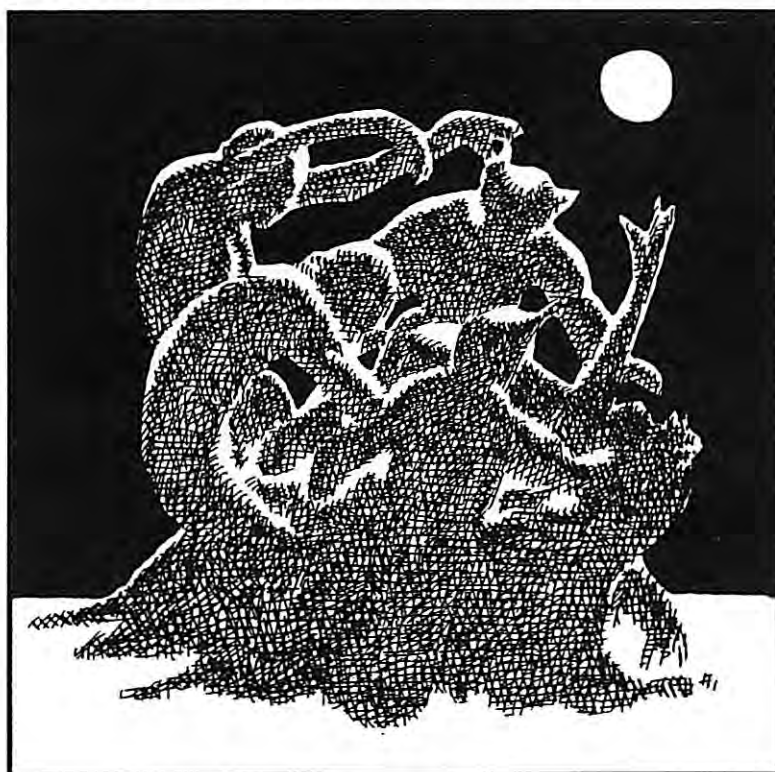
Another thing people enjoy about roleplaying is watching a character improve in abilities over the course of time (from adventure to adventure, that is). Designing a character is something like bringing a child to life: You want to watch that character grow. For that reason, many people enjoy the sense of accomplishment they feel as their characters collect items and experiences. And some people just like the chance to act a part.

We've mentioned players, referee (in other games sometimes called game master, GM, dungeon master, DM, director, or other such terms), and adventures (plot situations that may be based upon a locale, a special character, a momentous event, or a number of other things). We've also mentioned characters: those run by players—player characters, or PCs—and those run by the referee—non-

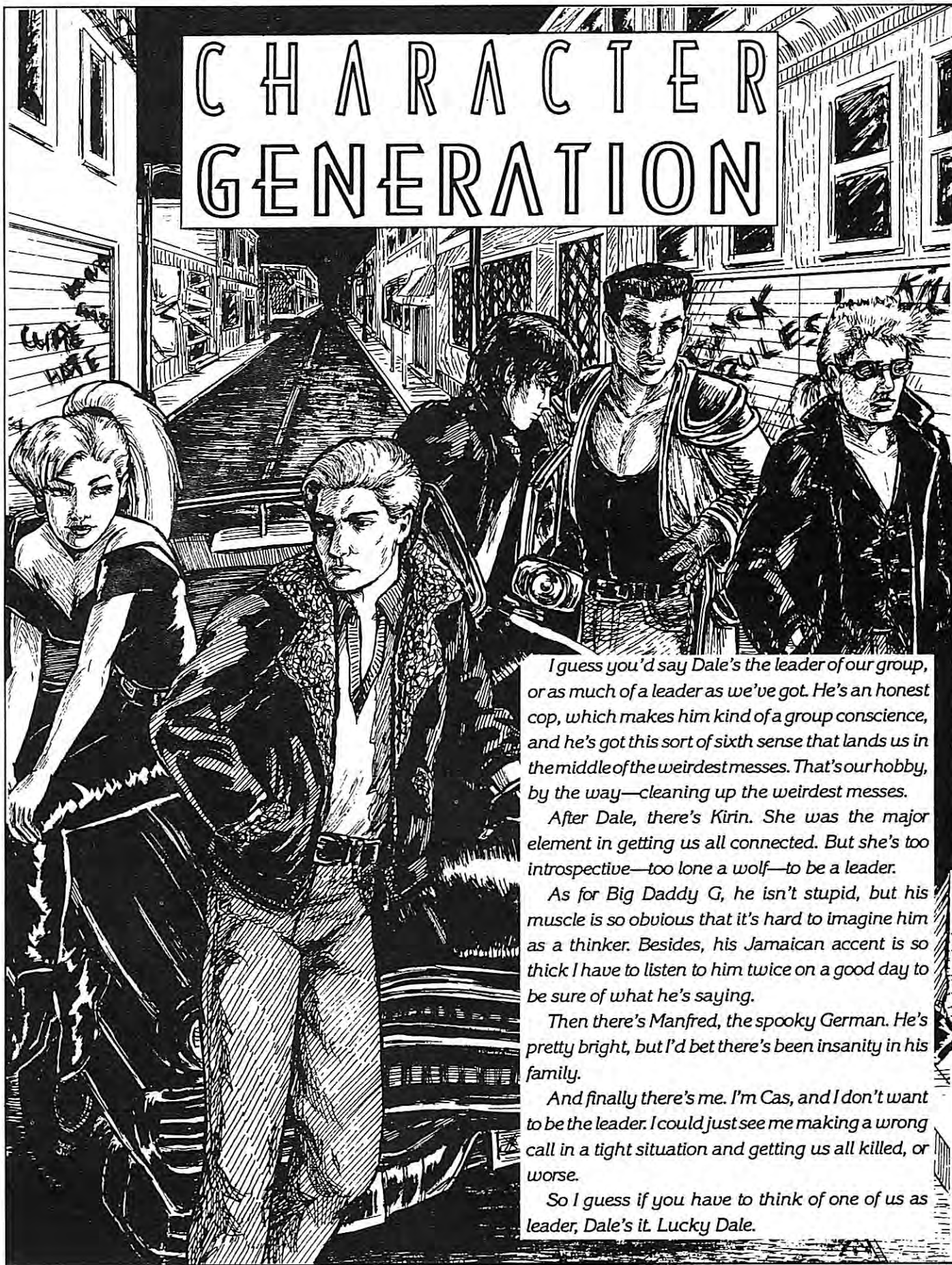
player characters, or NPCs. Next, we should mention rules.

Roleplaying rules, such as those in *Dark Conspiracy*, help to determine the outcome of character actions and to take some of the burden of deciding the outcome of events off of the referee. If a PC and an NPC are wrestling over a gun, for example, how does a roleplaying group decide who gets it? The answer is by checking the rules and rolling dice. The rules explain what the chances are for each character, and the dice determine the exact outcome. Another function of the referee, then, is to be familiar with the rules in order to decide how they apply to specific circumstances. It helps if the players are also familiar with the rules, but it should always be remembered that the referee has the final say in how those rules are applied.

As you read through the pages that follow, you will learn more about how the rules work and what a player's and a referee's responsibilities are. The most important thing to remember, though, is that the purpose of roleplaying is to have fun. Let that thought guide you as you explore the world of *Dark Conspiracy*.



CHARACTER GENERATION



I guess you'd say Dale's the leader of our group, or as much of a leader as we've got. He's an honest cop, which makes him kind of a group conscience, and he's got this sort of sixth sense that lands us in the middle of the weirdest messes. That's our hobby, by the way—cleaning up the weirdest messes.

After Dale, there's Kirin. She was the major element in getting us all connected. But she's too introspective—too lone a wolf—to be a leader.

As for Big Daddy G, he isn't stupid, but his muscle is so obvious that it's hard to imagine him as a thinker. Besides, his Jamaican accent is so thick I have to listen to him twice on a good day to be sure of what he's saying.

Then there's Manfred, the spooky German. He's pretty bright, but I'd bet there's been insanity in his family.

And finally there's me. I'm Cas, and I don't want to be the leader. I could just see me making a wrong call in a tight situation and getting us all killed, or worse.

So I guess if you have to think of one of us as leader, Dale's it. Lucky Dale.



Dark Conspiracy characters are described in terms of innate attributes, skills, and a number of other characteristics. During character creation, the initial values for all of these are derived by a combination of die rolls and player choices. Over the course of a series of adventures, many of these will increase to reflect skill improvement, advancing age, and the like. The rules in this chapter explain the process of character generation.

In order to make the long process of character generation easier, a Character Generation Worksheet is included with this game. The Worksheet is largely self-explanatory, but occasional reference to the rules is necessary, at least for your first few characters. Players should read the rules as they generate their characters, filling in the appropriate blanks of a Worksheet as they go. Once a character is completely generated, the information from the worksheet should be transferred to a Character Sheet. After that, the worksheet may be discarded, if you wish. Only the Character Sheet is necessary for play. (*Note:* Always remember to save at least one blank copy of each sheet to photocopy for future characters.)

CHARACTER GENERATION OVERVIEW

The abilities and limitations of a character are determined by three general areas of information: background, attributes, and experience. Therefore the character generation procedure follows these three general steps.

Background: Players decide on name and sex for their characters, as well as on such things as nationality. (Alternatively, these things can be decided upon after attributes and skills have been determined.)

Attributes: Players determine the seven basic attributes of their characters, either by rolling dice or by using a point-based system described later. These seven basic attributes are Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy.

Experience: Characters begin to accumulate experience at the age of 17, upon completing secondary

education. At that time, players start making career choices for their characters. Each career choice represents four years of training and/or experience (four years being an arbitrary number that helps regulate character generation.) Each time a player makes a four-year career choice, a hobby may also be selected for the character. Careers and hobbies provide the character with all-important skills.

Each career period—henceforth called a term—ages the character by four years. At the end of each term, a roll is made to see if character generation ends. If so, the character's pregame experience is complete. (In other words, the character is this old when the adventure campaign begins.) If not, the player makes another four-year career choice. In this way, some characters will begin the game relatively young and unskilled, but with attributes undiminished by age, while others will be older and more experienced, but possibly less resilient than their younger counterparts.

If the referee allows, players who prefer to choose an age for their characters (i.e., a number of terms) may do so, rather than rely upon random die rolls. At the end of each term, then, such players simply decide whether or not their characters will pursue another term.

Derived Values: Now that all changes to skills and attributes are completed, certain values are calculated that are based on them. These are things like accuracy with different weapons at various ranges, damage done by bare-handed attacks, and so forth.

Equipment: Finally, players determine how much equipment their characters have accumulated during their careers.

Note: During character generation, and throughout most of this game, many references will be made to die rolls. If you are unfamiliar with notations for these, please see page 54.

BACKGROUND

Kirin doesn't talk much about her past. All I know about it is what Dale has passed along. He was the arresting officer when she was finally apprehended.



"She was the best cat burglar I've ever heard of," he told me. "She'd been operating Chicago for years, and we just couldn't catch her at it. Never would have, if she hadn't made the mistake of tackling a Tojicorp executive's office."

The way Dale tells it, it was just after they moved into their new corporate HQ. Kirin figured that she could slip in and make a snatch before they got their security up and running. Dale's not sure what she wanted, but he suspects she was doing corporate espionage for somebody.

Anyway, she got in all right. But the exec came back while she was there. Exactly what happened next, only Kirin knows. But when it was over, the building was burning down, and she was stumbling into Dale's precinct house, nearly dead from blood loss. No cuts or anything, just these ugly sucker marks on her throat.

Tojicorp didn't press charges, but Kirin confessed to enough old burglaries to ensure a police guard at the hospital. Then the feds showed up to talk with her, and all those offenses were dropped. Since then, she's joined

the rest of us working with Dale on some of the weirder cases his department turns up. Now and then she contributes some pretty surprising information or equipment, like she's got sources she's not mentioning. Her secrecy worries me some times, but she's saved my bacon more than once, and the way I figure things, that makes her a friend.

Background facts about characters, things such as name, sex, and nationality, are left to players' imaginations. Also, while some sorts of equipment are more fitting for one nationality than another, it is entirely possible for a character to begin the game with foreign equipment if a player desires. All of these things are left largely to the discretion of each individual player, although the referee may impose guidelines for a particular campaign.

Note that many players like to wait until attributes, skills, and age have been determined before deciding upon name, sex, and nationality.

Native Language: A character's native language is dictated by nationality. All characters automati-





cally receive skill level 10 in their native language without penalties or costs.

Characters of certain nationalities have a chance of having a second native language as well, receiving a skill level in it equal to their Intelligence rating. In the Native Language column of the Nationality/Native Language Chart on page 316, possible second languages are listed below each nationality's native language. The number in front of a language is the D10 chance that the character can speak it. For Soviet nationalities and languages, see the Soviet Nationalities Chart, also on page 316.

For example, a Mexican character has a chance of speaking English (1-5 on 1D10), Nahuatl (1 on 1D10), or Maya (1 on 1D10) in addition to Spanish. Players make D10 rolls for each language, in order, *stopping* at the first success or after failing with all of them.

In addition to native languages, players may acquire additional language skills as explained later in the rules.

ATTRIBUTES

Each character is described, in the simplest of terms, by seven basic attributes: Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy. These attributes are divided among three groups: physical attributes (Strength, Constitution, and Agility), mental attributes (Intelligence and Education), and spiritual attributes (Charisma and Empathy).

Attributes may be determined in one of two ways: *random generation* or *point allocation*. Random generation gives players only minimal control over the generation of characters. Point allocation allows players greater input in shaping characters, but it evens out the extremes of random fluctuation.

Random Generation: In this method, each attribute except Empathy is determined by rolling 2D6-2 (reroll any roll that would result in a 0 attribute score). This gives a range of from 1 to 10 for these attributes. Empathy is generated by rolling 1D6-1, with a result of 0 remaining 0. (NPC Empathy is generated by rolling 1D10-5, with results of 0 or less counting as 0.)

Players who roll attributes totaling less than 33 points may add attribute points (allocated as they

see fit) to bring the total up to 33. This ensures that characters are always at least average.

Point Allocation: Players who choose the point allocation method have a total of 36 points to be distributed among the attributes in any combination the player wishes. Each level of Empathy costs two points instead of one. No attribute other than Empathy may have a value of 0, and none may have a value of more than 10.

Meaning of Attributes: Attributes have the following definitions.

Strength: The numerical quantification of a character's muscular power.

Constitution: Health and physical stamina. This determines the character's hit capacity and resistance to disease.

Agility: A measure of a character's coordination and nimbleness.

Intelligence: The ability of a character to perform abstract reasoning. Intelligence primarily affects the ability of the character to learn; it is not the same thing as common sense. (How much common sense characters have is determined by the actions of the players themselves.)

Education: The ability of a character to gain knowledge and experience from a formal academic setting. This attribute determines how far a character can advance at a university and serves as a prerequisite for certain forms of higher education.

Charisma: A quantification of personality and personableness. Charisma reflects skills that affect how NPCs react to a character. It is not so much a measure of physical appearance as of natural charm.

Empathy: A measure of a character's sensitivity to and attunement with the natural forces of the Earth and its creatures, including other humans. Empathy reflects a character's ability to sense and influence things beyond the normal five human senses. Only half the population has any discernible Empathy rating.

Abbreviations: The seven attributes of Strength, Constitution, Agility, Intelligence, Education, Charisma, and Empathy are used throughout these rules. For brevity, they will sometimes be abbreviated as STR, CON, AGL, INT, EDU, CHR, and EMP, respectively.



INITIAL EXPERIENCE

I was always something of a runt as a kid, and I got beat up a lot. It didn't take me long to learn how to keep a low profile so I could avoid fights. The funny thing is, I never really wanted to get even. I guess I just figured the bullies were too stupid to know any better. Of course, part of keeping a low profile was never expressing that particular opinion in public.

As I grew, I discovered that keeping a low profile lets you sit back and gauge the situation. I found out that if I kept my eyes open and thought about what I saw, I could always find some sort of a solution to any problem. You see, every opponent has a weakness, and every trap has an escape route, if you're sharp enough to discover them. Of course, it's not all just a matter of observation. It takes training, too, to recognize the value of what you see.

Characters begin the game with more than just a background; they also have knowledge of a number of different skills, reflecting training and experience that they acquired before becoming Dark Minion hunters. By age 17, after which career determination begins, characters will have accumulated some expertise in a few skills due to hobbies and educa-

tion. To represent this, players should each choose four skills from Background Skills List on page 318, giving their characters a level 2 skill in each. (If the referee allows, some or all of these blocks of 2 can be combined into one skill. Generally, this is not recommended, however, as it creates a character that is too narrowly focused.)

Players have a reasonably free hand in choosing detailed career backgrounds for their characters. This background consists of formal education and/or one or more careers.

Each character starts out at age 17, with certain minimum skills (these are picked up in the process of growing up, as noted above). Players may then choose to have their characters further their education or enter an occupation. (For purposes of character generation, the term "occupation" is defined fairly loosely, including even such things as unemployment and gang membership.) For ease of calculation, career backgrounds are lived through in four-year terms. Characters may do pretty much anything they please, but must do it in four-year increments for ease of record-keeping.

Each career listing (see "Careers," on page 34) details the nature of the career, the skills that are received for the first term, and any skills received for subsequent terms, if applicable. As well, each description includes notes of important contacts made during the term and any special rules for the career's effects on the character's combat initiative and starting money. Characters may enter any career for which they meet the prerequisites, but must spend at least one full four-year term in that career before moving on.

Just as attributes can be generated either randomly or by player decision, so can a character's total career time and final age. Players who wish to use the random method simply roll 1D10 at the end of each term through their characters' development. If the roll is greater than the number of terms pursued thus far, another term is chosen and the character proceeds; if the roll is less than or equal to the number of terms, the character's progress ends and the adventure campaign begins with the character





at that age. (For example, Dr. Irwin F. DiMicelli, a professor of psychology, has been through five terms thus far: one as an undergraduate, two in grad school (to get both an M.A. and a Ph.D.), and two as a professor. At the end of this fifth term, the DiMicelli player rolls a 6 on 1D10, which is higher than the current number of terms, so the good doctor goes on to complete another. At the end of this sixth term, the player again rolls a 6, which is equal to the number of terms served thus far, so character generation ends and the adventure campaign begins. (Note that this does not mean that DiMicelli is no longer a professor, merely that after 12 years of teaching, he began to get mixed up in hunting Dark Minions.)

Those players who prefer not to use this random method may simply choose a number of careers for their characters. Note also that nothing in these rules prevents a character from entering the game at age 17, without pursuing any careers at all. But very few people would be interested in playing such an inexperienced, and unskilled, character.

SKILLS

Characters obtain two different types of skills: initial skills and acquired skills. Initial skills include knowledge of a native language (or languages) and skills supplied by education and/or careers during character generation. Acquired skills are learned from instructors during the course of a campaign (i.e., sometime after character creation has been completed, as explained at the end of this chapter). All character skills, whether obtained during character generation or acquired, are listed on the Skill List on page 57.

Skill Ratings: Skills are rated in levels from 0 to 10. A level 4 in the Computer Empathy skill would be written on a character's sheet as Computer Empathy: 4. Cascade skills are a special case, however. A cascade skill is a collection of several closely related skills under one heading. For example, unarmed combat and armed combat are aspects of the Melee Combat skill and are written as "Melee Combat (Unarmed)" and "Melee Combat (Armed)," respectively. (see Cas-



cade Skills on the following page.)

Controlling Attributes and Skills: As characters are awarded skill levels for careers and secondary activity choices, players add those levels to previous skill levels. However, once a character's level in a particular skill equals the value of the skill's controlling attribute, all additional skill level awards count only as half a level, rather than a full level.

For example, Charlotte, a character with an Intelligence of 7, has a Stalking skill of 5. If she



received two skill levels for her career and/or secondary activities, her skill level would go up to 7. If she then received an additional level, however, it would only go up to $7\frac{1}{2}$, as the skill level had already reached the level of the controlling attribute, in this case Intelligence.

All half levels are retained for long-term improvement purposes, *but they are rounded down for purpose of actual skill use*. Thus, when Charlotte reaches a level of $8\frac{1}{2}$ with her Stalking skill, she will have an effective skill level of 8 until she receives an additional skill level promotion.

Cascade Skills: A few skills are called cascade skills. A cascade skill is one that includes several lesser skills under one broad heading. Examples of cascade skills are Pilot, which includes Fixed-Wing, Rotary-Wing, and Shuttle, and Small Arms, which includes both Pistol and Rifle skills.

Characters who receive a cascade skill must decide on an area of special interest from among the subskills covered. From then on, their skill level in the chosen specialty is considered to be the level of the overall skill. Their level in all of the other subskills is half their level in the overall skill.

For example, Scirocco, a rock star character, receives a Small Arms skill level of 3 and decides he

will specialize in pistols. His skill level with pistols is 3, while his skill level with rifles is $1\frac{1}{2}$, rounded down to 1.

Normally, no notation will have to be kept for these other subskills. However, sometimes it is possible for characters to receive a skill level increase in a subclass other than the one they have already chosen as their specialty. In the example above, Scirocco has a Small Arms skill of 3 and has chosen Pistol as his specialty. If he then goes through Army basic training, he will receive one level of Rifle skill. The Rifle skill level received adds to his Rifle skill only, not to his overall Small Arms skill. However, if this extra skill level would cause his Rifle skill to exceed his specialty Small Arms skill, then Rifle will become his new specialty (and his overall skill will go up, of course). In either case, he will have to keep track of his Rifle and Pistol skills separately from now on.

Languages: Each Language skill level received counts double for any language in the same group as a character's native language. As well, European characters always receive double skill levels in all Germanic, Romance, and Balto-Slavic languages.

For example, suppose that Jean, a French character, receives one Language skill level. If he takes it in Dutch (a Germanic language) he receives two skill levels in Dutch, while if he were to take it as Korean he would receive only one.

SECONDARY ACTIVITIES

The careers players choose do not occupy 100% of their characters' time. Just as in real life, a person's hobbies and pastimes can provide valuable additional skills. As a general rule, then, each character is allowed one *secondary activity* each term. This allows the character to gain one level in any one skill (player's choice each term) from the Secondary Activities Skill List on page 318.

Some careers allow two secondary activities per term (both of which may be devoted to the same skill, if desired), while a few allow none. The number of allowed secondary activities per term is the number of skill levels received.





MILITARY RANK

Characters who spend more than one term in a military career may receive promotions to higher ranks than those they begin at. To determine if a character is promoted, make an Average roll versus Intelligence. (Use the Tasks Table on the Character Sheet for Easy, Average and Difficult formulas.) Graduates of a military academy subtract 1 from their roll. Characters who change branches of service add 2 to the roll that term.

Success means that the character is promoted to the next higher grade. See the US Enlisted and NCO Ranks and US Commissioned Officer Ranks Tables on page 317. (Note that for simplicity's sake, the various grades of private have been ignored, as have the specialist ranks, which are currently being phased out. Also, due to realistic space constraints, only US ranks are listed. Players will need to research the actual names of the ranks of other armed forces—*Twilight: 2000* lists many—if their use is desired.)

RESERVES

A character who completes one or more full terms of active duty with the armed forces may leave the armed forces and enter the reserve component. Characters may also enter the reserves through ROTC. While in the reserves, the character may be active or inactive, at the player's option. This decision is made separately each career term.

An inactive reservist retains his previous rank but does not roll for promotions and does not receive any additional skills.

A character who is an active reservist counts this as his second activity for his main career for the term. He rolls for promotion normally and receives one skill level from the list of subsequent term skills for his military career (or from the Army, regular forces, officer career, if the reserves are entered directly from ROTC).

CONTACTS

During the course of our lives, we all meet a great number of people, many of whom become important



contacts. For a roleplaying game to mirror reality, then, it should take into account important contacts that PCs acquire. Of course, it is easy enough to do this with characters met during the course of an adventure campaign; we need merely jot down a note that so-and-so can be found in such-and-such a place and may be able to help somehow in later adventures. But what about contacts that PCs would have made during their education and development prior to play? In *Dark Conspiracy*, those contacts are indicated in a note at the end of each career description.

Contacts are categorized in two broad groupings: solid and generic. In general, solid contacts are intended as resources for PCs to use during the course of an adventure, as people who can provide information, special equipment, or some other source of needed aid. (Note that the availability and quality of such aid will be dependent upon a contact's situation, personality, and relationship to the PCs.) Generic contacts can serve well as a resource for a referee to use to help spur the adventure plot along, allowing the him or her to drop an unexpected ally into the story just when the PCs really need one. How these two types of contacts are used will become more clear from the explanations that follow.

Generic Contacts

Generic contacts are received as a result of career terms during character generation. If players desire,



they may generate names and statistics for these characters, or they may leave this entirely up to the referee. Perhaps best is a course that combines these two, in which a player suggests the contact's name, general description, and areas of expertise, and then the referee generates the details of attributes and skills. In this way, players determine what sorts of persons become important to their characters' lives, but some mystery remains as to the contacts' exact abilities. That fosters a sense of contacts being personalities rather than merely lists of statistics.

The career notes list contacts in terms of what they were doing when a PC first met them. A basic description of each of those contact types is given below. However, just as a PC may have changed careers since the time the contact was originally made, so may have the NPC. The final determination of what has happened to a contact in the intervening years (including what new abilities the contact may have gained) is left to the judgment of the referee, as with all NPCs.

Academic: The contact was a member of the intellectual community, meaning she or he could

have been a professor, a writer, or a member of a social sciences think tank. Most of these sorts will still be working at the same career when a PC later meets them again.

Business: The contact was a member of the business community, perhaps a corporate executive, or maybe a powerful figure in banking or investments. On the other hand, the contact may have been the owner of some smaller business that was important to the PC. In either case, such contacts may have made or lost a fortune since the time the PC last saw them.

Criminal: This contact was making a career of illegal activities when first met by the PC. Since that time, the NPC may have gone straight, been imprisoned, or even killed. In the last case, someone close to the original contact, perhaps a partner or henchman, remembers the PC and becomes the new contact.

Empathic: The contact was part of the little-known empathic network that has been springing up around the world of late. It is extremely likely that the contact is still involved in that network, although his or her knowledge and skills will likely have improved in the interim.

Entertainment: The contact was involved in the entertainment industry, whether as an actor, director, writer, or technician. In all likelihood, she or he still is, although perhaps with more or less popularity than before, particularly considering changes in programming due to increased corporate competition.

Government: Such contacts were some form of government official when the PC last knew them. Chances are, that remains true when the PC meets them again, although likely not in the exact same capacity.

Intelligence Community: An intelligence community contact worked in espionage when the PC first met him or her, either as a field operative, a controller, or an intelligence analyst. In all probability, such contacts, when the PC meets them again, will still be involved in espionage, although they will likely have risen in authority.

Journalist: The contact may have worked with the PC on a newspaper, magazine, or television newsgathering staff before the major media services drove virtually everyone else out of





business. Now, the journalist will either be a member of one of those megamedia services, or she or he will be scraping by as a "yellow journalist" for a streetcorner press.

Law Enforcement: The contact was a policeman or investigator of some sort, and is probably doing the same thing now, most likely for a small community government.

Medical: The contact was a medical doctor or administrator when the PC last knew him or her. It is extremely likely that such contacts will still be involved in that business.

Military: Military contacts were soldiers when the PC first made their acquaintance. There is about a 70 percent chance that these contacts will have since left the military and moved on to a civilian career closely associated with their military specialty.

Specialist: When the PC knew her or him, this contact was a construction engineer, medical technician, or one of the other specialties mentioned in the career lists. It is the nature of such specialists to continue in their specialty, although they will undoubtedly have increased their expertise since the PC last met them.

Wealthy: The contact was wealthy when he or she originally became friends with the PC. With the economic turmoil now occurring in the world, however, there is no guarantee that the contact still has the same wherewithal. And any wealthy contacts who have actually grown wealthier will be very difficult to contact again, due to increased security, higher mobility, etc. Nonetheless, it can be very handy to have a wealthy friend.

Solid Contacts

Solid contacts are those whose present whereabouts the PC knows, and with whom the PC has fairly regular dealings. These include three different types of characters. The first are the other PCs in the adventure group. When a group is first put together, or whenever a new PC joins, the players and referee should work together to determine how the group members know one another. As long as each PC has some link to one other in the group, that is enough to justify their all working together. Understand that while PC links are similar to NPC contacts, they do not actually use up any of the contact designations given by careers. PC links are in addition to those contacts.



For example, five players get together and generate the following characters: an American ex-soldier named Cassius "Cas" Steele, a Jamaican professional wrestler named "Big Daddy G" Gadcheaux, a muscular, female ex-thief named Kirin Deerfoot, an escaped, German psychic test subject named Manfred Vandermark, and a Mid-western cop named Dale Hopfinger. The players and referee put their heads together to decide who knows who. It is decided that Manfred (the escaped psychic test subject), who is now working as a counselor at a small mental health service, would have met Dale, the cop, who brought some inmates to him for treatment. Dale also knows Kirin, having participated in one of her arrests and then encouraging her to go straight. The players for Cas and Big Daddy G note that their characters were both in the military two terms ago (Big Daddy G joined in order to become an American citizen), and they decide that they were assigned to the same unit.

But there is no link between the rest of the group and these two until someone makes the suggestion that Kirin (who you will remember is very muscular for a woman) and Big Daddy G work out at the same local gym. That and the decision by Kirin's player that Kirin would have followed Big Daddy G's wrestling career is enough to link the entire group together. The referee notes that this makes Kirin most central to the group (she is linked to three of the others), with Dale (who has links to two) second. Because Dale also has some Foreboding skill, the referee decides to use him as the key to the first adventure session, as Foreboding is necessary to launch this particular adventure.

He hands Dale's character a supermarket tabloid and says, "When you first saw this paper, you had an almost physical sense of shock, followed by a weight of oppression, but you're not sure which headline, or headlines, are the cause of it." Dale's character tells the referee that he buys a copy of the paper, takes it home, and calls Kirin and Manfred, asking them to come over and take a look at it with him. Manfred identifies a handful of sinister possibilities that ought to be pursued, and Kirin calls Big

Daddy G, who brings Cas with him. The entire group is assembled, and the action can begin.

The second type of solid contact is basically a generic contact that a PC has asked to have as a regular source of aid, even before the campaign begins. For example, in the group above, Kirin's player asks to convert one of her criminal contacts to a solid contact, so that she can have someone in the local area to turn to for underworld information and equipment. The referee agrees, deciding that it would actually make his job easier to have an established source of such things. Note that this type of solid contact *does* use up one of Kirin's listed contacts from her careers.

Finally, the third type of solid contact also involves generic contacts that have been converted. In this case, though, the contact is converted during an adventure, usually at the referee's instigation. For instance, while investigating a story about vampires in New York City, the PCs mentioned above are confronted by a threatening street gang. They run away, and manage to lose their pursuers. Later, investigating the subway, the group stumbles upon a nest of what must be vampires and soon find themselves fighting a losing battle against them. Just when it looks like there is no hope for the PCs, the street gang turns up again and rescues them. The referee, realizing that the PCs need some help, has decided that the gang's second in command served time in prison with Big Daddy G and recognized him. The gang has been following the group ever since, watching to see what they were up to. Big Daddy G's player marks one of his generic criminal contacts off, and adds the gang's second in command to his list of solid contacts.

Note that while solid contacts cannot be turned back into generic ones, they can turn up again in a different place if the referee desires. In general, though, once a generic contact is turned into a solid one, the referee must pay a little closer attention to that NPC's destiny, in order to remain true to the character's desires and unfolding history. The street gang contact in the example above might become a drifter and end up in a completely different region of the globe, for instance, but the mayor of a city is much less likely to wander about so freely.



INITIATIVE

I don't like to admit it, but the first time we got into a scrap, it was all over before I even knew what was happening. We had driven nearly 16 hours to check up a lead on a slaving ring in Providence, and we hit town late and tired. We checked into a motel, but we were all too keyed up to rest, so we sort of congregated in one room to make plans for the next morning.

Eventually, I started getting foggy, and I was just thinking about getting up and going to bed, when suddenly the door crashed open, and these two goons with shotguns jumped inside.

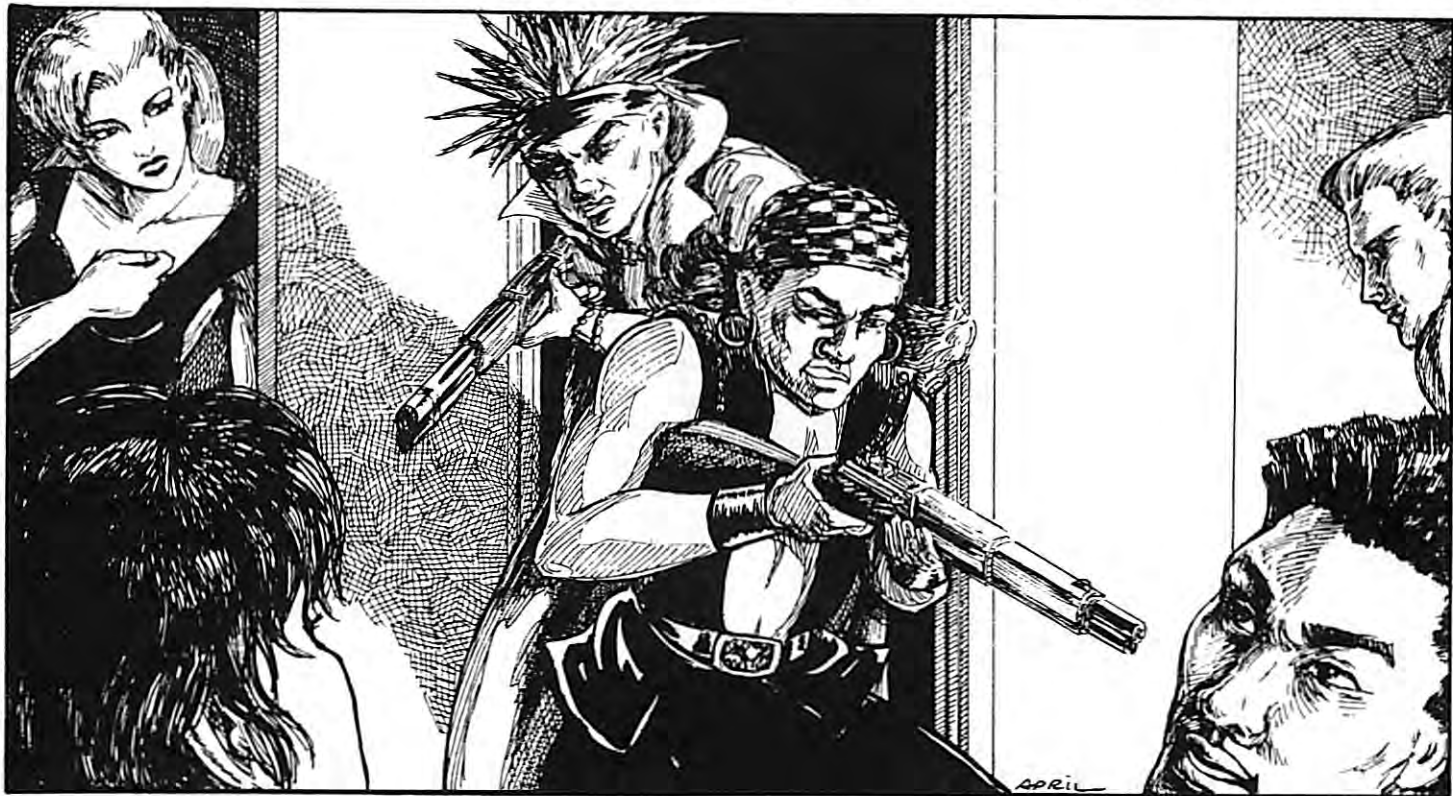
I froze. I'd never actually had a gun pointed at me before, and I guess my brain just couldn't believe it. So I sat there with my mouth hanging open, like a perfect idiot, while the two big bozos motioned angrily for us all to lay face down on the floor.

Out of the corner of my eye, I could see Big Daddy G slowly moving to comply, and the goons were watching real close to make sure he wasn't going to try and rush them. Then Kirin came back in from the

bathroom. I've never seen anyone move so fast. She just seemed to sort of waltz up behind the first guy and plant a knee in his kidneys before he even knew she was there. He sagged into his partner, who took his eyes off Daddy for just one second; but it was one second too long. His shotgun thundered and took a chunk out of the ceiling as Daddy shoved it upward with his left hand; then Daddy's right fist took all the fight out of the goon. I still remember the crack of that blow sounding even through the echoing in my ears. Next thing I knew, Dale and Manfred had jumped on the pile-up of the two goons, Daddy and Kirin. A few seconds more, and the bad guys were trussed up all nice and neat.

And through it all, I just sat there, frozen. It wasn't fear, more like astonishment. Then Kirin saw me sitting there with my mouth hanging open, and she started laughing. All of a sudden, something sort of clicked in my brain, like the clock was running again. I could feel my face turning red. But then Kirin came over, pulled me out of the chair, and slapped me on the shoulder, and I knew it was okay.

Initiative represents a character's ability to re-





main cool and act most effectively in combat situations. Characters with a high Initiative score will move further and/or achieve more actions in a combat round than will characters with low Initiatives. This is not because the high-Initiative characters are any faster, but simply because they react more quickly and spend less time hesitating.

Initiative values range from 1 to 6, with beginning characters tending to start out on the low end of the scale, then increasing as they gain experience in combat. Each combat turn in *Dark Conspiracy* is divided into six phases, counting backward from six to one, and characters get to perform one action in each phase equal to or less than their Initiative level. "Combat & Damage," beginning on page 73, explains this all in a bit more detail, but it should be obvious even now that initiative is very important if you are to be involved in combat.

Each character's initial Initiative is obtained by a die roll based upon the types of careers that character has pursued. Education and civilian careers yield a beginning Initiative of $1D6 \div 2$, rounded down (0 counts as 1). Military careers yield a roll of 1D6. Also, in each of these two areas, there are some careers that give bonuses to

Initiative, as indicated in "Careers," beginning on page 34. (Note that bonuses listed for civilian careers only apply to the civilian die roll, and military bonuses only apply to the military die roll. As well, bonus points are *not* cumulative—you can only gain a maximum of +1 to a roll.) If your character has both military and civilian careers, choose which of the two you wish to roll for. For example, Bo Johnson has spent one term in the Army and two in civilian law enforcement. The Army stint would give him a 1D6 roll, and the law enforcement terms would net him $1D6 \div 2 + 1$. Bo's player decides to take the civilian roll as the bonus guarantees him an Initiative of at least 2.

If you prefer not to leave beginning Initiative to chance, you may simply assign a 2 to the character, or a 3 if at least one military career was taken. Career bonuses do apply to this option, as well (a military character with a bonus for being a Ranger (i.e., elite forces) would begin with a $3 + 1 = 4$).

AGE

A character's age at the time an adventure campaign begins is determined by multiplying by four the number of terms served and adding 17 to the result. In other words, $(4 \times \text{Terms}) + 17 = \text{Age}$. Age adds a further dimension of reality to play, helping players visualize their characters as actual people, rather than merely numbers on paper. It is possible for beginning characters to have range anywhere from age 17 on up, although few characters will be older than 37 or so.

Effects of Age: At age 33, the effects of age may start to take their toll on a character physically. Beginning at age 33, a character must check for the effects of age each term. At the beginning of the fourth and fifth terms, the character rolls 1D10 to check for losses in Agility. At the beginning of the sixth and seventh terms, both Agility and Strength must be checked. Every term thereafter, Agility, Strength, and Constitution must be checked. (The Effects of Age Table on page 319 illustrates this progression.)

The character loses one point from the relevant attribute if the 1D10 roll is less than the current level of that attribute. If the roll equals or exceeds the attribute, there is no loss. This check is made at the





beginning of each term.

Example: Idle Eyes enters her fifth term and must roll for a reduction in her Agility, which is presently 7. She rolls a 3 and, since that is less than her current attribute level of 7, she loses one point of Agility. In another example, upon entering his eighth term, Hunter must roll three times, once for Strength (presently 5), once for Constitution (presently 4), and once for Agility (presently 6). The rolls are 7, 6 and 2 respectively, so Hunter does not lose any Strength or Constitution points, but has his Agility reduced to 5.

SKILL AND ATTRIBUTE DERIVED VALUES

Once the character has finished all steps of character generation affecting skills and attributes, the following values, which are derived from skills and attributes, can be calculated.

Hit Capacity: Hit capacity is a measure of the amount of damage (hit points) a character can take before suffering serious injury. Hit points can be suffered in any of seven different parts of the body: left leg, right leg, left arm, right arm, head, abdomen, and chest. The hit capacity of the head is equal to twice the character's Constitution ($CON \times 2$). The hit capacity of the character's chest is equal to three times the sum of his Strength and Constitution— $(STR + CON) \times 3$. Each of the other body parts has a hit capacity equal to two times the sum of the character's Strength and Constitution— $(STR + CON) \times 2$.

Boxes are provided on the Character Sheet for players to write in their PCs' wound level thresholds so the players will know to what degree their characters have been wounded. *See pages 103 and 104 to determine wound level thresholds and the effects of being wounded.* Except for the "Critical" column, the values in the boxes represent the amount of damage the character can take before progressing to a more severe wound status.

The "Current" boxes should be used to keep track of how much damage the character has taken. The numbers in the slight wound boxes are equal to the base hit capacity numbers of the character (generated by the above procedure).

Weight: A male character's weight in kilograms is

equal to 80, plus four times Strength minus Agility, or $[4 \times (STR - AGL)] + 80$. (One kilogram is approximately 2.2 pounds.) Thus, a character with a Strength of 6 and an Agility of 1 would weigh 100 kilograms (about 220 pounds), while a character with a Strength of 4 and an Agility of 8 would weigh 64 kilograms (roughly 141 pounds).

Physiological differences, particularly in bone structure, result in smaller body masses for women. Therefore, weight in kilograms for female characters is calculated by substituting 65 for 80 in the formula, or $[4 \times (STR - AGL)] + 65$. Thus, a female character with a Strength of 6 and an Agility of 1 would weigh 85 kilograms (about 187 pounds), while a female character with a Strength of 4 and an Agility of 8 would weigh 49 kilos (roughly 108 pounds).

Load: A person can lug a considerable weight of equipment, even cross-country, but there is a limit. In *Dark Conspiracy*, characters may carry, without being heavily burdened, a total weight in kilograms equal to three times the sum of their Strength and Constitution— $(STR + CON) \times 3$. This is called a character's normal load. Up to twice this weight can be carried, but the character is considered burdened and has movement reduced, as explained in the "Combat & Damage," beginning on page 73. A character may lift loads up to four times this amount and carry them short distances (50 to 100 meters at a time). Note that multiple characters may add their load capacities to lift heavy objects.

Throw Range: The distance (in meters) a character can throw a one-kilogram weight accurately is called the character's throw range. Throw range is four times the character's Strength ($STR \times 4$).

Unarmed Combat Damage: Unarmed combat damage indicates the hit-point loss a character inflicts on an opponent when that opponent is successfully hit during melee combat. Unarmed combat damage is determined by multiplying Melee Combat (Unarmed) skill by Strength and dividing by 10, rounding fractions down $(Skill \times STR) \div 10$. The result is the number of hit points the striking character will inflict per successful attack. (*Note:* A result of 0 is considered 1.)

Example: Oscar has a Strength of 9 and a Melee Combat (Unarmed) skill level of 8. $9 \times 8 = 72$.



72+10=7. Therefore, Oscar will inflict 7 hit points per Melee Combat (Unarmed) attack.

STARTING MONEY AND INITIAL EQUIPMENT

Things had come off exactly according to plan. Only trouble was, we'd discovered that our plan was flawed.

St. John and I had come to Toronto to investigate a rash of ritual murders among that city's homeless. In order to draw the murderers into the open, we'd decided to dress like street people ourselves and hang around alleys. In other words, we'd set ourselves out as bait.

Just after midnight, St. John radioed me to report he was being followed, and I ran to back him up. He was being followed, all right. We could see them lurking in the shadows. Whatever they were, they liked to run in packs.

Discretion being the better part of valor, we decided to call it a night, if we could shake our pursuers. One thing led to another, and we found ourselves in a blind alley, nothing but two-story walls on three sides and a whole passel of mean-and-uglies coming up from behind.

"If only we had a rope and grapple," St. John moaned, "We could probably catch that right roof edge and climb out."

"How's this?" He couldn't see my smirk in the dark, but I'm sure he heard it as I pulled a rope and grapple from under my coat.

"Do you always carry one of those?" he asked. "Ever since Salt Lake City."

A few moments later, we were on the rooftop, watching the hunters below milling around the alley in frustration.

Just as characters have a history of careers and contacts before the start of a **Dark Conspiracy** adventure campaign, they also will have accumulated equipment and savings. In order to reflect this fact, players generate starting money for their characters, then use that money to buy the equipment they desire.

Starting Money: In general, during each career term, a character gains \$1000 for each point of Education possessed. This rather generically represents both a character's earning power and ability to save. Of course, the money itself represents not only savings, but also equipment accumulated. (That is, after starting money has been calculated, any of it that is spent on equipment is considered to have been spent over the



course of the character's life thus far, not all at once. And any money left over is considered savings.)

As has been stated, Education is typically the value used when calculating starting money. The career descriptions list exceptions to this rule. (For example, gamblers use Luck instead of Education, to determine money from terms spent gambling.)

Finally, while it may be somewhat easier to generate all starting money after character generation is complete, it is actually more accurate (and more enjoyable) to do so term by term as characters progress through their careers. For purposes of fairness, it is important that all players either do it the one way, or the other. Your referee will tell you which way she or he prefers.

Initial Equipment: After generating a character's starting money, a player can look through the equipment chapter and purchase items appropriate to the character. While doing this, there are a few things to keep in mind.

First, in this world of the near future, it is legal to carry knives, switchblades, pistols, and/or a bow and arrows as personal defense weapons. All other weapons require a special license. Licenses available and the requirements for gaining them are also included in the equipment chapter.

Note that legal doesn't necessarily mean wise. If you walk into a strange bar with a bow and quiver across your back, a Luger strapped to your thigh, a hunting knife in each boot, flicking a switchblade in one hand, you can expect trouble from the locals.

Next, buy equipment that is appropriate for your conception of your character. Your referee will reward you for adhering to a realistic character concept.

Finally, before buying equipment, ask your referee if he or she has any guidelines for you to follow specific to the campaign you will be playing. For example, laws concerning what is or is not legal vary greatly from locality to locality in



Dark Conspiracy, so depending upon where your characters will be, you may be allowed more or less than usual. Your referee may also decide that certain items of equipment are easier or harder to find in your character's locale, which could also affect your purchases. By following your referee's guidelines, you'll help to ensure that your adventures have a consistent atmosphere.



SKILL IMPROVEMENT

One of the most significant rewards of an adventure session is a character's increased experience. Among other things, this includes improvement of skills. Skill ratings are increased by use of experience points.

Spending Experience Points: During the adventure session, each player should note (perhaps with a pencil checkmark, so it can be erased before the next session) the skills used during the session. Only skills that the character used during the adventure skills are eligible for improvement by use of experience points.

Experience points are converted to increased skill levels between sessions, even if a session ends with a cliff-hanging situation. Of course, in many cases the points will end up being spent in a lull between adventures, but it is assumed that a character can even improve a skill during the heat of battle.

To improve a skill, a character spends experience

points to buy new skill levels. To buy a new level costs points equal to its numerical value. For instance, to raise Archery 4 up to Archery 5 would cost five experience points. A character may purchase more than level at once, but each level must be paid for separately. For example, if the Archery skill were to be improved from level 4 to level 6, the character would have to spend 11 points total (5+6). Points that are not converted may be accumulated.

Option: If the players don't mind the bookkeeping involved, the referee *may* award points in specific skills, for use only in that skill (Archery experience points, for example, or Foreboding experience points).

Initiative: A separate experience point system exists for improving Initiative. Initiative experience points are only awarded in sessions in which there is a life-threatening battle. Initiative points are used to buy increasing levels of Initiative just like any other skill, but Initiative experience points can only



be used for Initiative.

Advance by Observation: If a player character carefully observes another PC successfully accomplishing a task, the observing PC gains one experience point. This observation must be a close-up examination of the task and must have the cooperation of the character actually performing the task. If the referee considers the skill sought to be a complicated one (such as *Mechanic*), the task should take longer than usual to finish (perhaps substantially longer), to represent the fact that the character performing the task is pausing frequently to explain what is being done or to answer questions. A character may gain experience points from observation only if the observed character's skill level is at least twice as great as the skill level of the observing character.

Instruction: A character may be taught a skill. Teaching a skill requires an Average check of the *Instruction* skill. An instructor may teach a number of students equal to that character's *Instruction* skill level and must have a skill level in the skill being taught. An instructor cannot teach a student whose skill level in the subject taught is equal to or greater than that of the instructor. The task takes four hours per day for one week (seven consecutive days). Successful completion of the task (rolled for at the end of the week) results in experience points for both the students and the instructor. The instructor gains experience for accomplishing a task as explained above. Students gain a number of experience points (in the skill being taught) based on the number of students being taught.

If the number of students is less than half of the instructor's skill level, each student gains three experience points. If the number of students is half or more of the instructor's skill level, each student gains one experience point.

New Skills: A character who has a skill level of 0 in a particular skill may still attempt to learn the skill. This may be done either through observation or through instruction. Since the character has a skill level of 0, experience cost for the first level will be one.

Unskilled Tasks: If the referee desires, characters

"Saying that democracy is the best form of government is nearly as great an understatement as saying that the Pacific Ocean holds more water than any tin cup you've ever seen. The issues are so clear, the truth so solidly anchored, that I have no patience with people who think that there's even anything to argue about.

"Someone once said to me, 'Sometimes the people are lazy and stupid, and make poor decisions. It sometimes takes a strong leader to protect them and choose the right course.'

"So a nation of stupid and lazy people, because of a strong, intelligent leader, is saved from its own sloth and folly? Where is the justice in that?

"Democracy isn't just the best form of government; it's the only one even remotely worth a damn. Only democracy guarantees that people get what they deserve."

—Zena Marley
(Early 21st-century mercenary-philosopher)

may be allowed to attempt tasks they have no skill for. In such a case, the controlling attribute for that skill is used as if it were the skill's value, and task levels modify it as normal, but *percentile* dice are used instead of 1D10 when making the check.



CHARACTER GENERATION EXAMPLES

To demonstrate the character generation system, we present two annotated characters.

Dara Schwartz

Dara will be generated using random die rolls.

Background: Dara's player decides upon American for nationality and female for sex. Native language will, of course, be English. The series of checks for a second native language come up 5, 9, 7, 5, and 1, failing respectively at Spanish, German, Italian, and Polish, on the Nationality/Native Language Chart, but succeeding at Yiddish (at which point the player decides upon the character's name).

Attributes: Six rolls of 2D6—2 generate 8, 6, 0, 5, 2, and 5 for STR, CON, AGL, INT, EDU, and CHR. AGL is rerolled and comes up 7 this time. Next, a 1D6—1 roll generates an EMP 2 for the character. The beginning stats, then, are:

STR 8
CON 6
AGL 7
INT 5
EDU 2
CHR 5
EMP 2

This totals 35 points, two over the minimum 33, or just above average.

Experience: The character receives four initial skills at level 2, which the player chooses as:

Archery 2
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Career: Dara's player decides she'd like the character to be in some sort of federal law enforcement. Looking over the career lists, she finds that the federal law enforcement career requires law school and no prison record as prerequisites. Law school requires an undergraduate degree, which itself requires an EDU 5 or better. Dara's beginning EDU is too low, but it can be

raised through the Secondary Activities List. So the player decides to begin in a career that will allow double the normal secondary activities, in order to most quickly increase the EDU rating. After looking over the career listings, she chooses public employee to begin, a career with no prerequisites. (For story's sake, she explains it as a clerk/typist position at a local IRS office.)

First Term: Initial skills for the public employee career are Business 2 and Computer Operation 3. For her character's two points in secondary activities, the player chooses EDU+2, and characterizes it as night school.

At the end of her first term, then, Dara has the following skills:

Archery 2
Business 2
Computer Operation 3
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Dara's EDU is now 4 (still one short of allowing undergraduate study). The player chooses a government contact. Savings for this term are \$4000 (EDU 4x\$1000). Her age is 21. A 1D10 roll of 3 is greater than the number of terms served so far, so the player continues with the next term.

Second Term: Dara's second term is again public employee. The player has six points to spend among Business, Computer Operation, Instruction, Leadership, and Persuasion. She spends one on Computer Operation, two on Instruction, two on Leadership, and one on Persuasion. For secondary skills she spends one point on EDU and one on Language, choosing Japanese because it seems like a good thing for business. Dara's skills are now:

Archery 2
Business 2
Computer Operation 4
Instruction 2
Language (Japanese) 1
Leadership 2
Persuasion 1
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

Her EDU is now 5, the magic number needed for college entry. Savings for this term are \$5000, for a total of \$9000. The player chooses a business contact, then rolls a 4 on 1D10 to continue, which is safely above the 2 for terms spent thus far. Dara's age is now 25.

Third Term: For this term, Dara enters an undergraduate university. The entry says she has five points to spend as desired among a list of 11 skills. Dara's player chooses Language 2 (Japanese again), Leadership 1, Psychology 1, and Engineer 1. Dara gets only the normal one secondary activity this term, which her player spends on Observation. At the end of the term, then, Dara's skills are:

Archery 2
Business 2
Computer Operation 4
Engineer 1
Instruction 2
Language (Japanese) 3
Leadership 3
Observation 1
Persuasion 1
Psychology 1
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2

From the contacts allowed, the player chooses journalism. Dara receives no income while in school, so her total savings remain \$9000. And a 1D10 roll of 9 is higher than her three terms, so she can continue. She is now 29.

Fourth and Fifth Terms: For her fourth term, Dara goes to law school, where she automatically picks up Bargain 1, Observation 1, Persuasion 2, and Interrogation 2 in her first term. She chooses Disguise 1 as a secondary activity. Also, she picks up another government contact but saves no money while paying for law school. She then succeeds at her roll to continue. Her age is now 33, which requires a roll for age effects on Agility. The player needs to roll a 7 or better (because Dara's Agility is 7) to avoid a decline. She rolls a 3, so one point is lost and Dara's new Agility is 6.

Her fifth term is federal law enforcement, and now Dara has achieved her dream. Dara's player has her become an agent of the

Securities Exchange Commission (SEC). Because it is her first term in this career, she automatically receives Interrogation 2, Observation 1, Melee Combat (Unnamed) 1, and Small Arms (Pistol) 2. For her secondary activity, she chooses Willpower 1. This time, the player decides upon a criminal contact. Again Dara earns \$5000. But this time the player rolls a 4 to go on, well below the required 6 to start a sixth term.

Dara is now 37, which requires another roll for age effects on Agility. This time the player needs a 6 or better and rolls a 7, so the attribute does not decline any further.

At the end of career generation, then, Dara's attributes are now:

STR 8
CON 6
AGL 6
INT 5
EDU 5
CHR 5
EMP 2

And she has accumulated the following skill levels, either through her careers or through secondary activities:

Archery 2
Bargain 1
Business 2
Computer Operation 4
Disguise 1
Engineer 1
Instruction 2
Interrogation 4
Language (Japanese) 3
Leadership 3
Melee Combat (Unnamed) 1
Observation 3
Persuasion 3
Psychology 1
Small Arms (Pistol) 2
Stealth 2
Swimming 2
Vehicle Use (Motorcycle) 2
Willpower 1

She also has accumulated \$14,000 worth of equipment and savings.

Age: We have already calculated Dara's age as 37. This required two checks for decline of Agility, one at age 33 and another at age 37. Note that normally it is quite all right to wait until after all career terms have been finished before checking the effects of



age on STR, CON, and AGL. However, if a character wishes to enter a new career that has a STR, CON, or AGL prerequisite, effects of age should be checked before the career is entered, to ensure that the character will still pass the career's prerequisites.

Hit Capacity: Dara has the following number of hit points in each body area:

Head: $CON \times 2 = 12$

Chest: $(STR + CON) \times 3 = 42$

Abdomen: $(STR + CON) \times 2 = 28$

Each Arm: $(STR + CON) \times 2 = 28$

Each Leg: $(STR + CON) \times 2 = 28$

Weight: As a female, Dara adds 65 to the quantity $4 \times (STR - AGL)$ to discover how many kilograms she weighs. In her case, the result is $4(8-6) + 65 = 73$ kilograms.

Load: Dara's normal load is $(STR + CON) \times 3$, or 42 kilograms. This is how much she can carry without being overly burdened.

Throw Range: A character can throw a one-kilogram weight four meters per point of STR, which makes Dara's throw range 32 meters.

Unarmed Combat Damage: Dara's unarmed combat damage is equal to her STR multiplied by her Melee Combat (Unarmed) skill divided by 10 (round down). $8 \times 1 + 10 = 0.8$ (rounds to 0).

Since this would make her unarmed combat damage 0, she is given the default value of 1.

Initiative: Having taken only civilian occupations, Dara will have a beginning Initiative of $1D6 + 2$, rounded down. The federal law enforcement career gives a bonus of +1 if more than one term is spent in the career, but Dara spent only one. The player rolls a 5, half of which is 2.5, which rounds down to 2.

Equipment: The player decides that Dara is still an agent for the SEC, so she has a pistol assigned to her and is able to sign out agency vehicles if necessary. However, she also has \$14,000 to spend on other personal equipment. (The player intends to have her purchase a private handgun, unregistered with the agency, and a motorcycle for personal use, as well as an archery set and a switchblade, plus some electronic gear.)

Character DARA SCHWARTZ

Player JULIA MARTIN

Gender FEMALE Age 37

Nationality AMERICAN

Weight 73 KG Height 5'9" Load 42 KG

Current Occupation SEC AGENT

D&A RPK
CONSPIRACY™

Skills & Attributes

Strength	8	Willpower	1
Archery	2	Education	5
Heavy Weapons	—	Biology	—
Mechanic	—	Business	2
Melee Combat (Unarmed)	1	Chemistry	—
Melee Combat (Armed)	—	Computer Operation	4
Small Arms (Pistol)	2	Engineer	1
Small Arms (Rifle)	—	Medical	—
Thrown Weapon	—	Physics	—
Constitution	6	Charisma	5
Climbing	—	Act/Bluff	—
Horsemanship	—	Bargain	1
Parachute	—	Disguise	1
Swimming	2	Instruction	4
Vessel Use (Boat)	—	Interrogation	—
Vessel Use (Ship)	—	Language (<u>JAPANESE</u>)	3
Vessel Use (Hovercraft)	—	Language ()	—
Agility	6	Language ()	—
Acrobatics	—	Language ()	—
Demolitions	—	Language ()	—
Electronics	—	Leadership	3
Forgery	—	Luck	—
Lockpick	—	Persuasion	3
Pickpocket	—	Empathy	2
Stealth	2	Animal Empathy	—
Intelligence	5	Computer Empathy	—
Navigation	—	Empathic Healing	—
Observation	3	Foreboding	—
Pilot (Fixed-Wing)	—	Human Empathy	—
Pilot (Rotary)	—	Project Emotion	—
Pilot (Shuttle)	—	Project Thought	—
Psychology	1	Willpower Drain	—
Stalking	—		
Streetwise	—		
Tracking	—		
Vehicle Use (Motorcycle)	2		
Vehicle Use (Wheeled Vehicle)	—		
Vehicle Use (Heavy Vehicle)	—		

Base Hit Numbers

Skill	(x2)	(x1)	(x0.5)	(x0.25)
Small Arms (Pistol)	4	2	1	—
Small Arms (Rifle)	2	1	—	—
Archery	—	—	—	—
Heavy Weapons	—	—	—	—
Throw Range	32	(For 1-kg wt.)		
Thrown Weapon	—	(For 1-kg wt. up to Throw Range.)	—	(For 1-kg wt. beyond Throw Range.)
Unarmed Cbt. Dam.	1			
Initiative	2			

Hit Capacity

	(Base)	Current	Scratch	Slight	Serious	Critical
Head	12	6	12	24	25	
Chest	42	22	42	84	85	
Right Arm	28	14	28	56	57	
Left Arm	28	14	28	56	57	
Right Leg	28	14	28	56	57	
Left Leg	28	14	28	56	57	





Herbert Vahn

Herbert will be generated by point allocation.

Background: Herbert's player decides upon American for nationality and male for sex. Native language will, of course, be English. The player declines checking for a second native language.

The player has in mind a highly Empathic character, someone so in tune empathically that he seems slightly out of touch with reality.

Attributes: Herbert's player has 36 points to divide among the seven attributes, with none to be higher than 10 and none except Empathy to be 0. In order to reflect the sort of character described above, the player decides upon the following attributes:

STR 4
CON 4
AGL 3
INT 3
EDU 1
CHR 5
EMP 8

Experience: The character receives four background skills at level 2. It is decided that Herbert will begin life on a secluded farm, where he can develop close ties to nature. Initial skills chosen are:

Animal Empathy 2
Foreboding 2
Human Empathy 2
Stealth 2

Career: There are only so many careers that grant empathic skills, and most of them provide the more passive ones. Herbert's player decides upon psychic test subject, in order to give Herbert the Project Thought skill. In story terms, he says that word of Herbert's innate abilities spread through small towns in the area of his farm, eventually drawing the attention of a secret government laboratory. Herbert was kidnapped at 17 and taken to the lab.

First Term: Initial skills for the psychic test subject career are Human Empathy 3, Project Emotion 2, and Willpower 2. For his second-

ary activity, another level of Stealth is chosen. At the end of his first term, then, Herbert has the following skills:

Animal Empathy 2
Foreboding 2
Human Empathy 5
Project Emotion 2
Stealth 3
Willpower 2

The player chooses an empathic contact, describing it as a fellow test subject. Because he intends Herbert to flee the lab after one more term, no money is calculated (it would all be lost upon fleeing). Nevertheless, the player must roll this term to see if the lab authorities consider Herbert dangerous. The player needs to roll a 5 or less to continue, and rolls a 4. Herbert's age at this point is 21.

Second Term: Another four-year term is spent in the psychic test lab. This time, the player chooses Human Empathy 2, Empathic Healing 2, and Project Thought 4 as career skills, plus Luck 1 from the secondary activities list. His skills are now:

Animal Empathy 2
Foreboding 2
Human Empathy 7
Empathic Healing 2
Luck 1
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

Again, no savings are calculated for this term, because of the imminent escape. The player chooses a medical contact this time, rationalizing it as a sympathetic worker who helps Herbert to escape the lab. When Herbert flees, his age is 25, and the player decides to have him conduct another term in a different career.

Third Term: After escaping from the secret lab, Herbert moves to a different area of the country and begins to work as a psychic investigator. Mystic is the career chosen by the player to represent this, and Herbert more than passes the prerequisite of Empathy 4+. Skills for the first term are Foreboding 3 and Human Empathy 3, and the player

decides upon Melee Combat (Unarmed) 1 as a secondary activity. Now Herbert's skills are:

Animal Empathy 2
Foreboding 5
Human Empathy 9
Empathic Healing 2
Luck 1
Melee Combat (Unarmed) 1
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

(Note that his Human Empathy skill would be pushed to 10 by the three extra levels gained except that his EMP attribute is 8, making the ninth and tenth skill levels received count as half levels.)

From the contacts allowed, the player chooses empathic. Charisma is the base for calculating savings, so Herbert ends the term with \$5000. His age is 29, and the player decides to take the character one more term.

Fourth Term: Mystic is again the career chosen for Herbert. Because this is a second term in the career, the player gets to choose six levels from among 11 different skills. He chooses Animal Empathy 2, Empathic Healing 1, Foreboding 1, and Human Empathy 2, with Melee Combat (Unarmed) 1 as a secondary activity. This makes Herbert's skills:

Animal Empathy 4
Foreboding 6
Empathic Healing 3
Human Empathy 10
Luck 1
Melee Combat (Unarmed) 2
Project Emotion 2
Project Thought 4
Stealth 3
Willpower 2

Another empathic contact is gained. Also gained is \$5000 in savings, for a total of \$10,000. Herbert is now 33, and at this point, the player determines to conclude Herbert's generation; no roll is made. He decides that Herbert will begin the game still working as a psychic investigator.

Age: Because his age is 33, he must roll to see if AGL is reduced. He rolls a 4, which does not result in

an Agility reduction.

Hit Capacity: Herbert has the following number of hit points in each body area:

Head: $CON \times 2 = 8$
Chest: $(STR + CON) \times 3 = 24$
Abdomen: $(STR + CON) \times 2 = 16$
Each Arm: $(STR + CON) \times 2 = 16$
Each Leg: $(STR + CON) \times 2 = 16$

Boxes are provided on the character sheet for players to write in their character's wound level thresholds so the players will know to what degree their characters have been wounded. See pages 103 and 104 to determine wound level thresholds and the effects of being wounded. Each number represents the upper limit of damage for that type of wound.

Looking at Herbert's character sheet, we can see that if he were to take 44 points of damage to his chest, he'd have a serious wound. Four points to the head would be a scratch. One more point to the head, though, and he would have slight wound.

Weight: As a male, Herbert has his weight in kilograms calculated by adding 80 to the quantity $4(STR - AGL)$. $4 - 3 = 1$. $4 \times 1 = 4$. $80 + 4 = 84$. So Herbert weighs 84 kilograms.

Load: Normally, Herbert can carry 24 kilograms $(STR + CON \times 3)$ without being encumbered.

Throw Range: Like any other character, Herbert can throw a one-kilogram weight four meters per point of STR. This makes Herbert's throw range 16 meters.

Unarmed Combat Damage: Herbert's unarmed combat damage is equal to his STR multiplied by his Melee Combat (Unarmed) skill divided by 10 (round down). $4 \times 2 + 10 = 0.8$ (rounds to 0)

Since this would make his unarmed combat damage 0, he is given the default value of 1.

Initiative: As with all other attributes, the player decides to take the point allocation option for determining Initiative. Because Herbert has only pursued civilian occupations, his Initiative will automatically be 2.

Equipment: The player chooses appropriate equipment for Herbert's role as a psychic investigator.



Character HERBERT VAHN
 Player ERIC W. HADDOCK
 Gender MALE Age 33
 Nationality AMERICAN
 Weight 84 KG Height 5' 11" Load 24 KG
 Current Occupation MYSTIC

DARK CONSPIRACY™

Skills & Attributes

Strength	4	Willpower	2
Archery	—	Education	—
Heavy Weapons	—	Biology	—
Mechanic	—	Business	—
Melee Combat (Unarmed)	2	Chemistry	—
Melee Combat (Armed)	—	Computer Operation	—
Small Arms (Pistol)	—	Engineer	—
Small Arms (Rifle)	—	Medical	—
Thrown Weapon	—	Physics	—
Constitution	4	Charisma	5
Climbing	—	Act/Bluff	—
Horsemanship	—	Bargain	—
Parachute	—	Disguise	—
Swimming	—	Instruction	—
Vessel Use (Boat)	—	Interrogation	—
Vessel Use (Ship)	—	Language ()	—
Vessel Use (Hovercraft)	—	Language ()	—
Agility	3	Language ()	—
Acrobatics	—	Language ()	—
Demolitions	—	Language ()	—
Electronics	—	Leadership	—
Forgery	—	Luck	1
Lockpick	—	Persuasion	—
Pickpocket	—	Empathy	8
Stealth	3	Animal Empathy	4
Intelligence	3	Computer Empathy	—
Navigation	—	Empathic Healing	3
Observation	—	Foreboding	10
Pilot (Fixed-Wing)	—	Human Empathy	2
Pilot (Rotary)	—	Project Emotion	4
Pilot (Shuttle)	—	Project Thought	—
Psychology	—	Willpower Drain	—
Stalking	—		—
Streetwise	—		—
Tracking	—		—
Vehicle Use (Motorcycle)	—		—
Vehicle Use (Wheeled Vehicle)	—		—
Vehicle Use (Heavy Vehicle)	—		—

Base Hit Numbers

	Short	Medium	Long	Extreme
Skill (x2)	(x1)	(x0.5)	(x0.25)	
Small Arms (Pistol)	☐	☐	☐	☐
Small Arms (Rifle)	☐	☐	☐	☐
Archery	☐	☐	☐	☐
Heavy Weapons	☐	☐	☐	☐
Throw Range	16	(For 1-kg wt.)		
Thrown Weapon	☐	(For 1-kg wt. up to Throw Range.)	☐	(For 1-kgwt. beyond Throw Range.)
Unarmed Cbt. Dam.	1			
Initiative			2	

Hit Capacity

	(Base)	Current	Scratch	Slight	Serious	Critical
Head		4	8	16	17+	
Chest		12	24	48	49+	
Right Arm		8	16	32	33+	
Left Arm		8	16	32	33+	
Right Leg		8	16	32	33+	
Left Leg		8	16	32	33+	

CAREERS



In *Dark Conspiracy*, careers are divided among three broad categories: education, civilian, and military. Characters can pursue any type of career for which they meet the prerequisites.

Note that while the careers listed here do not cover every possible occupation a person might pursue, it is possible to reflect other occupations by cre-

atively mixing those listed below. For example, a person who wanted to play the role of a television evangelist would choose clergy as an occupation for at least one term, followed by entertainer. Similarly, someone who wanted to play a rock 'n' roll superstar might choose entertainer, concentrating upon Leadership and/or Persuasion

skills to reflect the power of the music, and Luck to represent the breaks needed to make it big, followed by nomenklatura for the appropriate wealth.

EDUCATION

Higher education is a prerequisite for many careers. Certain forms of higher education have Education requirements for ad-

mission, others do not. All schools are limited to one term unless otherwise indicated.

Undergraduate University

It has been said that one of the benefits of gaining a liberal arts degree is that it makes you philosophical enough to cope



with the fact that it'll never make you a lot of money. In the world of **Dark Conspiracy**, that saying is beginning to be applied to any degree from a full university.

Entry: Education 5+.

Skills: Total skill levels equal to a character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

Biology
Business
Chemistry
Computer Operation
Engineer
Instruction
Language
Leadership
Persuasion
Physics
Psychology

Contacts: One per term, either academic or journalism. On a 1D10 roll of 10, the contact is foreign.

Special: May elect to join ROTC (Reserve Officer Training Corps). If so, the next career choice must include either entry into the regular armed forces or enrollment in the Reserve Component in lieu of a second activity (see Reserves on page 19). Rank is 2nd lieutenant or equivalent (officer). No income is received while attending undergraduate school.

Graduate University

Characters who wish to progress from an undergraduate degree to a Master's or Doctorate, go to grad school to do so. If you want your character to have a degree in some subject other than those listed below, be creative. For example, a degree in History can be represented by concentrating on the Instruction skill (after all, there aren't

many jobs other than teaching that build on such a degree).

Entry: Undergraduate degree, Education 7+, Intelligence 7+.

Skills: Four levels per term in any one specialty, plus a total of two levels in any electives.

Specialties:

Biology
Business
Chemistry
Engineer
Language
Physics
Psychology

Electives:

Computer Operation
Instruction
Language
Leadership
Persuasion

Contacts: One per term, academic or government. On a 1D10 roll of 8+, the contact is foreign.

Special: One term provides an M.A. or M.S., the second and each subsequent term provides a Ph.D. (or equivalent). Degrees must be taken in one of the specialties noted above. No income is received while attending graduate school.

Law School

If you want to be a lawyer, you have to go to law school. The same is true if you want to go into federal law enforcement. But a lot of other lines of work can benefit as well from the things a law student learns.

Entry: Undergraduate degree, Education 5+, Intelligence 5+.

Skills: The character automatically receives the following:

Bargain 1
Interrogation 2
Observation 1
Persuasion 2

Contacts: One academic or

government. On a 1D10 roll of 9+, the contact is foreign.

Special: No income is received while attending law school.

Medical School

Medical school is a prerequisite for working as a medical doctor or a psychiatrist. Few people go to the trouble of going to medical school without going on to pursue one of those careers.

Entry: Undergraduate degree, Biology 3+, Chemistry 2+.

Skills: The character automatically receives the following:

Computer Operation 1
Medical 6
Observation 1

Contacts: One medical. On a 1D10 roll of 8+, the contact is foreign.

Special: After medical school, a character can enter the military with a direct commission as captain, if desired. No secondary activities are allowed during medical school. No income is received while attending medical school.

National Military Academy

Some corporate heads have defended their demands for unquestioning obedience from their employees as being no different from the loyalty expected from soldiers. Of course, they have neglected to mention that while most military forces have a long tradition of honor, courage, and devotion to country, the biggest businesses have an opposite tradition of cutthroat competition and devotion only to a few, ultra-rich stockholders.

Entry: Education 6+.

Skills: All basic training skills for the appropriate branch of

the armed services, plus a total of 6 levels from any one or a combination of the following:

Demolitions
Engineer
Heavy Weapons
Horsemanship
Leadership
Small Arms

Contacts: Two military. On a 1D10 roll of 10, this contact is foreign.

Special: Enter the Army, Air Force, or Marines at the rank of 2nd lieutenant—Navy as ensign—and must serve at least one term. No income is received while attending a military academy.

Technical School

In the near future of **Dark Conspiracy**, increasingly fewer people are able to afford a degree from a full university. The drive for a well rounded, well educated populace has been nearly trampled in a mad dash to get people a skill and get them to work. Of course, even with a degree from a technical school, jobs can be very hard to find.

Entry: No prerequisites.

Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Operation
Electronics
Mechanic
Medical
Pilot (Fixed-wing or Rotary)
Vehicle Use

Contacts: One specialist (skill level 8) in one of the areas listed above.

Special: No income is received while attending technical school.



CIVILIAN OCCUPATIONS

Civilian occupations include the majority of things most people think of as typical careers, from farmers to government bureaucrats. But many things that people do not normally think of—such as homeless, psychic test subjects, and gamblers—are included here as well.



Astronaut

With the economic downturn, space exploration has not just been back-burnered, it's been put back in the fridge. Nonetheless, NASA makes a decent income working as a satellite placement and repair service for the corps. Few people know, however, that much of this money goes into a secret fund for investigating what the agency suspects is a UFO invasion. As an astronaut, you'll spend the majority of your time as a NASA investigator.

Entry: Undergraduate degree, Pilot (any) 5+.

First Term Skills: The character receives the following skills in the first term:

Computer Operation 2
Pilot (Shuttle) 4
Mechanic 1
Electronics 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Biology
Computer Operation
Instruction
Medical
Observation
Physics
Pilot

Contacts: Two per term, government, intelligence agency, journalist, and/or specialist (PC's major skill). On a 1D10 roll of 7+, the contact is foreign.

Special: A character who remains an astronaut after character creation ends can join any PC group without having a previous connection to it. She or he simply shows up, following a NASA lead.



Athlete

The games get bloodier and bloodier, and the industry becomes continually more concerned with entertainment. Whether from football, hockey, professional wrestling, or gladiator-style competitions, the public demands violent escapism.

Entry: Strength 7+, Agility 7+.

First Term Skills: The character receives the following skills in the first term:

Acrobatics 4
Medical 1
Melee Combat 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Act/Bluff
Business
Leadership
Melee Combat
Medical
Observation
Willpower

Contacts: One journalist and one business, entertainment, medical, or specialist (Acrobatics) per term. On a 1D10 roll of 10, the contact is foreign.

Special: For each term as an Athlete, use lower of Strength or

Agility instead of Education when calculating starting money.



Attorney

This is one of the things you can do with a degree from law school. See that entry for background information.

Entry: Law school.

First Term Skills: A total of 6 levels from any one or a combination of the following:

Interrogation
Persuasion
Bargain

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargain
Business
Computer Operation
Instruction
Interrogation
Leadership
Observation
Persuasion
Psychology
Streetwise

Contacts: One per term, government or criminal. On a 1D10 roll of 8+, the contact is foreign.

Special: Two secondary activities are allowed per term.



Bodyguard

Sometimes you're hired for protection, other times just for show. In any event, the sort of people who can afford to hire you tend to draw the attention of violent types, so you often earn your fee. Life as a bodyguard can be exciting, and you like the feeling of reacting to threats and overcoming them on a moment's notice.

Entry: Melee Combat (any) 5+ and Small Arms (any) 4+.

Skills: In each term, a character gains a total of 6 levels from any one or a combination of the following:

- Acrobatics
- Archery
- Climbing
- Leadership
- Demolitions
- Electronics
- Foreboding (if EMP 1+)
- Interrogation
- Melee Combat
- Observation
- Small Arms
- Stealth
- Streetwise
- Willpower

Contacts: One per term, criminal, business, or law enforcement. On a 1D10 roll of

9+, the contact is foreign.
Special: None.



Bounty Hunter

Nowadays, the bounty hunter business is booming. There are all sorts of organizations willing to pay to have malefactors captured. It's not just the public authorities anymore; corps shell out a lot of money every year to have escaped employees returned.

Problem is, the quarry is getting more dangerous every year, too.

Entry: Agility 4+.

First Term Skills: The character receives the following skills in the first term:

- Small Arms (Pistol) 1
- Stalking 1
- Stealth 1
- Streetwise 2
- Melee Combat 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

- Act/Bluff
- Leadership
- Disguise
- Forgery
- Lockpick
- Luck
- Melee Combat

Small Arms
Stalking
Stealth
Streetwise

Contacts: One per term, criminal or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: When figuring beginning cash, use Streetwise instead of Education for each term as a bounty hunter.



Civil Engineer

New construction materials and design techniques are being developed every day. Anti-earthquake, antiacid rain, anti-radiation, and bombproof buildings are the wave of the future. It takes a real expert to keep on top of the rapid changes.

Entry: Master's degree, Engineer 4+.

First Term Skills: The character receives the following skills in the first term:

- Demolitions 3
- Engineer 2
- Physics 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

- Climbing
- Demolitions

Engineer
Instruction
Navigation
Physics
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, government. On a D10 roll of 10, the contact is foreign.

Special: None.



Clergy

It seems the golden age of science as savior never came. High technology proved to be only as good as the people who wield it, and as often as not, conflicts over the raw materials it required escalated into wars. But people have to have hope. In the modern age of misery, they need more than ever to have a shoulder to lean on and an ear that listens. And they're willing to pay for the privilege. Some of those who step in to fill the gap do so for a quick and easy profit. Others are self-sacrificing saints.

Entry: Charisma 5+, Education 4+.

First Term Skills: The character receives the following skills in the first term:

- Leadership 2



Persuasion 2
Psychology 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Human Empathy (if Empathy 1+)

Leadership
Persuasion
Psychology
Willpower

Contacts: One per term, any type. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities are allowed during the first term as clergy.



Commercial Pilot

When the high and mighty want to go someplace, they want to get there fast, and they want to get there in style. Flying gives them that speed, and it makes them feel like royalty as they gaze disdainfully down upon the world below. But they also want safety. They're willing to pay handsomely for expert pilots who are willing to be treated like a chauffeur.

Of course, if you want more respect than that, there are lots of operations keeping their air-

craft in the sky with chewing gum and baling wire.

Entry: Technical school, Pilot (Fixed-wing or Rotary) 3+.

First Term Skills: The character receives the following skills in the first term:

Navigation 2
Observation 2
Pilot (Fixed-wing or Rotary) 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Mechanic
Computer Operation
Electronics
Mechanic
Navigation
Observation

Pilot (Fixed-wing or Rotary)
Contacts: One per term, specialist (Pilot). On a 1D10 roll of 10, the contact is foreign.

Special: None.



Computer Operator/Programmer

Just as the invention of moveable type changed the face of the world by ushering in the Industrial Age, so the development of the semiconductor has revolutionized our own era by ushering in the Computer Age.

Electronic text transfer is fast—an absolute necessity in our time of rapid-fire technological advances. As a computer operator or programmer, you serve as an essential cog in the electronic machinery that makes the world run.

Entry: Technical school or undergraduate degree, Computer Operation 2+.

First Term Skills: The character receives the following skills in the first term:

Business 1
Computer Operation 3
Electronics 1

Computer Empathy 1 (if Empathy 1+)

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Empathy (if Empathy 1+)

Computer Operation
Electronics
Instruction

Contacts: One per term, specialist (Computer or Electronics). On a 1D10 roll of 10, the contact is foreign.

Special: When calculating beginning money, use Computer Operation instead of Education for all terms as a computer operator/programmer.

Construction Worker

There will always be a need for strong backs and skilled hands to crew construction projects. Of course, the question is, when and where. Demands for construction workers change from season to season and region to region. As long as you're willing to go where the work is and are skilled enough to compete with other laborers, you'll do fine.

Entry: Strength 4+.



First Term Skills: The character receives the following skills in the first term:

Climbing 1
Demolitions 1
Engineer 2

Vehicle Use (Wheeled or Heavy Vehicle) 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Climbing
Demolitions
Engineer
Mechanic
Vehicle Use (Wheeled or Heavy Vehicle)

Contacts: One per term, specialist (Engineer). On a 1D10 roll of 10, the contact is foreign.

Special: None.

Criminal

Player characters in *Dark Conspiracy* are supposed to be heroes. But sometimes they're tarnished heroes who have broken laws to achieve their goals. Of course, sometimes a law deserves to be broken. For whatever reason, then, a PC may have experiences reflected by this career.

Entry: Agility 5+.

First Term Skills: A total of 6 levels from any one or a combi-



nation of the following:

Archery
Climbing
Disguise
Forgery
Lockpick
Melee Combat
Small Arms (Pistol)
Vehicle Use (Auto)

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Archery
Climbing
Disguise
Engineer
Forgery
Language
Lockpick
Luck
Melee Combat
Small Arms
Stealth
Streetwise
Thrown Weapon
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, criminal or law enforcement. Contact is foreign on a 1D10 roll of 10.

Special: If more than one term is served, +1 to Initiative. Also, roll once per term versus Intelligence to avoid capture. If unsuccessful, the next career



choice must be prison.

Cyborg Escapee

You remember seeing bright lights coming for you. Then there was a long time of darkness and pain. Finally, you found yourself in unfamiliar territory, running in terror from pursuers you knew would follow. But you could not remember who those pursuers were. When you reached civilization, you learned that four years had passed, although you have no recollection of the time. But during those years, your body was mechanically enhanced. You don't know why. All you know is that the pursuers are still hunting, and you can't let them find you again.

Entry: No prerequisites.

Skills and Enhancements: Each term, choose two separate items from the following list:

AGL +2
STR +2
Melee Combat 2
Integral Body Armor (one hit location)*
Socket Hand**

*This armor works just like regular body armor with an AV of 1, but it can be built into the limbs as well as the head and torso. Head

protection is similar to a Kevlar helmet, with a 1D6 roll of 5 or 6 meaning an unprotected portion of the head was hit.

**Either right hand or left hand. Comes with a mechanical hand which works exactly like the original organic equipment. This may be removed and replaced with one of several alternate attachments. However, the player will not begin the game with any of these attachments in his or her possession.

Contacts: None.

Special: Agility, Strength, and

Melee Combat are allowed to rise above 10 with these enhancements. For each term completed, add +1 to Initiative as well, to a maximum of 7. (This is exception to the non-cumulative nature of Initiative modifiers, and the only way to gain a 7 Initiative. Initiative 7 acts once before phase 6 of each combat turn, then acts just after Initiative 6 in each phase.)

Also, each term, subtract 1 from Empathy or Charisma, player's choice. (Remember, Charisma may not reach 0.) If this makes any skills governed by these attributes higher than the attribute, those skills must be reduced, as well.

No money is made during this career.

Finally, there may be unpleasant consequences other than the ones mentioned above. When the time comes, your referee will let you know.

Drifter

With the economic crash brought about by break-away international business conglomerates, there has been a resurgence of transients who wander from farm to farm and city to city looking for work. Generally, when they begin, they're look-



ing for somewhere to settle down. After a few years, though, the travelling life gets into their blood, and they wouldn't put down roots if they could.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Streetwise 3
Observation 2
Melee Combat 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Act/Bluff
Archery
Climbing
Horsemanship
Language
Luck
Mechanic
Melee Combat (Unarmed)
Observation
Persuasion
Small Arms (Pistol)
Streetwise
Swimming
Vehicle Use (Motorcycle, Wheeled Vehicle)

Contacts: One per term, business, criminal, government, or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities allowed.



Entertainer

When times are worst, that's when people need escapism the most. Ironically, what the poor want to spend their entertainment money on is a chance to see the glamor and glitz of the rich. You're part of the industry that gives them that vision. It can be depressing, because you know it's all a facade. You know the diamonds they see are only rhinestones, and the stardust is only sequins. But when you're really on a roll, sometimes you can see through their eyes, and for just a moment the dream becomes real.

Entry: Charisma 8+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 3
Disguise 1
Observation 1
Persuasion 1
Psychology 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Disguise
Horsemanship
Language
Luck

Melee Combat
Persuasion
Swimming
Vehicle Use (Motorcycle or Wheeled Vehicle)
Vessel Use (Boat)

Contacts: One per term. On a 1D10 roll of 8+, the contact is in government, otherwise it is in entertainment. If it is entertainment, on a 1D10 roll of 8+ it is foreign.

Special: At the referee's option, random NPCs may recognize the character as a favorite TV or movie star.



Environmentalist

One of the worst effects of the Greater Depression has been that no one has the clout anymore to enforce protection of the environment. As a result, the business world seems to have abandoned itself to a mad scramble to rape the Earth before anyone else gets it all. There's not a lot an individual can do to turn things around, but you're determined to protect as much of the natural world as you can, even if it means using violence.

Entry: No prerequisites.

First Term Skills: In the first

term, a character gains the following skills:

Biology 2
Climbing 1
Observation 2
Tracking 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:
Acrobatics
Animal Empathy (if EMP 1+)
Archery
Biology
Climbing
Empathic Healing (if EMP 1+)

Foreboding
Horsemanship
Human Empathy (if EMP 1+)
Melee Combat
Navigation
Observation
Persuasion
Small Arms
Stealth
Swimming
Thrown Weapon
Tracking

Contacts: One per term, criminal, law enforcement, or government. On a 1D10 roll of 9+, the contact is foreign.

Special: None.

Factory Worker

You used to build cars. Big American cars with sleek shapes and pinstripes and chrome trim, or pickup trucks. They were cars that the average American drove home in and parked in their garages. Nobody buys them anymore. Now they buy Yugos or Russian Zils, if they can afford them. Except the wealthy, of course, who still buy BMWs and Mercedes and stretch limousines.

So now you build weapons systems. You run the machines that plug components into control panels for guns and missiles



to fuel wars in the Middle East, Asia, and Africa. It's mind-numbingly dull work, but it's a living.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Business 1
Mechanic 2
Electronics 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Business
Leadership
Electronics
Mechanic

Contacts: One per term, business. On a 1D10 roll of 10, the contact is foreign.

Special: Factory workers are allowed two secondary activities per career period.

Farmer

Once, not too long ago, fields full of crops stretched in every direction farther than the eye could see. Back then, families used to make a business out of farming. Then the agri corps came and glutted all the markets with their force-grown, hot-house crops. Family farms couldn't stay in business, and the majority of them just went to



seed. Now there are weed-filled fields as far as the eye can see, dotted here and there by abandoned farmhouses gone to ruin.

But you swore you'd never leave. So now you live even closer to the land, raising just enough to keep yourself fed, with some left over to sell or trade in town, treating your equipment with kid gloves, trying to make it last. It isn't an easy life, but it sure beats moving to the city.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Biology 2
Mechanic 2
Tracking 1
Observation 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Animal Empathy (if EMP 1+)
Biology
Empathic Healing (if EMP 1+)
Horsemanship
Mechanic
Observation
Tracking
Vehicle Use (Wheeled or Heavy Vehicle)
Willpower

Contacts: One per term, criminal or specialist in one of the above skills. On a 1D10 roll of 10, the contact is foreign.

Special: None.



Federal Law Enforcement

The local forces do a pretty good job of policing their own neighborhoods, but to your way of thinking, their focus is a bit nearsighted. Somebody has to keep an eye on the larger scheme of things, tracking fugitives that stay on the move, and remaining on top of problems that affect whole geographical regions. That somebody is you. With the state the world is in today, your hands are more than full.

Entry: Law school, no prison record.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Melee Combat (Unarmed) 1
Observation 1
Small Arms (Pistol) 2

Subsequent Term Skills: The character receives a total of 6 levels from any one or a combination of the following:

Contacts: One per term, government or criminal. On a 1D10 roll of 8+, this contact is foreign.

Special: If more than one term is served, add +1 to Initiative.

Entry: One per term, government or criminal. On a 1D10 roll of 8+, this contact is foreign.

Special: If more than one term is served, add +1 to Initiative.



Gambler

Your kind has been around since the dawn of time, making a living out of sharp wits, a knack for bluffing, and a little bit of luck. In a world that changes as fast as this one, you figure only the gamblers can hope to survive.

Entry: Luck 5+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 2
Persuasion 1
Bargaining 1
Streetwise 2

Subsequent Term Skills: A

total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargaining
Foreboding (if Empathy 1+)
Human Empathy (if Empathy 1+)
Luck
Melee Combat (Unarmed)
Persuasion
Psychology
Streetwise

Contacts: One per term, criminal, law enforcement, or another gambler. On a 1D10 roll of 8+, the contact is foreign.

Special: When calculating starting money, use Luck instead of Intelligence for each term as a gambler.



Ganger

You're young, you're tough, and you're slick. You're part of a family of the street, a motley collection of disaffected youths that knows the world is going to pieces and intends to party and rumble until the world's last gasp.

But lately you've been wondering if it's ever going to end. Maybe someone's manipulating things to keep everyone right on the brink but never let them



go over. Maybe you and your chums out to find out who that someone is and kick some butt.

Entry: Charisma 3+.

First Term Skills: In the first term, a character gains the following skills:

Act/Bluff 1
Melee Combat (Unarmed) 1
Stealth 1
Streetwise 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Act/Bluff
Archery
Climbing
Leadership
Foreboding (if EMP 1+)
Lockpick
Melee Combat
Pickpocket
Small Arms (Pistol)
Stalking
Stealth
Streetwise
Thrown Weapon

Contacts: One per term, criminal, law enforcement, or specialist (Streetwise). On a 1D10 roll of 10, the contact is foreign.

Special: When calculating starting money, use $CHR \times \$500$ for each term as a ganger.

Government Agent

Faced with corporate aggression, the federal government stepped back into the wings. Most people think it's moribund, that it will never recover. But you know it's playing possum. All available money and resources have been poured into clandestine operations to find out exactly what's behind the new world order. It's no longer just the CIA and FBI, either. Nowadays some of the most effective agents are FCC, EPA,



SEC, IRS, and the like. Using their primary missions as cover, these agencies are collecting the data that may turn things back around.

Entry: Undergraduate degree, Intelligence 6+, Charisma 6+.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Language 1
Observation 1
Small Arms (Pistol) 2

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Act/Bluff
Computer Operation
Disguise
Forgery
Interrogation
Language
Leadership
Lockpick
Melee Combat
Small Arms
Willpower

Contacts: One per term, government or intelligence community. A result of 8+ on 1D10 means the contact is a foreign one.

Special: None.



Homeless

You're an expert at urban survival. You know all the latest scams for getting food and at least minimal shelter out on the streets. As well, you know pretty much every face within your territory, every deal that's going down, every trap to avoid. Lately, though, things have been getting really weird. There's a feeling in the air, like something unhealthy has settled its nets around the area. If you can't get someone with clout to listen, you figure it might be getting time to move on.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Melee Combat (Unarmed) 1
Observation 2
Streetwise 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Animal Empathy (if Empathy 1+)
Archery
Foreboding (if Empathy 1+)
Human Empathy (if Empathy 1+)
Language
Lockpick

Luck
Melee Combat
Observation
Persuasion
Pickpocket
Stalking
Stealth
Streetwise
Willpower

Contacts: One per term, criminal, journalist, or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities are allowed for the homeless. Also, no money is received for terms as homeless. Careers prior to and after this state do provide starting money, however.



Journalist

Technically, the country still has a free press. But most of the national news services have fallen prey to the big money of the corps. That leaves you to fill the gap. You work for a street-corner rag that prints all the news that fits. Across your front pages headlines clamor about the ghost of Elvis and two-headed babies born on roller coasters. But in between those stories are others like the one about the ritual murders in Galveston.



That one was truth, intended to draw fire on the perpetrators, and apparently it worked, because the murders stopped.

You wish you could print nothing but stories like that. But the more sensational ones serve two purposes. First, they draw buyers, keeping you in business. Second, they serve as camouflage to screen you from the revenge of whatever it is out there that's driving this world insane. As long as your true stories seem accidental, you've got a chance to survive.

Entry: Undergraduate degree or Charisma 7+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Computer Operation 1
Interrogation 2
Observation 1
Persuasion 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Act/Bluff
Disguise
Interrogation
Luck
Observation
Persuasion
Stealth

Contacts: Three per term, criminal, government, and/or law enforcement. On a 1D10 roll of 7+, the contact is foreign.

Special: None.

Manager

Sure the world is going crazy. But that's what makes business opportunities so wonderful. Every second, it seems, someone else goes out of business, but they are the bunglers. By dropping out, they leave all the more room for you to make your own mark on the world, to grab your



own slice of the pie.

Entry: Undergraduate degree.

First Term Skills: The character receives the following skills in the first term:

Bargain 1
Business 2
Computer Operation 2
Leadership 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Bargain
Business
Computer Operation
Instruction
Leadership
Luck
Observation
Persuasion
Psychology
Streetwise

Contacts: One per term, business or government. Roll 8+ on 1D10 for the contact to be foreign.

Special: When calculating starting money, use Business instead of Education for each term as a manager.

Martial Artist

The streets are more dangerous than ever before, but you're well trained in self-defense and



can hold your own against multiple foes in face-to-face combat. Even in fire combat, however, your training gives you an edge, making your reactions quicker and more exact. Also, your physical control translates into stealth when necessary.

The martial artist career includes everything from martial arts instructors to Oriental assassins.

Entry: No prerequisites.

First Term Skills: In the first term, a character gains the following skills and attribute enhancements:

STR +1
AGL +1
Melee Combat (Unarmed) 3
Willpower 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the skills from group A. Alternatively, for each 2 levels not taken from group A, 2 level may be taken from group B.

Group A:
Acrobatics
Archery
Climbing
Disguise
Foreboding (if EMP 1+)
Instruction

Lockpick
Melee Combat
Observation
Pickpocket
Stalking
Stealth
Thrown Weapon
Willpower

Group B:

AGL +1
STR +1
CON +1

Contacts: One per term, business, criminal, or specialist (Melee Combat). On a 1D10 roll of 7+, the contact is foreign.

Special: Use INT instead of EDU for determining starting money per term. If more than one term is served, add +1 to Initiative.



Mechanic

There's not much romance or mystique to being a mechanic, but people sure holler when they need one. It's not everyone that can take a look at a piece of machinery, figure out what's wrong, and then fix it. You can. As long as humans use machines, then, you'll have work to do.

Entry: Agility 3+ or Intelli-



gence 3+.

First Term Skills: The character receives the following skills in the first term:

Electronics 2
Mechanic 4

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Bargain
Business
Electronics
Lockpick
Mechanic
Vehicle Use (Motorcycle or Wheeled Vehicle)

Contacts: One per term, a specialist in one of the above skills. Roll 1D10 for 10 for the contact to be foreign.

Special: For each term as a mechanic, use Mechanic instead of Education when calculating money.



Medical Doctor

For the past couple of centuries, doctoring has been a good gig with high pay and lots of perks. Lately, there has been an increased demand for doctors with lots of knowledge about emergency medicine. It looks like business will remain good for a long time to come.

Entry: Medical school.

First Term Skills: The character receives the following skills in the first term:

Computer Operation 1
Medical 1
Observation 1
Persuasion 1
Psychology 1

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Business
Computer Operation
Leadership
Medical
Persuasion

Contacts: One per term, medical. On a 1D10 roll of 7+, the contact is foreign.

Special: The first term is internship and residency. No secondary activity is allowed during this time. For each additional career period, doctors are allowed two secondary activities. Doctors get one doctor's medical bag free. For each term as a medical doctor, use Medical instead of Education when calculating starting money.



Mercenary

With the old superpowers cooling their heels after the cor-

porate takeover, they're not able to watchdog the world's trouble spots as effectively any more. As a result, the temperature of brush wars has risen a number of degrees, and the countries involved are crying for someone to come and train their troops in modern warfare techniques. Of course, part of training them is supplying them, so if you're sharp, it's pretty easy to make a lot of money really fast. You just have to be careful to duck when the bullets start flying.

Entry: STR 4+, prior military career.

First Term Skills: The character receives the following skills in the first term:

Bargain 1
Language 1
Melee Combat 1
Small Arms 1
Stealth 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Archery
Climbing
Demolitions
Heavy Weapons
Interrogation
Language
Leadership
Luck
Medical
Melee Combat
Small Arms
Stealth
Swimming
Thrown Weapon
Tracking
Vehicle Use

Contacts: One per term, criminal, government, intelligence community, military, or another mercenary. On a 1D10 roll of 6+, the contact is foreign.

Special: Roll 1D10 once per term. On a roll of 9, the charac-

ter must spend the next term in a noncombat career due to serious wounds. A roll of 10 means the character was captured by the opposition and must spend the next term in prison (as a prisoner). If more than one term is served, add +1 to Initiative.



Merchant Marine

Even in this fast-paced world, there are some things that can afford to take days or weeks to get from place to place. The bottom line is cost-effectiveness, and it's always going to be cheaper to move things by boat than by plane. The life of a merchant marine involves some hard labor, but it also allows you a lot of time between ports to think. Lately, one of the things you've been thinking about is the increase in piracy. Target practice has become a daily drill on board many vessels, and a few have taken to mounting big guns in preparation for naval battles.

Of course, there are other things to think about—like the rumors of strange creatures that are beginning to circulate. And the increasing number of "Overdue, presumed lost" entries in



the Maritime News.

Entry: Constitution 3+.

First Term Skills: The character receives the following skills in the first term:

Navigation 1
Swimming 1
Vessel Use (Ship) 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Business
Computer Operation
Electronics
Language
Leadership
Mechanic
Navigation
Swimming
Vehicle Use
Vessel Use

Contacts: One per term, business, law enforcement, or specialist (PC's primary skill). On a 1D10 roll of 6+, the contact is foreign.

Special: None.



Mystic

You've always been more attuned to the nature of things than most people. Lately, you've felt a sickness growing in the world, like a sort of psychic gangrene. Even the common

people, who aren't as sensitive as you, are beginning to feel its pressure, and it adds to the world's problems, causing them to lash out in ever-increasing violence. Someone has to locate the source of that infection and lance it. Unfortunately, it looks like that someone will have to be you.

As a mystic, you play the part of a psychic investigator. Chances are that you will have some other type of occupation to support you during your investigations. (Teaching and writing careers are good choices, for example, because of their flexible schedules.)

Entry: Empathy 4+.

First Term Skills: The character receives the following skills in the first term:

Foreboding 3
Human Empathy 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Animal Empathy
Business
Computer Empathy
Foreboding
Human Empathy
Observation
Persuasion
Project Emotion
Streetwise
Willpower

Contacts: One empathic per term. On a 1D10 roll of 8+, the contact is foreign.

Special: When determining starting money, use Charisma rather than Education for all terms as a Mystic.

Nomenklatura (Idle Rich)

Nomenklatura is a Russian term referring to sons and



daughters of Communist Party members, members of the privileged class guaranteed high-ranking jobs due to their family connections. In today's vernacular, it refers to anyone from a wealthy, privileged group. *Nomenklatura* (often called *gnome* or *nomen*) characters have almost unlimited funds. However, they are also highly visible in the international jet set, which means that if you begin spending too much money financing Dark Minion hunts, you're likely to draw unwanted attention.

Entry: Charisma 8+, Luck 6+.

Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Business
Computer Operation
Foreboding
Horsemanship
Instruction
Language
Luck
Persuasion
Swimming
Vehicle Use

Contacts: One per term, wealthy or government. A roll of 6+ on 1D10 means it is a foreign contact.

Special: For each term as *nomenklatura*, multiply by 10 the money available to the character, using Luck instead of Education as a base. This money does not represent the character's total value, but rather how much ready cash is available at the beginning of the campaign. Also, at the beginning of each new adventure, the character will have an additional amount of money available equal to Luck x \$3000.



Paramedic

To your mind, the city streets have become a war zone. Just to collect the wounded, you have to carry firearms on the ambulance. And body armor is standard-issue for ambulance teams nowadays. One good thing about it all, though: You don't have to worry about a layoff. Business is booming.

Entry: Technical school, Medical 2+

First Term Skills: The character receives the following skills in the first term:

Biology 1
Computer Operation 1
Medical 2
Vehicle Use (Wheeled Ve-



hicle) 2

Subsequent Term Skills: Medical 1 plus a total of 5 levels from any one or a combination of the following:

Biology
Computer Operation
Human Empathy (If EMP 1+)
Language
Melee Combat
Psychology
Small Arms
Vehicle Use (Wheeled Vehicle)

Contacts: One per term, medical. A roll of 10 on 1D10 means the contact is foreign.

Special: None.



Paraphysicist

As an expert in the workings of the human mind, you have become very interested in what have come to be called the empathic powers. This field was once known as parapsychology, but as the laws governing their use have become better known, it has been rechristened paraphysics. You want to delineate the limits of those powers, to learn how they work, and to discover what has brought about their sudden upsurge in today's world.

But your interest has led you into subjects you never expected. You've begun to find evidence of a psychic invasion sweeping the planet. Now, you realize that the research you are doing is no longer merely simple interest: It may be the only thing that can save the world.

Entry: Prior term as psychiatrist.

First Term Skills: In the first term, a character gains the following skills:

Observation 2
Willpower 2
Human Empathy 1
Foreboding 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of skills from the list below, plus 1 level in any empathic skill.

Act/Bluff
Biology
Chemistry
Electronics
Instruction
Interrogation
Leadership
Medical
Observation
Persuasion
Psychology
Willpower

Contacts: One per term, medical, academic, or empathic. On a 1D10 roll of 7+, the contact is foreign.

Special: Double normal starting money per term as a paraphysicist. Free paraphysicist's field kit

Politician

In this increasingly complex world, public governance is becoming steadily more demanding. No one is really qualified to make sense of things, but you believe that you are more qualified than most. Most importantly,



you are able to inspire faith in the masses, and with their backing you know you can achieve the changes necessary to set the world to rights. But they'll have to trust you to use that power wisely, because you can't tell them what's really wrong. If you were to tell the public about the Dark Minions, chances are you'd merely be ridiculed by the electorate, and you'd certainly draw the Dark Minions' attention.

Entry: Charisma 8+.

First Term Skills: The character receives the following skills in the first term:

Leadership 3
Persuasion 3

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Act/Bluff
Bargain
Business
Interrogation
Instruction
Language
Leadership
Luck
Observation
Persuasion

Contacts: Three per term: journalism, government, or military. Roll 1D10 for 7+ for the

contact to be foreign.

Special: None.



Prisoner

If you're going to dance, sooner or later you have to pay the piper. If you're going to lead a life of crime, eventually you're going to get caught. When that happens, you'll end up here.

Entry: Forced due to capture while engaged in criminal activity.

Skills: A total of 6 levels from any one or a combination of the following:

Acrobatics
Act/Bluff
Bargain
STR +1
Business
Disguise
EDU +1
Electronics
Foreboding (if EMP 1+)
Forgery
Instruction
Lockpick
Mechanic
Medical
Melee Combat
Observation
Persuasion
Pickpocket
Psychology



Stalking
Stealth
Streetwise
Willpower

Contacts: Two per term, criminal. On a 1D10 roll of 10, the contact is foreign.

Special: No secondary activities allowed. Released after one term.

Do not count prison terms when calculating starting money.



Private Investigator

It used to be you tracked down missing husbands and testified at divorce proceedings. Sometimes you'd get a real case investigating crimes the police had decided to let lie. Nowadays you track monsters in the sewers and investigate crimes that would get you an appointment with a psychiatrist, if you told anyone. You're not sure exactly what's happening to the world, but you certainly intend to find out.

Entry: Intelligence 5+, Charisma 5+.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1

Small Arms (Pistol) 1
Observation 2
Persuasion 1
Disguise 1

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Business
Disguise
Forgery
Interrogation
Lockpick
Luck
Melee Combat
Observation
Small Arms (Pistol)
Stealth
Streetwise

Contacts: Two per term, criminal, law enforcement, or government. Roll 1D10 for 9+ for the contact to be foreign.

Special: None.



Professor

Research is an essential part of your career, in many ways even more so than teaching. Recent research you've done leads you to believe that there's something alien and evil manifesting itself in the world. Perhaps more research will reveal to you how to combat it.

Entry: Ph.D.

First Term Skills: The character receives the following skills in the first term:

Specialty 1 (a level in the character's specialty skill)
Instruction 3
Persuasion 1
Language 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Instruction
Language
Leadership
Observation
Persuasion
Specialty skill

Contacts: Two per term, academic or government. Roll 7+ on 1D10 for the contact to be foreign.

Special: Professors may have two secondary activities per term.



Prole (Corporate Welfare Recipient)

You used to be unemployed, homeless, and hungry. Now you're just unemployed. You live in a barracks or tiny apartment provided by a major corp. You eat the daily rations they pro-

vide for you. You wear the clothes they give you. And you watch the television they pipe in. All the corp requires in return is that you sign a proxy allowing it to vote in your place in public elections. All in all, it doesn't seem a bad exchange, but it's awfully boring, or would be if it weren't for the gangs, gambling, and gin mills. You also tend to meet a lot of strange people in the slums.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Act/Bluff 1
Observation 1
Streetwise 2
Willpower 2

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

Act/Bluff
Bargain
Computer Empathy (if Empathy 1+)
Empathic Healing (if Empathy 1+)
Foreboding (if Empathy 1+)
Human Empathy (if Empathy 1+)
Lockpick
Luck
Melee Combat (Unarmed)
Observation
Persuasion
Pickpocket
Streetwise
Willpower

Contacts: One per term. However, for each term, a roll of 10 on 1D10 means that the character receives one government or journalist contact. Otherwise the contact is criminal. On an additional 1D10 roll of 10, the contact is foreign.

Special: No secondary activities are allowed for proles. Also, no money is received for



terms as a prole, and any money earned at prior careers is forfeit. Only careers held after prolehood ends count toward starting money.



Psychiatrist

Stress in the modern world is extremely high, and many people are suffering mental breakdowns as a result. Some of them lash out in violence, adding to the stress. Others begin to "see" strange things that have no place in the real world. It is your job to help these people cope with their stress in a healthy manner. The problem is, you're beginning to wonder if some of these strange visions might not be true.

Entry: Medical school and M.A. (or M.S.) in psychology.

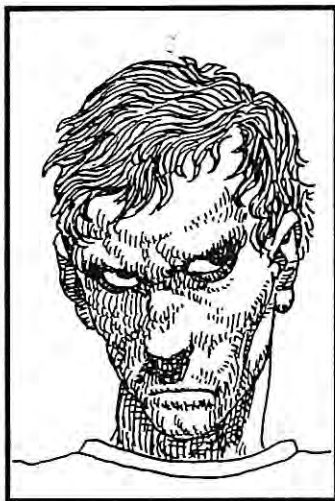
Term Skills: In each term, the character receives a total of 4 levels from any one or a combination of the following:

- Business
- Computer Operation
- Instruction
- Interrogation
- Leadership
- Medical
- Observation
- Persuasion

Psychology
Willpower

Contacts: One per term, specialist (Psychology), or medical. A roll of 8+ on 1D10 means the contact is foreign. Alternatively, the referee may allow the contact to be a patient with an interesting background or link to the Dark Minions.

Special: When calculating starting money, each term as a psychologist counts triple.



Psychic Test Subject

Here and there across the globe, clandestine labs to study psychic phenomena are being built by a number of different organizations. You have been identified as manifesting high psychic potential and have been recruited or captured to become a test subject. All sorts of stimuli are tried to bring your abilities to light: hypnosis, drug therapy, and electrostimulus are just a few. The result has been a rapid improvement in your empathic powers. But you've learned a few things about medicine and psychology along the way, as well.

Entry: Empathy 5+.

First Term Skills: The char-

acter receives the following skills in the first term:

- Human Empathy 3
- Project Emotion 2
- Willpower 2

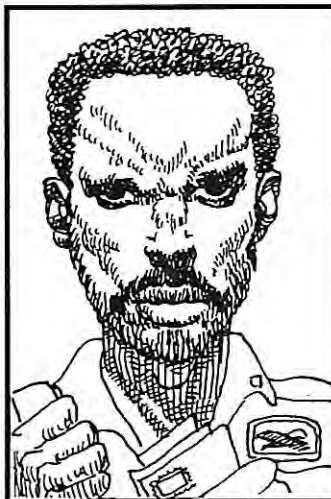
Subsequent Term Skills: A total of 8 levels from any one or a combination of the following:

- Any Empathy skill
- Luck
- Observation
- Willpower
- Medical

Contacts: One empathic, government, or medical per term. On a 1D10 roll of 9+, the contact is foreign.

Special: Roll 1D10 versus Charisma each term or the character must flee from the lab after being judged too uncontrollable to live. Characters who are forced to flee cannot return to this career.

When calculating starting money, use Empathy instead of Education for each term as a psychic test subject. However, if the character has to flee the lab, all payment for this career is lost (i.e., do not count the terms toward starting money at all).



Public Employee

Not everyone can have the

cushy jobs. Someone has to sort the mail, drive the school buses, and make out city water bills. You're just happy to have a job at all, especially as this one provides you with both the money and the time to pursue your hobbies.

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

- Business 2
- Computer Operation 3

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:

- Business
- Computer Operation
- Instruction
- Leadership
- Persuasion

Contacts: One per term, business or government. On a 1D10 roll of 10, the contact is foreign.

Special: Two secondary activities are allowed each term.



State/Local Law Enforcement

It takes a tough cop to keep the locals in line in today's world, and that's where you come in.



You've worked hard to establish a reputation as a hard-bitten officer who's tough but fair. You're proud to think of yourself as a peace officer, someone who not only enforces the law, but who also defuses confrontations before they escalate into violence.

The trouble is, out-of-towners don't know your reputation. With them, you have to prove yourself anew in each encounter. And you resent the added trouble they bring to your beat. Often as not, you'll use the least pretext to send them packing back where they came from.

Entry: No prison record.

First Term Skills: The character receives the following skills in the first term:

Interrogation 2
Observation 2
Small Arms (Pistol) 2

Subsequent Term Skills: A total of 4 levels from any one or a combination of the following:

Computer Operation
Instruction
Interrogation
Language
Leadership
Melee Combat
Observation
Small Arms
Stalking
Stealth
Tracking

Vehicle (Wheeled Vehicle)

Contacts: One criminal contact per term. On a 1D10 roll of 10, the contact is foreign.

Special: If more than one term is served, add +1 to Initiative.

Truck Driver

As an independent operator, you've been all over the nation. In those travels, you've seen some really weird things and



learned to deal with strange customs.

Most of the time, you haul loads for small companies struggling to survive in the shadow of the megacorps. But sometimes those megacorps will contract an independent to supplement their own fleets on a particular run. For them, it's cost effectiveness. For you, it's a windfall.

Entry: Agility 4+.

First Term Skills: The character receives the following skills in the first term:

Vehicle Use (Wheeled Vehicle) 2

Navigation 2
Mechanic 2

Subsequent Term Skills: The character receives the following skills in the second and in all subsequent terms:

Bargain 1
Mechanic 1
Navigation 1
Streetwise 1

Vehicle Use (Wheeled Vehicle) 1

Contacts: One per term, specialist (mechanic), or law enforcement. On a 1D10 roll of 10, the contact is foreign.

Special: Truck drivers are allowed two secondary activities per career period.

MILITARY OCCUPATIONS

The following material provides an overview of the armed forces of the United States. Players can use this information to create equivalent foreign military characters, as well, by merely choosing skills that seem appropriate. (If more detail is desired, the referee may allow players to use the military career listings in *Twilight: 2000*, following the guidelines at the end of this book for conversion of skills, etc.)

Note that basic training is included in first term in any military career; it does not take an additional term.



United States Army

The US Army is made up of several specialized arms, including Armor, Artillery, Aviation, Engineers, Infantry (which itself includes Airborne and Rangers), Medical, Military Intelligence, Special Forces, and Support. For simplicity's sake, these various arms have been collapsed into two major groupings: Elite Forces (Airborne, Rangers, and Special Forces) and Regular Forces (everything else). Players should choose skills to reflect the particular MOS (Military Occupational Specialty) of the characters. For example, a medic would concentrate on Medical and Biology rather than on something like Heavy Weapons.

Regular Forces

Entry: No prerequisites.

Basic Training: The character receives the following skills as a part of his basic training:

Melee Combat (Unarmed) 2
Small Arms (Rifle) 2
Stealth 1
Thrown Weapon 1

Special: Characters with both Intelligence and Education of 7+ may enter OCS (Officer Corps School). If so, they receive a level 1 Leadership skill, are commissioned as a 2nd lieutenant, and then conduct their first term normally.

Enlisted

Entry: No prerequisites.

First Term Skills: A total of 4 levels from any combination of the following:

Bargain
Climbing
Computer Operation
Demolitions
Electronics



Engineer
Heavy Weapons
Mechanic
Medical
Melee Combat
Navigation
Observation
Small Arms
Stealth
Thrown Weapon
Vehicle Use

Subsequent Term Skills: A total of 4 levels of skills to be chosen in any combination from those listed below:

Bargain
Climbing
Leadership
Computer Operation
Demolitions
Electronics
Engineer
Heavy Weapons
Instruction
Interrogation
Language
Mechanic
Medical
Melee Combat
Navigation
Observation
Parachute
Small Arms
Stealth
Stalking
Swimming

Thrown Weapon
Tracking
Vehicle Use
Vessel Use (Boat)
Willpower
Contacts: One per term, military. On a roll of 8+ with 1D10, the contact is foreign.
Special: None.

Officer

Entry: OCS, military academy, or commission.
First Term Skills: The character receives the following skills in the first term:

Leadership 2
Observation 1
Willpower 1

Subsequent Term Skills: A total of 3 levels from any one or a combination of group A, plus 2 levels from group B:

Group A:
Business
Climbing
Computer Operation
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation
Psychology
Small Arms
Stealth
Willpower

Group B:
Demolitions
Engineer
Heavy Weapons
Mechanic
Swimming
Thrown Weapon
Vehicle Use
Vessel Use (Boat)

Contacts: Two per term, military. A roll of 7+ on 1D10 indicates the contact is foreign.

Special: When calculating



starting money, count each term as an officer as double.

Elite Forces

Elite Forces is a generic term that includes the specialized infantry groups of Airborne, Rangers, and Mountain Infantry, as well as the separate Special Forces (Green Berets). Basic training is the same as under Regular Forces.

Enlisted

Entry: Strength+Constitution+Agility=17+.

First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 1
Melee Combat (Unarmed) 2
Navigation 1
Small Arms 2
Thrown Weapons 1

Subsequent Term Skills: A total of 6 levels from any one or a combination the following:

Climbing
Demolitions
Heavy Weapons
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation



Parachute
Small Arms
Stealth
Stalking
Swimming
Thrown Weapon
Tracking
Vehicle Use
Vessel Use (Boat)
Willpower

Contacts: One per term, military. Roll an 8+ on 1D10 for the contact to be foreign.

Special: If more than one term is served, +1 to Initiative.

Officer

Entry: Strength+Constitution+Agility=15+, and OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Leadership 2
Melee Combat (Unarmed) 2
Navigation 1
Small Arms 1
Thrown Weapons 1

Subsequent Term Skills: A total of 5 levels from any one or a combination of group A, plus 2 levels in any combination from group B:

Group A:
Business



Climbing
Computer Operation
Interrogation
Language
Leadership
Melee Combat
Navigation
Observation
Parachute
Psychology
Small Arms
Stealth
Willpower

Group B:
Demolitions
Engineer
Heavy Weapons
Swimming
Thrown Weapon
Vehicle Use
Vessel Use (Boat)

Contacts: Two per term, military. A roll of 7+ on 1D10 indicates the contact is foreign.

Special: When calculating starting money, count each term as an officer as double. If more than one term is served, +1 to Initiative.

United States Marine Corps

The United States Marine Corps (USMC) is a separate



branch of service from the US Army. Traditionally, it has been used primarily for amphibious operations, but more recently it has come to be recognized as a force ready for rapid deployment for more conventional missions.

Entry: Strength+Constitution+Agility=15+, and no prison record.

Basic Training: Characters receive the following skills as part of their basic training:

Small Arms (Rifle) 2
Melee Combat (Armed) 1
Melee Combat (Unarmed) 1
Swimming 1
Thrown Weapon 1

Careers: Available careers are equivalent to those for the Army. However, the Elite Forces designations for the USMC is Force Recon or Marine Sniper, instead of Airborne, Ranger, and Special Forces.

Special: Characters with both Intelligence and Education of 7+ may enter OCS. As a result of doing so, they receive Leadership 1 and are commissioned as 2nd lieutenants, then conduct their first term as normal.

United States Navy

As with the US Army de-

scription, the following material concerning the US Navy can effectively be used to generate characters of foreign navies, as well.

Entry: No prerequisites.

Basic Training: Characters receive the following skills as a part of their basic training:

Melee Combat (Unarmed) 1
Small Arms (Rifle) 1
Swimming 2

Vessel Use (Boat or Ship) 2

Special: Characters with both Intelligence and Education of 7+ may enter OCS. If they do so, they receive Leadership 1 and are commissioned as ensigns, then conduct their first term as normal.



Enlisted Seaman

Entry: No prerequisites

First Term Skills: The character receives the following skills in the first term:

Mechanic 1
Heavy Weapons 2

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Computer Operation
Electronics
Heavy Weapons
Instruction

Language
Leadership
Mechanic
Medical
Melee Combat
Navigation
Observation
Small Arms
Swimming
Vessel Use
Willpower

Contacts: One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

Special: None.



Naval Officer

Entry: OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Heavy Weapons 1
Leadership 1
Navigation 2

Subsequent Term Skills: A total of 3 levels from any one or a combination of the skills in group A, plus 1 level from group B.

Group A:
Heavy Weapons
Instruction
Leadership



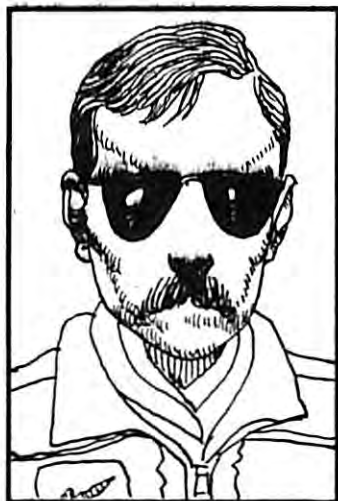
Mechanic
Navigation
Observation
Small Arms
Swimming
Vessel Use (Boat or Ship)
Willpower

Group B:

Computer Operation
Electronics
Engineer
Language
Psychology

Contacts: Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

Special: Double the normal starting money during each term spent as a naval officer.



Naval Aviator

Entry: Must be officer, Agility 8+.

First Term Skills: The character receives the following skills in the first term:

Pilot (Fixed-wing or Rotary) 6
Navigation 1

Subsequent Term Skills: A total of 3 levels from any one or a combination of the following:

Instruction
Leadership
Mechanic

Navigation
Observation
Persuasion
Pilot (Fixed-wing or Rotary)
Small Arms
Contacts: Three per term, military or specialist (Pilot). Roll 1D10 for 7+ for the contact to be foreign.

Special: Double the normal starting money for terms as naval aviator.



Enlisted SEAL (Sea Air Land)

Entry: Strength+Constitution+Agility=15+.

First Term Skills: The character receives the following skills in the first term:

Swimming 3
Demolitions 1
Melee Combat (Armed) 1
Vessel Use (Boat) 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Demolitions
Heavy Weapons
Navigation
Observation
Parachute
Small Arms
Stealth

Swimming
Vessel Use (Boat)
Contacts: One per term, military or intelligence community. Roll 1D10 for 8+ for the contact to be foreign.

Special: If more than one term served, +1 to Initiative.



SEAL Officer

Entry: Strength+Constitution+Agility=15+, and OCS, military academy, or commission.

First Term Skills: The character receives the following skills in the first term:

Demolitions 1
Leadership 1
Melee Combat 1
Swimming 2
Vessel Use (Boat) 1

Subsequent Term Skills: A total of 7 levels from any one or a combination of the following:

Demolitions
Heavy Weapons
Leadership
Melee Combat
Navigation
Observation
Parachute
Persuasion
Small Arms
Stealth

Swimming
Vessel Use (Boat)

Contacts: Two per term, military or intelligence. Roll 1D10 for 7+ for the contact to be foreign.

Special: Count each term as SEAL officer double toward starting money. If more than one term served, +1 to Initiative.

United States Air Force

The US Air Force was originally part of the US Army, but it became its own distinct service after World War II. Its primary function is to provide fixed-wing combat and support aircraft.

Entry: No prerequisites

Basic Training: In Air Force basic training, characters receive the following skills:

Melee Combat (Unarmed) 1
Small Arms 1
Swimming 1
Thrown Weapon 1

Special: Characters with both Intelligence and Education of 7+ may enter OCS. If they do so, they receive Leadership 1, are commissioned as 2nd lieutenants, and then conduct their first term normally.





Enlisted Airman

Entry: No prerequisites.

First Term Skills: The character receives the following skills in the first term:

Electronics 2
Mechanic 2

Subsequent Term Skills: A total of 5 levels from any one or a combination of the following:

Electronics
Instruction
Leadership
Mechanic
Parachute
Pilot (Fixed-wing or Rotary)
Small Arms
Vehicle Use

Contacts: One per term, military. On a roll of 9+ on 1D10, the contact is foreign.

Special: None.

Pilot (Officer)

Entry: Agility 6+ and OCS, military academy, or commission.

First Term Skills: In the first term, a character gains the following skills:

Navigation 2
Pilot (Fixed-wing or Rotary) 4

Subsequent Term Skills: A total of 6 levels from any one or a combination of the following:



Instruction
Leadership
Mechanic
Navigation
Observation
Parachute
Persuasion
Pilot (Fixed-wing or Rotary)
Small Arms

Contacts: Two per term, specialist (Pilot). A roll of 7+ on 1D10 means the contact is foreign.

Special: When calculating starting money, count each term of Air Force pilot double.



CAREER LIST

Education

Undergraduate University
Graduate University
Law School
Medical School
National Military Academy
Technical School

Civilian Occupations

Astronaut	Journalist
Athlete	Manager
Attorney	Martial Artist
Bodyguard	Mechanic
Bounty Hunter	Medical Doctor
Civil Engineer	Mercenary
Clergy	Merchant Marine
Commercial Pilot	Mystic
Computer Operator/ Programmer	Nomenklatura (Idle Rich)
Construction Worker	Paramedic
Criminal	Paraphysicist
Cyborg Escapee	Politician
Drifter	Prisoner
Entertainer	Private Investigator
Environmentalist	Professor
Factory Worker	Prole (Corporate Welfare Recipient)
Farmer	Psychiatrist
Federal Law Enforcement	Psychic Test Subject
Gambler	Public Employee
Ganger	State/Local
Government Agent	Law Enforcement
Homeless	Truck Driver

Military Occupations

United States Army	<i>Elite Forces</i>
<i>Regular Forces</i>	Enlisted
Enlisted	Officer
Officer	
<i>Elite Forces</i>	
Enlisted	
Officer	
United States Navy	
Enlisted Seaman	
Naval Officer	
Naval Aviator	
United States Marine Corps	
<i>Regular Forces</i>	
Enlisted	
Officer	
United States Air Force	
Enlisted Airman	
Pilot (Officer)	

TASK RESOLUTION & SKILLS



Most important actions in *Dark Conspiracy* are resolved using the roll of a die. Each such action is expressed as a specific task, and the die roll determines whether the player attempting the task was successful or unsuccessful, and if an extraordinary success or failure occurred.

Dice: To play the game you will need a 10-sided die (D10) and one or more six-sided dice (D6). A D10 is read from 1 to 10 (with 0 meaning 10). A 1 before the die notation (1D6, 1D10) means roll one die of that type, a 2 (2D6, 2D10) means roll two of that type and add them, and so on.

Die Roll Modifiers: Sometimes die roll results must be modified. For example, 2D6-2 means roll two six-sided dice and add the numbers together, then subtract 2. Conversely, 3D6+2 means roll three six-sided dice, add them together, and then add 2. (For example, a 3D6-1 roll that resulted in rolls of 3, 5, and 2 would total 9: $3+5+2-1$.)

Rolling vs. an Attribute or Skill: Sometimes, in order for your character to perform an action, your referee may instruct you to roll 1D10 versus one of your character's attributes or skills. (Attributes represent a character's innate abilities, while skills represent learned abilities. The character generation rules explain these two in more



depth.) Such an attempt is called a *task*, or sometimes an attribute check or skill check. Generally, for your character to succeed at the task being attempted, the die roll you make must be less than or equal to the numerical value of the attribute. Sometimes, instead, your target number will be double the attribute rating or half, or even a quarter or an eighth. Obviously, the smaller the fraction, the more difficult the task is to perform.

Usually, tasks are attempted at one of three levels of difficulty. A roll versus your attribute or skill rating is called an *Average* task. An *Easy* task is rolled versus double your attribute or skill rating. If the referee considers the task to be *Difficult*, the check would be rolled versus half that normal value. Only in very special circumstances will your skill or attribute be divided any further, so no official names are given for these difficulty levels. Your referee will simply ask you to roll versus a quarter, eighth, etc. of the value.

Dealing with Fractions: If you are instructed to halve (or quarter, or whatever) a rating, any fractional values will be rounded down. (After all, *Dark Conspiracy* involves a bleak world.) For example, if you are instructed to roll versus one-quarter of your character's Stealth skill, and the full rating is 7, the quarter rating will be 1.75, rounded down to 1.

Success Quality: If, when making a task success check, you manage to roll better than necessary to succeed, your character may have achieved an outstanding success at the task. *Anytime you roll at least four points below a task's target number, you achieve an outstanding success.* An outstanding success may decrease the amount of time spent at the task, increase the amount of information gained, or have some other beneficial effect. The exact effect will be determined by your referee, based upon the specific task and the situation at the time (although players are free to make suggestions!).

For example, suppose your character were trying to persuade a receptionist at a hospital to allow a peek at some records. Your referee might say, "That sounds like a *Difficult* task versus Persuasion," meaning you have to roll half or less of your character's Persuasion skill. You check the skill and discover it is rated at 10, so you need to roll a 5 or less to succeed. But you get lucky and roll a 1, which yields an outstanding success. When you point this out to

the referee, he or she decides that not only do you get a peek at the records, the receptionist actually leaves the room long enough for you to photocopy them on a machine in the office.

On the other hand, it may be that you failed the roll horribly, rolling a catastrophic failure. *Anytime you roll at least four points above a task's target number, you have a chance of suffering a catastrophic failure.* Roll the die again, and if this second roll is above the task's target number, you have failed catastrophically (if it is at or below the target number, you have simply had a normal failure). For example, in the situation described above, suppose you had rolled a 9, instead of a 1. You would have failed in your task attempt, with the possibility of a catastrophic failure. When you rolled again, if you obtained a result of 6 or higher (again above the target number of 5) so you would have failed catastrophically. The referee might decide that not only does your character not get to peek at the records, but the receptionist also calls security to have him or her thrown out of the building.

Pretty much all of *Dark Conspiracy*'s rules build upon the basic concepts explained above. As you read through later chapters, such as "Combat & Damage," you will discover specifically how the basic mechanics are applied in specific circumstances.

EMPATHIC SUCCESS

One additional rule applies to the use of Empathy skills, to reflect the varying effects these skills can have under different conditions. When a character makes a task attempt with an Empathy skill, if the attempt is successful, 1D6 is rolled to help determine the exact *power level* of the success. This power level is equal to the empathic skill rating, plus the number rolled on the D6, minus the Willpower rating (if any) of the skill's target. In the event of an outstanding success being rolled on the D10, the final result is doubled. If the target's Willpower reduces the power level to 0 or less, then the skill attempt fails.

Power level is used in two different ways. Sometimes it is translated point for point into a unit of measure, such as range of effect in meters, or number of kilograms affected, etc. At other times, it is used to determine *stages* of effect, with each six full points equaling one additional stage beyond basic success, and each extra stage indicat-



POWER LEVEL TABLE

Power Level	Stage
1-5	Basic Success
6-11	Stage Two
12-17	Stage Three
18-23	Stage Four
24-29	Stage Five
30-32	Stage Six
<i>Power Level=Empath's Skill+1D6-Target's Willpower</i>	

EMPATHIC DIFFICULTY LEVELS

As a general rule, empathic skill attempts are Easy when done under very relaxed conditions, such as in a safe and peaceful environment, and

ing another creature detected, or another sense appealed to, etc. The exact effects depend, of course, upon the specific skill being used, as explained in the individual skill descriptions.

with willing subjects. In normal conditions, however, they become Average in difficulty, due to general distractions and normal resistance. In a stressful condition, such as during combat, they become Difficult. The referee, of course, has the final word in determining which conditions apply to any specific empathic skill use.

SKILL DESCRIPTIONS

The skill descriptions and task examples in this chapter are intended to give players a basic idea of how the skills work in this game, so that characters can be designed intelligently. However, players should always remember that the referee has final say in what skills apply to a particular task and what the resulting difficulty level of that task is, based upon the circum-

stances of the story at the time.

Acrobatics (AGL): The Acrobatics skill allows a character to make Agility checks involving overall body motion at one step easier than normal. Note that this makes a character better at grappling and avoiding diving blows (see *Melee Combat*). A character does not have to be an acrobat *per se* to have this skill. Any sort of sports experience would serve as well.

Act/Bluff (CHR): This is the ability to convincingly pretend you are something you are not. For actors, it means portraying a fictitious character, of course, but it also covers such things as effectively pretending you are holding a winning hand at poker or convincing voters that you will fulfill all of your campaign promises.

Animal Empathy (EMP): Animal





Empathy is a sixth sense that allows a character to perceive the mental and emotional state of animals. (Humans are much more difficult to sense, because of their more complex cognition and their habit of hiding their thoughts and emotions. For this reason, there is a separate Human Empathy skill, and it is more difficult to acquire expertise in it.) The exact amount of information perceived depends upon the type of creature being scanned and the power level of the scanning character's success.

Simple success reveals the presence and basic emotional state of one creature within a sphere centered on the sensing character and with a radius, in meters, equal to the power level of the success.

Each additional stage of success allows the character to improve that information in one of three ways: (1) double the sphere's radius, (2) reveal all creatures of one species, or (3) reveal the exact emotions and thoughts of a single target creature.

For example, a character who gained a Stage Three success might choose to perceive one creature within four times the normal radius (doubled twice), or know the exact emotions and thoughts of two creatures within the original radius, or perceive the exact emotions and thoughts of one particular creature while keeping tabs on all creatures of a particular species within the original radius.

Archery (STR): In many cities of the *Dark Conspiracy* world, a hunting bow is now a legal type of personal defense weapon. Archery skill reflects expertise in using such a bow for fire combat.

Bargain (CHR): When trying to buy information or equipment, or get a higher price for his or her services, bargaining comes in handy for a character. Although bargaining should be roleplayed out between the referee and player, the referee should give in more easily to PCs with a higher Bargain skill, or let the player know critical information about the bargain. For example, he might tell the player that the NPC seems nervous, as if there's more to this job than meets the eye. Or the NPC seems anxious that you not see the left side of the car you're bargaining for.

Biology (EDU): This skill reflects a general knowledge of the physical functions of living creatures. While it is not treated as a cascade skill, for roleplaying purposes a character with a high Biology skill should choose to specialize in botany (concerning plants), zoology (concerning animals), ecology (concerning environmental relations), genetics (concerning heredity), or biochemistry (concerning the chemical nature of life).

Business (EDU): The Business skill indicates a familiarity with business practices. It includes a knowledge of bookkeeping procedures, an awareness of resources necessary to conduct different businesses, and familiarity with methods of locating or attracting customers.

Chemistry (EDU): Characters with this skill can, with the proper equipment, perform chemical analysis. They can also create useful substances such as chemical smoke (Easy), gunpowder (Easy), smokeless powder (Average), tear gas (Average), dynamite (Average), explosive primer (Aver-

SKILL LIST

<i>Skill</i>	<i>Controlling Attribute</i>
Acrobatics	AGL
Act/Bluff	CHR
Animal Empathy	EMP
Archery	STR
Bargain	CHR
Biology	EDU
Business	EDU
Chemistry	EDU
Climbing	CON
Computer Empathy	EMP
Computer Operation	EDU
Demolitions	AGL
Disguise	CHR
Electronics	AGL
Empathic Healing	EMP
Engineer	EDU
Foreboding	EMP
Forgery	AGL
Heavy Weapons	STR
Horsemanship	CON
Human Empathy	EMP
Instruction	CHR
Interrogation	CHR
Language	CHR
Leadership	CHR
Lockpick	AGL
Luck	CHR
Mechanic	STR
Medical	EDU
Melee Combat	STR
Navigation	INT
Observation	INT
Parachute	CON
Persuasion	CHR
Physics	EDU
Pickpocket	AGL
Pilot	INT
Project Emotion	EMP
Project Thought	EMP
Psychology	INT
Small Arms	STR
Stalking	INT
Stealth	AGL
Streetwise	INT
Swimming	CON
Thrown Weapon	STR
Tracking	INT
Vehicle Use	INT
Vessel Use	CON
Willpower	INT
Willpower Drain	EMP



age), and plastic explosive (Difficult). (Note: Smokeless powder is the propellant in modern cased ammunition; gunpowder is for old-fashioned weapons in which the powder and shot are loaded separately.)

Climbing (CON): This is the ability to scale vertical surfaces, whether rock faces or buildings, with the proper equipment. Climbing a steep slope or sheer rock face with good handholds is Average. Climbing a sheer, mostly smooth rock face or a building wall is Difficult. The above assume no specialized equipment. With climbing equipment the difficulty level is one lower. Rappelling is Easy.

An experienced climber may assist an inexperienced climber. If so, the inexperienced climber uses his or her own CON attribute as a Climbing skill.

Computer Empathy (EMP): With the Computer Empathy skill, a character can sense the flow of data within

a computer or computer network. This allows the character to react more quickly and smoothly to changes in the data flow, making Computer Operation (see below) tasks easier. The character must be physically touching a computer (whether keyboard, screen, or processor) in order to initiate the empathy. When the character makes a test of this skill, empathic power level determines how much Computer Operation is enhanced by.

Basic success means the character can sense the interior workings of the single computer that is being touched, revealing any interior damage or any problem areas in its electronic flow. Stage Two success allows the character to empathically "read" any data the computer is accessing, which lowers by one level the difficulty rating of all Computer Operation tests the character is doing (and you could

even "read" the computer without looking at the screen). Stage Three allows the character to sense the interior workings of any one computer to which his or her own is connected (by modem, for instance), or to "read" all data stored within the computer being touched, even data that is not presently being accessed. A Stage Four success means the character can "read" any data being accessed by a computer that is in communication with the one being touched. Stage Five allows the character to empathically "read" data stored within that distant computer. Stage Six means the character can perform Computer Operation tasks at two levels of difficulty lower than normal (Difficult becomes Easy, for instance).

Computer Operation (EDU): As might be expected, Computer Operation indicates a familiarity with the use of computers. The referee will determine difficulty levels for tasks a character wishes to perform with a computer.

Demolitions (AGL): Demolitions skill involves the knowledge of explosives, including how to place and detonate them effectively. Typically, placing an explosive charge to simply blow something up is an Easy task. But the difficulty may increase if the character wishes to achieve something fancy, such as making a wall fall in a particular direction, or if the character has to improvise the explosives and/or detonator.

Disguise (CHR): This skill involves convincingly looking like something you are not. It includes use of camouflage as well as such things as makeup and costume.





Electronics (AGL): Pretty much everyone in *Dark Conspiracy* knows how to operate most electronic devices. Characters with the Electronics skill know how to create and repair those devices, and can figure out fairly easily how to operate the more advanced sorts (such as radar systems, power plant controls, and the like).

Empathic Healing (EMP): Empathic Healing allows characters to improve the healing rate for wounds they have taken. Basic success lowers a wound's healing time by one day, and each additional stage of success further lowers that time by another day (to a minimum time of one hour).

An empathic healer may also attempt to enhance healing of another creature's wounds. First, however, the healer must make a Human Empathy test (or Animal Empathy, if appropriate) to establish empathic contact with the victim. This test then serves as a limiter of success for the Empathic Healing tests to be made for each wound.

For example, suppose that Alan, an empathic healer with a skill level of 8, is trying to treat three wounds on Frieda, who has a Willpower of 4. He succeeds at his Human Empathy check, and rolls a 6 on 1D6 for a final power level of 10 ($8+6-4$), resulting in a Stage Two success. On his first Empathic Healing test, he succeeds and rolls a 2 on 1D6, just barely scoring a Stage Two success ($8+2-4=6$). Rolling for the second wound, he fails the skill test, but not catastrophically. For the final wound, he scores an outstanding success, followed by a roll of 5 on 1D6, for a Stage



Four success ($8+5-4=9$, $9 \times 2=18$, and $18 \div 6=3$). The first wound's time improves by two days (one day for basic success, plus one day for the additional success level). The second does not improve at all, because he failed his Empathic Healing roll. The third also improves by two days, despite the outstanding success at healing, because he is limited by the power level scored for Human Empathy.

Note that only one Empathic Healing test can ever be performed for each wound.

Engineer (EDU): The Engineer skill reflects a general knowledge of structural design, material strengths, and construction techniques.

Foreboding (EMP): Characters with the Foreboding skill are prone to receiving impressions of events before those events actually take place. Sometimes this precognition hap-

pens days before the events occur. Other times, it is merely a second's worth of warning. Sometimes, the prescience manifests itself as a dream. At others, it comes as a waking hunch. Sometimes the warning is terribly vague. At others, it is crystal clear. The exact results are left to the referee's discretion, based upon story situation and quality of the Foreboding power level rolled.

Forgery (AGL): Forgery is, of course, the ability to create false documents. When used in conjunction with the Electronics skill, Forgery allows for the falsification of electronic documents.

Heavy Weapons (STR): The Heavy Weapons skill reflects training with fire weapons larger than one-person machine guns. It includes, for example, crew-served weapons such as mortars, as well as single-person weapons



like the LAW.

Horsemanship (CON): This skill indicates a knowledge of horses, how to ride them, and how to maintain them.

Human Empathy (EMP): Human Empathy is similar to Animal Empathy, except that it allows a character to perceive the mental and emotional state of other humans, rather than animals. The exact amount of information gained depends upon the quality of the empathic character's die roll.

Basic success reveals the presence and basic emotional state of one person within a sphere centered on the sensing character and with a radius, in meters, equal to the character's final power level.

Each additional stage of success allows the empathic character to improve that information in one of sev-

eral ways: (1) the radius of the sphere can be doubled; (2) an additional person can be sensed; (3) the level of mental activity can be increased, proceeding from emotional state, to surface thoughts, to deeper thoughts.

For instance, an empathic character who made a Stage Three success might choose to monitor three people's emotional state within the basic radius, or one person's surface thoughts within double the basic radius, or any of several other combinations.

Note that the referee may impose additional levels of difficulty based upon specific situations.

Instruction (CHR): A character with skill in Instruction is able to effectively teach skills to other people. (See page 29.)

Interrogation (CHR): This is the

ability to obtain information from people. Primarily, Interrogation involves asking the right questions and correctly interpreting the responses. It does not only include interrogation of unwilling persons, but also of confused witnesses, and even of sources who don't realize how much they really know.

Language (CHR): Languages in *Dark Conspiracy* are organized according to groups and families (see the Language Table on page 316). Communicating in a language shared by both characters is an Average difficulty task vs. the average of the two characters' Language skill levels. If one of the characters does not speak the language, but is substituting skill in another language of the same group, the task becomes Difficult vs. the average of the two Language skills. Both of these tasks become one level easier if only simple concepts are being communicated ("I'm hungry"). Also, if one character is overhearing another character (listening at a door, empathically reading thoughts—which are, of course, in the thinker's native language—etc.), then only the listening character's Language skill is used.

Identifying a language is Easy if the identifying character speaks it, Average if it is from a group containing a language the character speaks, or Difficult if it only shares a family with a language familiar to the character.

Leadership (CHR): Leadership is the use of force of personality to convince others to obey you. Different people have different manners of leading. Some do so by barking out orders, while others simply inspire



loyalty in their followers. Players who choose this skill for their characters should consider their character's personality when roleplaying its use.

It is typically an Average difficulty task to use the Leadership skill to convince NPCs to follow your orders. To recruit NPCs is usually a Difficult task. The referee may adjust this, of course, depending upon other factors.

Lockpick (AGL): The Lockpick skill enables a character to manipulate mechanical locks. To open simple locks (like those on a briefcase, desk, or normal door) or to hot-wire a vehicle are Easy tasks. To pick deadbolts or key locks on handcuffs and jail cells is Average. Opening combination and key locks on padlocks, strongboxes, and safes is Difficult. All of these assume the use of proper lockpicks; they become one level more difficult if tools have to be improvised. Locks on vaults and high-security facilities always require special tools and are always Difficult.

Luck (CHR): Some people just seem to have fortune looking out for them whatever they do. The Luck skill is intended to reflect this innate ability to beat the odds. Whenever in an adventure session a character fails a check against some other skill, the player may ask the referee for a Luck check. If the Luck roll is successful, the player may reroll the original skill check. It is possible to check Luck repeatedly, hoping to gain a second roll on the original skill. However, as characters press their Luck, it deteriorates. The first time that Luck is checked in a session, the difficulty level is Easy. Each time thereafter, the difficulty increases by one level.

Forexample, Consuela, a Mexican pilot, is trying to pull her damaged plane out of a nosedive. The referee decides it is a Difficult check vs. her Pilot (Fixed Wing) skill, and she fails. She asks to test her Luck for the first time in this adventure session, hoping for a second chance at the Pilot roll, and the referee agrees. But Consuela fails the Easy roll versus her Luck. Desperate, she asks for a second Luck check, now at Average level, and again, the referee agrees. She makes her roll this time, and as a result gets a second try at the Pilot skill, at which she also happens to succeed. If Consuela uses her Luck skill again in this adventure session, the check will be at Difficult level. The first time

she uses it in a later adventure session, however, it will be at Easy level once again, and so on.

Mechanic (STR): This reflects a knowledge of how to build and repair machinery in general. Difficulty of the build or repair task will be set by the referee. If improper tools are available, increase any task difficulty levels by one.

Medical (EDU): The Medical skill allows for the treatment of wounds and diseases. For wounds, see "Wounds & Healing," beginning on page 102, for details. Diseases are left to the referee's discretion.

Melee Combat (STR): Melee Combat is a cascade skill that includes both Armed and Unarmed combat. See





"Combat & Damage" on page 73 for details on the effects of both..

Navigation (INT): This skill indicates an ability to maintain a sense of direction, read and follow maps, and use other basic navigational equipment such as a compass. When possessed by a character who has the Vessel Use (Ship) skill, it allows for use of more specialized nautical naviga-

tion equipment.

Observation (INT): Observation reflects a quality of alertness and/or a training in noticing important information in one's surroundings. The skill is used for such diverse things as detecting ambushes, discovering hidden compartments in luggage, and finding one important file within an entire drawer full of them.

Parachute (CON): Parachute is the ability to safely descend from an aircraft using a parachute or paraglider. To land safely in most terrain is Easy. To land safely in woods, cities, swamps, or water is Average. To land in a particular spot is Difficult with a parachute and Average with a paraglider. Rigging or checking a rig is Easy. Flying a hang glider is Average. Repairing a parachute, paraglider, or hang glider is Easy. Making a parachute, paraglider, or hang glider is Difficult.

Persuasion (CHR): Persuasion, a skill at convincing other people to act as you wish them to, includes such things as haggling for a bargain, rousing a crowd to action, and convincing an enemy to let you go. The referee will set the difficulty level based upon the specific situation and exactly what sort of a speech you make.

Physics (EDU): Physics represents a theoretical knowledge of the workings of the universe. Although not a cascade skill, for roleplaying purposes, players who choose this skill for their characters should designate some area of specialization. Examples include geophysics, astrophysics, or molecular physics.

Pickpocket (AGL): This skill involves both misdirecting a person's

attention and then surreptitiously removing an item from their person. Generally, the victim will get an Observation skill check to notice the theft. The Observation skill check is treated as an opposed test, comparing the Observation skill level to the Pickpocket skill level.

Pilot (INT): Pilot is a cascade skill including Fixed-Wing, Rotary, and Shuttle operation.

Project Emotion (EMP): The Project Emotion skill allows a character to use an empathic link to instill emotions in other creatures. In order to use this skill, first an empathic link must be established, using either Animal Empathy for animals, or Human Empathy for humans. As with Empathic Healing, the success level of the contact established serves as a limiter for the quality of emotion projection. Note that if the target's Willpower rating causes the attempt to fail (lowering the power level to 0), the target will feel the emotion but will recognize it as originating from outside themselves.

Basic success with this skill means the target must make an Easy test vs. Intelligence to avoid acting the emotion out (running or cowering if frightened, arguing or fighting if angry, etc.). Each stage of success beyond basic increases the difficulty of the target's Intelligence save by one level.

Project Thought (EMP): Like Project Emotion, Project Thought requires a preestablished empathic link in order to be effective, using Animal Empathy for animals and Human Empathy for people. Only simple thoughts may be communicated to animals ("climb the tree" or "attack



the man to the left," for example). With human targets, the amount and quality of information communicated depends upon the power level of the empathic character's attempt. Basic success means that a single, simple sentence may be communicated (as with animals). A Stage Two success allows the empath to project a ghostly (transparent, two-dimensional) vision. Stage Three makes this vision opaque and three-dimensional. Stage Four adds auditory hallucination, and Stage Five appeals to all senses (except Empathy). A Stage Six success allows the empathic character to control the target like a puppet.

As with Project Emotion, if the target's Willpower reduces the power level of a Project Thought attempt to 0, the target will recognize the thoughts as originating from someone else.

Psychology (INT): This skill allows a character to judge the motives of another character. It can be used, for example, to determine the truth or falsehood of statements the character makes. Other uses are left to the referee.

Small Arms (STR): This indicates a familiarity with firearms. Small Arms is a cascade skill, with Pistol and Rifle as its two subdivisions. See "Combat & Damage" on page 73 for their uses.

Stalking (INT): Stalking is the urban equivalent of Tracking (below). It involves following a quarry that typically does not want to be followed. But instead of looking for prints and droppings, the stalker is skilled at judging the quarry's path by watching for unconscious signs from bystanders, gauging distances to alleys, peering

into shadows, and the like. Characters adept at Tracking can substitute that skill for Stalking at one difficulty level higher than normal.

Stealth (AGL): This is the ability to move about without drawing notice. It is an Average difficulty task to move, unnoticed, to within one meter of another character at night. The same task becomes Difficult in daylight (assuming there is some reasonable route to approach by). Also, attempts to track or stalk a stealthy character require the trackers to subtract their target's Stealth level from their Tracking or Stalking skill before making their task rolls.

Streetwise (INT): Streetwise is a general knowledge of how to survive in the roughest parts of an urban environment. It includes such things as knowing how to project an image that engenders respect among the locals and recognizing where to go to find what you need.

Swimming (CON): Swimming is the ability to stay afloat and move in water. Floating is an Average difficulty task when fully clothed; Easy with little or no clothing. Each kilogram of equipment effectively reduces a character's Swimming skill level by one.

If the task is failed, the character sinks and will drown within a number of combat rounds equal to his Constitution score. Shedding clothing and/or equipment (one round) allows a new attempt at the task.

If the task is successful, the character floats and may swim at a speed equal to her (adjusted) Swimming skill, in meters per combat round. Characters have a swimming endurance equal to five times their Con-



stitution. Floating without clothes uses 0 endurance points; floating while clothed uses one point per minute (10 combat rounds). Swimming unclothed uses one per minute at half speed and five per minute at full speed. Clothed swimmers use double that endurance and move at half that speed.

To tow another person while swimming requires an Average skill check



and halves speed. Diving without an aqualung is an Average task for up to five meters in depth, or a Difficult task up to 10 meters.

Thrown Weapon (STR): This is a skill at throwing objects to hit other objects. Specifics of this skill's use in combat are explained in "Combat & Damage," which begins on page 73.

Tracking (INT): Tracking is a skill used for trailing creatures in a rural environment. It includes knowledge of prints, droppings, and habits of wilderness animals, but can be used to track human quarry as well. Characters

adept at Stalking can substitute it that skill for Tracking at one difficulty level higher than normal.

Vehicle Use (INT): Vehicle Use is a cascade skill that includes Motorcycle, Wheeled Vehicle, and Heavy Vehicle. Wheeled Vehicle includes everything from sports cars to semi-trucks. Heavy Vehicle involves primarily military vehicles and very large construction equipment.

Vessel Use (CON): Vessel Use is a cascade skill that includes Boat, Ship and Hovercraft. Boat involves anything from a rubber raft to a large

motorboat, while Ship indicates water craft from yachts to oil tankers.

Willpower (INT): This skill reflects a strength of character that resists domination by outside forces and perseveres in the face of adversity. The skill is typically used in two different ways. First, it is an automatic subtraction from the power level of all Empathic attacks directed at the character. Second, the referee may require a Willpower check to be made if the character witnesses particularly horrifying events. The difficulty level of the test will be decided by the referee, based upon the exact circumstances, and the results of failure could range from characters losing their most recent meal, to running away, to fainting from shock. Exact results are to be decided by the referee. In general, the easier the Willpower test, the less severe the effects of failure.

Willpower Drain (EMP): Sometimes, in order to succeed at an empathic attack, a character first has to overcome a victim's Willpower. Willpower Drain allows a character to do so. It requires an Average opposition test of the attacker's skill level minus the target's Empathy, and each stage of success reduces the target's Willpower by one point for the duration of the encounter. Often, several successive attacks are required to "soften up" the target sufficiently for other EMP skills to have a chance of success.

Depending upon the circumstances, the referee may choose to adjust the Willpower Drain's difficulty level upward or downward to account for such things as a wounded defender or attacker, a captive target, etc.



DARK TIMES



The world of Dark Conspiracy is our own, but projected just a few years into the future. This world has suffered a global economic collapse, sometimes called the Greater Depression, and a disintegration of the traditional nation-states. Nations still exist, but their actions are increasingly irresponsible or irrelevant, and many people argue that they have become obsolete. Large megacorporations rival the nations in power.

But the greatest change from today has been the appearance, gradually at first, of the Dark Ones. Now whole areas of countryside and urban centers have been taken over. In previous times, these areas would be called haunted. Now they are called Demonground.



THE STATE OF THE UNION

The United States of the near future is similar to that of today in outline, but differs dramatically in detail.

Onset Of The Dark Times

Throughout the 1990s, the world stood poised on the brink of the abyss. Global population approached critical levels. The socialist world was imploding economically, which placed major strains on the rest of the world's financial institutions. The capitalist world was at the end of several decades of reckless investments. Internationally, hundreds of billions of dollars had been loaned to governments which faced insolvency and loan default. Domestically, investments by even traditionally conservative institutions, such as banks, insurance companies, and savings and loans, had been increasingly concentrated in high-risk ventures, such as large real estate development schemes, stock speculation, and "junk" bonds.

Rather than drawing back, humankind seemed compelled to leap into the yawning chasm. Greed and hostility seemed the principal motivations of key players in world finance and government. Waves of nationalist secession movements swept Europe, Asia, and Africa. The Soviet Union provided the largest and most grotesque examples of nationalism gone wild. Republics seceded from the Union, provinces seceded from the republics, districts seceded from the provinces, until virtually all that was left were warring bands terrorizing the "foreigners" in the next village.

Greed fueled the speculative binge among financial institutions. Senior officials, in their rush to make their fortune quickly and get out before the collapse, hastened the collapse itself.

Then came the wars—wars over oil in the Middle East, over land in the Indian subcontinent, over nationality in Europe. China slipped into anarchy and civil war, while new regional powers struggled for domination of their neighbors by force of arms.



Mining facilities, factories, oil wells and refineries—all were targets in the flurry of border wars that left the belligerents impoverished, but still armed.

The result was an economic decline greater than any in modern history. Over a decade later, the Greater Depression still grips the world, and shows no signs of improvement.

The Decline Of Government

Economic and social ruin outstripped the ability of government to deal with them, and so traditional institutions which promoted order began breaking down. Government still exists, but it is far more remote and less powerful.

As income plunged, so too did tax revenues, leading to a moratorium on debt repayment that sent a massive shock through the world financial community. Now few borrowers will buy government bonds (making deficit financing nearly impossible) and meager tax revenues will not support the previous levels of activity.

In the political arena, passage of the Voting Rights Act of 1997, which included provisions for voters to give their proxy votes to others in government elections, just as they previously could in corporate elections, has concentrated tremendous political power in the hands of large corporations. They, in turn, have done everything possible to limit the size of government.

The result is not only a dramatic decline in basic government services, but also a retreat from even trying to control certain geographic areas. Large stretches of countryside are now referred to as the "Out-Law," since they are out of the legal jurisdiction of any active governmental authority. Rural areas are the responsibility of county police, but in counties where there are no permanent residents, there are obviously no police. State police patrol the interstate highway system, but little else. The FBI still has nominal authority over a wide variety of situations, but financial and manpower resources are so limited that intervention is infrequent and haphazard.

URBAN SPRAWL

With the rise of huge agri-corps and the collapse of traditional markets, people fled the countryside

for the cities in accelerating numbers. The result is that in excess of 80% of the population of the United States now lives in a few gigantic, teeming urban metroplexes.

Life In The City

As the city populations have swelled with rural refugees, quality of life in those cities has declined even further. Unemployment is high around the globe, and crime has skyrocketed as a direct result.





Many small businesses—restaurants, shops, and light manufacturing facilities—have remained open, but it is more of a struggle than ever for them to keep the wolf from the door. Average salaries have steadily declined, while prices have continually increased. Transportation costs, in particular, have risen astronomically, forcing working people to move into the inner cities, closer to their jobs.

This has left the suburbs for the unemployed and rural refugees of the Farm Family Relocation Camps. Consequently, those suburbs have degenerated into nightmarish ghettos of squalor and crime.

Municipal police are responsible for order in the sprawling metroplexes, but large areas of urban slum are entered by the police only when in hot pursuit, and then with great caution. These areas are surrounded by signs reading "You Are Now Leaving A Controlled Zone."

With large areas no longer under police control, violent subcultures have inevitably grown up. Many gangs are based in the abandoned parts of town and

strike out on raids into the controlled zones. Police attempting to follow them are increasingly subjected to ambushes, and infrequent attempts to clean out these areas resemble a military campaign, with the police supported by armored vehicles and clearing the area building by building.

Yet, in the very center of the cities, new skyscrapers attest to the wealth of the international business conglomerates. Whole downtown areas are purchased by these corporate entities, then fenced off and reworked to house their employees in comfort while the rest of the world sits outside and watches with hungry eyes. Here, safe within well-patrolled walls and fences, a few glittering towers stand surrounded by lush green lawns and sparkling fountains. Many municipalities have ceded police authority to megacorporations for their own properties, relieving government of a financial burden while giving corporate executives virtual life-and-death power in their own domains.

Working from the very center of a city outward,





we find a region of high-tech, corporate affluence. These islands of affluence are surrounded by a mixture of depressed, but still surviving, middle-class housing and true slums. Picture the bulk of 20th-century Hong Kong, with streets packed with pedestrians and bicyclists, dotted with a sprinkling of cheap autos, through which an occasional elegant stretch limousine passes on its way to the megacorporate heart. Outside the city proper stretch miles upon miles of decaying suburbs, filled with desperate souls and rocked regularly by violence.

"Are You Anybody?"

Much more rigid delineation exists between social classes than has been true in the past. Broadly speaking, there are three classes of society in industrialized nations: gnomes, mikes, and proles.

Gnome is a double play on words, hearkening both to the old term "Gnomes of Zurich," meaning the Swiss financial community, as well as to the contemporary term *nomenklatura*, or privileged class. Gnomes (or *nomens*) are the absolute financial elite of the world. Most gnomes are born to their station, with family money guaranteeing a superb private education and family influence securing choice entry-level posi-

tions in corporate management.

Mikes are what is left of the middle class, and actually consist of two radically different groups: wage slaves (a term considered extremely offensive) and outsiders (or true mikes).

Wage slaves form the bulk of the salaried work force for the large corporations which control over 90% of the productive capacity and distribution channels of the industrialized worlds. They are middle- and lower-echelon managers, accountants, clerks, technicians, janitors, and security thugs. They are responsible for keeping the corporate machine running, both figuratively and, in the case of the automated factories, literally.

One area of economic endeavor at which corporate yes-men have never proven adept at, however, is the creative process itself. The outsiders are responsible for almost all creative effort in society. Not only are they artists, writers, and performers, they are design engineers, software designers, ad jingle writers, toy inventors, and hundreds of other occupations necessary to creating and selling products. Most work on a royalty or piecework fee basis, selling their work to the highest bidder.

The last group is the proles. *Prole* is the general term used to describe the vast underclass that clings



to survival on the fringes of society. They are largely without regular income, and often without a regular residence. Many eke out a meager existence as ballotmen, selling their vote proxies to the megacorporations in return for a subsistence stipend used to buy food and clothing from company stores. Others live by crime and violence.

"GOD SHED HIS GRACE ON THEE..."

The nearly deserted countryside between the metroplexes, once the most pleasant land on the face of the Earth, has become a howling wilderness, nightmarish in its hostility.

"Don't Drink The Water; Don't Breathe The Air"

The global tensions and economic collapse imposed a war mentality on America, and during any war, environmental concerns take a backseat. Oil spills, toxic waste contamination, acid rain, ozone layer

decay, and even nuclear radiation contamination are accepted as unavoidable. The corporations are unconcerned about what happens to the masses, as long as their own playgrounds remain clean, while federal governments have little or no ability to enforce the antipollution laws they once made.

A few aspects of environmental ruin apply globally. Background radiation has increased, both as a result of a thinning ozone layer and radioactive fallout from the few nukes and many R-bombs that many Third World countries have used. (R-bombs are a poor man's nuclear weapon, ideally suited to nations without the technical capability to build nuclear devices. They consist of a high-explosive charge surrounded by nuclear waste. Upon detonation, they contaminate a sizable area with lethal radiation for 1000 or more years.)

Heavy levels of air pollution have brought about an increase in acid rain; polluted water is taken for granted in most populated areas. Even in the most developed countries, no one drinks water any more until it has been treated.

Weather patterns have been severely disturbed by atmospheric pollution. Extreme fluctuations in





temperature and precipitation are much more pronounced than ever before. Rains are heavier, droughts are more severe, freezes often reach well into the tropics, and tropical heat occasionally finds its way nearly to the arctic.

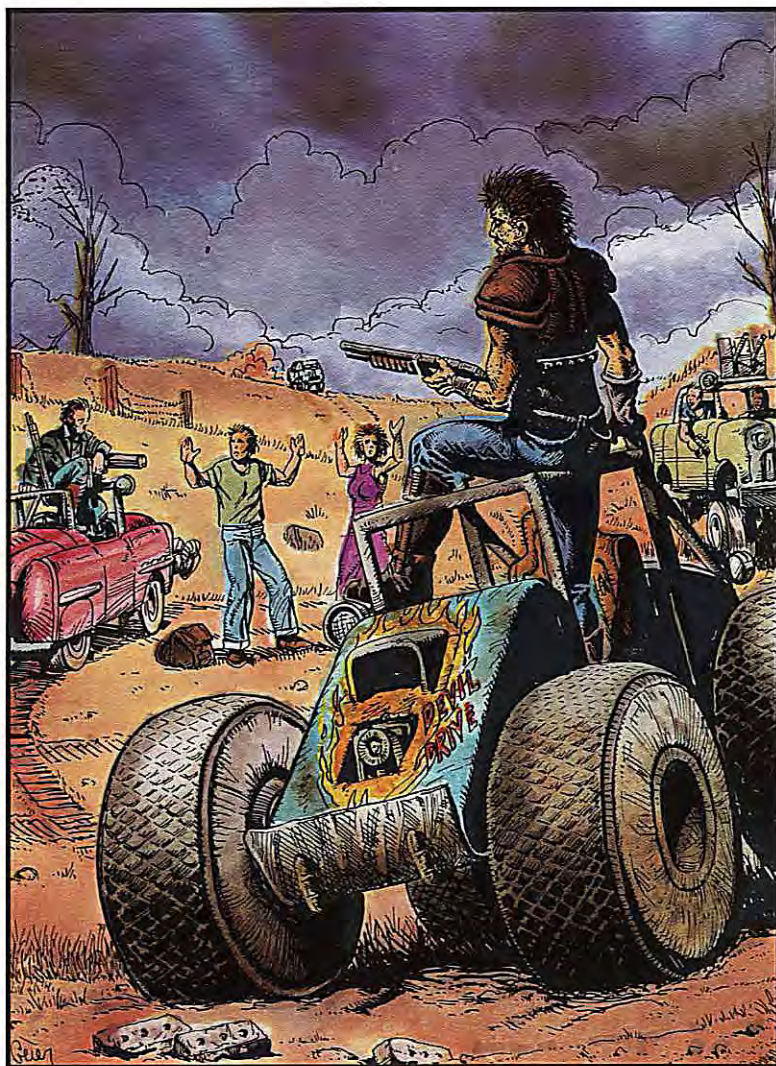
The countryside has been almost completely abandoned. Only monster agricorps, a scattering of die-hard farm families, and bands of outlaw drifters remain. Many of the fields have become tangled wildernesses of brush, dotted here and there with corpses of the fastest growing trees (given another few decades, they will have reverted to forest). Roads still run through rural regions, of course, but only a few interstate highways are maintained. About one town or village in five remains in existence; the rest are ghost towns. Technologically, these areas have taken a step back roughly 50 to 100 years.

With the abandonment of the countryside, natural wildlife has multiplied, but it is an imbalanced growth, a riotous explosion of life, without many of the biological checks and balances characteristic of earlier times. Insect populations have increased astronomically, sometimes covering the sky in dense clouds. In some areas, there has been a resultant explosive increase in the number of insect predators such as birds and bats, followed by increased numbers of larger predators, and so on. But disease organisms have been on the rise too, and unpredictable plagues sweep through these burgeoning populations, dotting the countryside with thousands of dead, bloated creatures. Consequently, the life forms that have been most successful are carrion eaters such as crows, vultures, and the like.

"You're Not From Around Here, Are You?"

One of the most important social changes has been the increase in parochialism—the tendency for communities to view themselves as self-sufficient and to distrust, even hate, all outsiders. This has become particularly pronounced in the few surviving small cities and rural communities. Travelers are faced constantly with distrust, envy, and antagonism.

With the decline of federal and state govern-



ments, local governments have been forced to take up the slack, and they have come to resent any federal or state intrusions into their authority. Very few people have the means to travel *any* distance, so strangers are, by definition, wealthier than normal, and locals resent being reminded of their own poverty. The fact that much less effort than ever before is devoted to educating the general populace increases that populace's isolation from outside ideas, cultures, and viewpoints, resulting in widespread bigotry. Finally, the very fact that the world has become such a miserable place for most people does nothing to enhance their friendliness toward strangers.

The rural Out-Law is much worse. Gangs wander



the deserted back roads on motorcycles or heavily modified cars, many of them with weapons mounts. They live by robbery and extortion.

THE DARK

Worse than all the natural disasters which have befallen the world is a clearly *unnatural* one. A dark force has returned to Earth, and now is causing even

greater turmoil and misery. Its influence on the actions of humankind is detectable, but subtle. Increasingly, however, there are much less subtle manifestations of its presence.

The Dark Minions

For eons, humanity has whispered stories about evil beings of supernatural origin: trolls, demons, vampires, zombies, elves, morlocks, and many more. Now creatures similar to these legends have begun to appear. The harried authorities dismiss reports about them as hoaxes, or the product of deranged minds. Some of the authorities deliberately cover the reports up, for sinister reasons of their own.

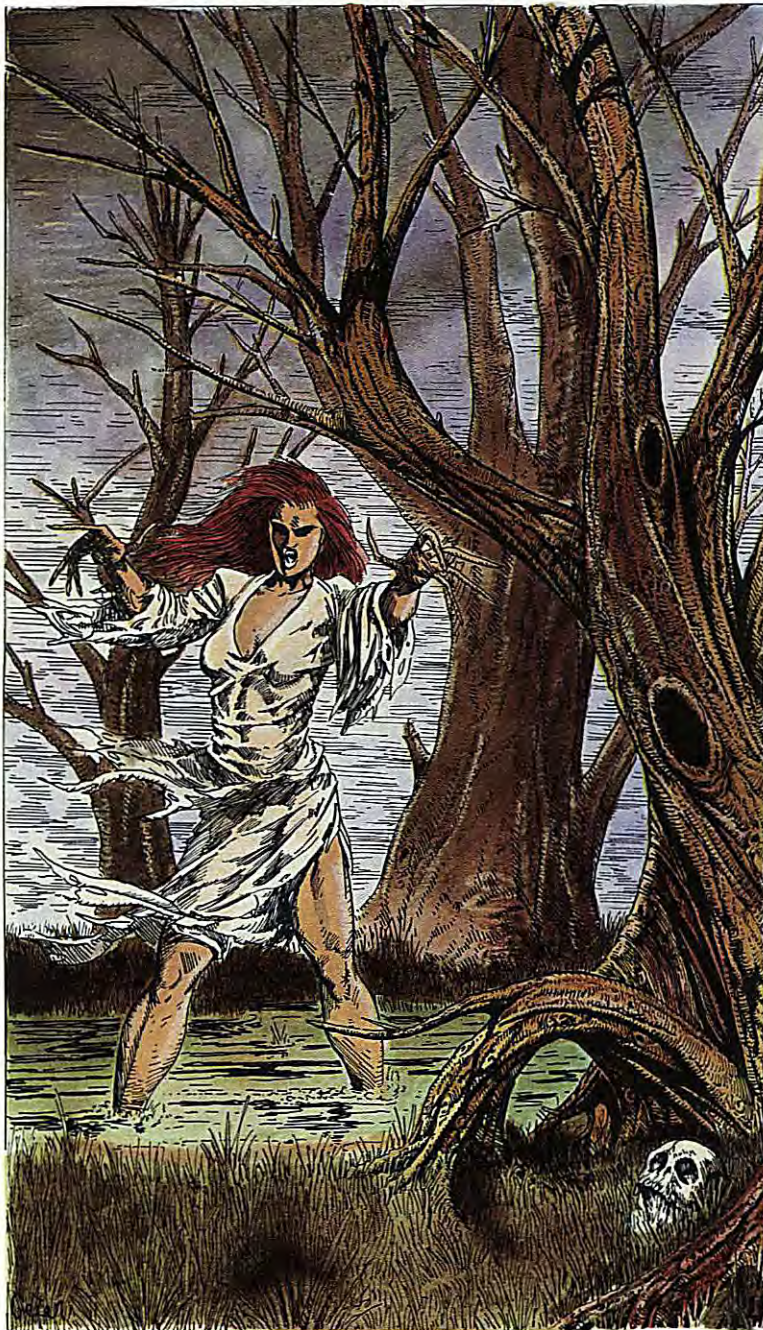
Most of what you know about the Dark Minions is rumor. You suspect that they are the servants of the evil force feeding off of the world's agony, rather than the actual source of the evil. You know they have some similarities to the creatures of legend, which may give hints to their weaknesses. But you also know that the legends were only the attempt of a primitive person to describe a very sophisticated being which he or she only vaguely understood.

Demonground

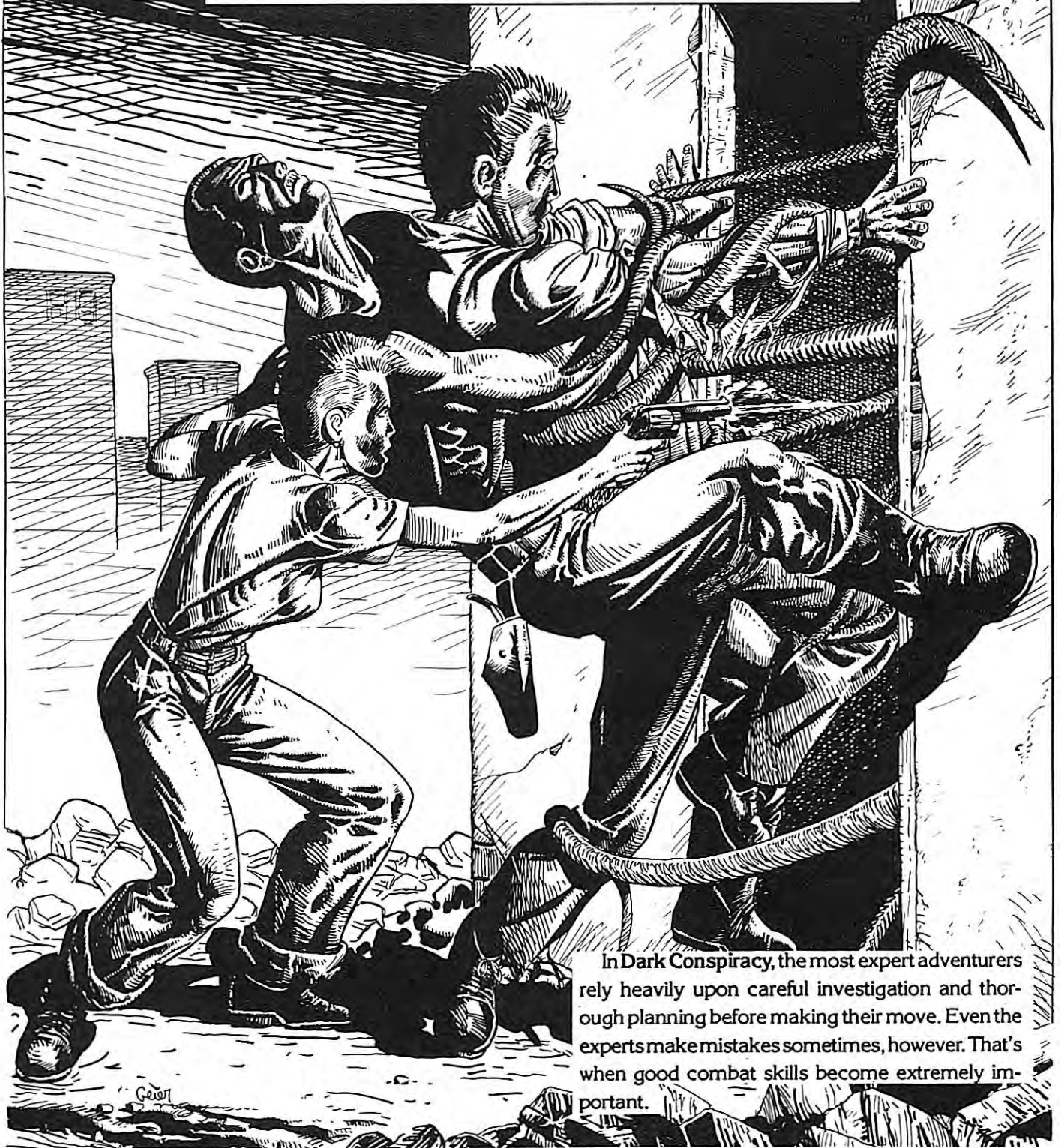
Bizarre areas are beginning to appear in uncontrolled territory, both in the cities and the countryside. Locals call them a variety of names, but the most common is *Demonground*. Since marauding bands no longer strike out from these areas, the police leave them alone, and attribute the strange stories about them to ignorant superstition. Most humans who venture into such areas never return.

In the countryside, Demonground usually has bizarre vegetation: bleak, twisted trees and tangled thorn bushes are the most common, with considerable stretches of bare, muddy ground or exposed bedrock. In cities, decayed buildings are often altered to include mazes of weird organic-looking tunnels. These are found either inside buildings or linking separate buildings, and they wander in seemingly random directions. Often they slope up or down and connect to the sewers or even lower levels of excavations.

Dark Minions often inhabit these areas' hearts.



COMBAT & DAMAGE



In *Dark Conspiracy*, the most expert adventurers rely heavily upon careful investigation and thorough planning before making their move. Even the experts make mistakes sometimes, however. That's when good combat skills become extremely important.



COMBAT MOVEMENT

Movement and relative positions of figures during combat can be handled in many different ways, depending upon the exact situation being represented. In some cases—those involving only a very few figures, for example—characters' changing positions can be kept track of in the players' heads, as the referee describes them. In slightly more complicated situations, a rough sketch on paper can often serve well enough. Even more complex combats can be represented with counters or miniatures on a more detailed map. Any convenient scale can be used; movement rates and weapon ranges in this book are listed in meters.

Humans: In general, humans move at one of four different rates: crawl (2 meters), walk (8 meters), trot (15 meters), or run (30 meters). Burdened characters travel half this fast. Note that crawling characters are considered prone.

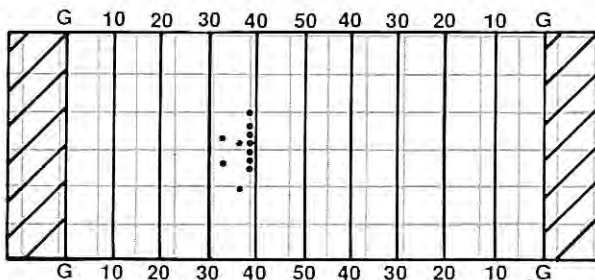
THE GRID SYSTEM

All maps included in **Dark Conspiracy** products are executed with a square grid to help measure movement and firing ranges. Two different scales of grids are used, one for large-scale, outdoor combats and another for smaller-scale combats such as inside buildings or in alleys. The outdoor grid uses squares representing eight meters on a

side. Obviously it is fairly easy for people to move about a square this large without interfering with one another. In the first diagram below, this large grid system has been superimposed upon an American-style 100-yard football field, in order to give a good sense of the actual area covered within each of these squares. In the diagram, the offensive team is shown lined up for a play with the ball on its own 40-yard line.

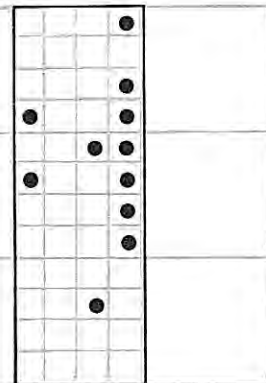
The indoor grid is used for smaller areas, and generally includes more detail of the contents of such areas. Therefore, a two-meter grid is used for these. In the second diagram below, the same offensive line shown on the eight-meter grid above is shown again on a two-meter grid. Note that three large eight-meter squares are reproduced and broken into their component two-meter squares. At this scale, each person occupies a single square. Theoretically, it is possible for more than one to occupy a two-meter area, but it would be difficult for both of them to conduct any sort of activity without interfering with each other.

These grid sizes have been chosen to make them as easy as possible to use with the movement rates and ranges in **Dark Conspiracy**. For example, when using the two-meter grid, a character can crawl one grid square, walk four, trot eight, and run 15 in each action. When using the larger grid, the same character could walk one, trot two and run four squares



Football Field

Two-Meter Grid





per action. It would take four actions worth of crawling to move one square.

It is completely possible to move and fire diagonally through a square as well as orthogonally (straight up and down or from side to side), but the diagonal distance is greater. This can be represented fairly accurately by counting a square as being half again as long diagonally as it is orthogonally. In other words, a two-meter square counts as three meters diagonally, and an eight-meter one counts as 12.

THE COMBAT TURN

Each combat turn is 30 seconds long and is divided into six five-second combat phases. A character may perform one action per combat phase, and each action is considered to take the entire phase to complete. An action is a precisely defined activity as listed below.

A combat turn doesn't always have to be broken down into discrete phases, however. Some encounters, such as long car chases with sporadic gunfire for instance, may be better handled by treating the combat turn as a whole. In such a case, the players tell the referee what their characters intend to do during the turn. The referee then determines the activities of the NPCs, resolves fire, and tells the players what their characters see and hear as a result. In many cases, however, it is important to preserve a more rigorous division of time and action.

ACTIONS

A character may only perform one action per combat phase. Players decide each of their characters' actions only when it is actually time for the character to act. The possible combat actions are explained below:

Fire: The character fires a weapon at any target that is within line of sight or that has been within line of sight at some point during the current phase. With some weapons this action may be combined with a walk or trot.

Aim: Aiming improves the chances of hitting a

target. It is done immediately before firing. Aiming at a target or area also enables characters to fire at any target which moves through their line of sight in a later phase. In effect, the firing character is waiting for the target to appear before taking a shot.

Reload: It generally takes one combat phase to reload a weapon, although some weapons take longer (and thus require several reload actions to finish).

Melee: This constitutes either an armed attack with a melee weapon (which may be combined with a walk or a trot) or an unarmed or hand-to-hand attack. There are four types of unarmed attacks: strike, grapple, escape (any of which may be combined with a walk or a trot), and diving blow (which may be combined with a walk, trot or a run).

Ready/Change Equipment: This can consist of putting down your rifle and taking out a knife, drawing a pistol, linking two ammo belts together, readying a radio to transmit, etc.

Crawl: The character moves two meters (one small grid square) in a prone position.

Walk: The character moves eight meters (one large grid square).

Trot: The character moves 15 meters (two large grid squares).

Run: The character moves 30 meters (four large grid squares).

Go Prone/Stand Up: A crawling character is prone. A prone character may stand up at any time, either as an action by itself or as part of a walk, trot, or run action. Standing up cuts the distance moved in an action in half.

Mount/Dismount: Get in or out of a vehicle (on or off a mount such as a horse).

Talk: During combat, players will often want to discuss their plans. But for realism's sake, the referee is encouraged to keep these discussions to a reasonable length and complexity. Since each action is only five seconds long, players should not say more than one sentence or so during a combat phase. Note that while talking can be combined with most other actions, it cannot be combined with firing.



INITIATIVE

The number of actions that characters may conduct in a combat turn, and the order of their actions, is determined by Initiative values (as explained under "Sequence," below). These numbers range from 1 to 6 initially, but they can be reduced due to panic or wounds.

Characters who are slightly wounded have their Initiative reduced by 1, by 3 if seriously wounded. Characters who have had their Initiative level reduced to 0 may not act at all. (They are not necessarily unconscious, merely too wounded, stunned, and frightened to act effectively.)



TURN SEQUENCE

The six phases of a turn are numbered in reverse order, with phase 6 coming first, phase 5 second, and so on. In each phase all characters with an Initiative equal to or greater than the phase number may conduct an action. In phase 4, for example, all characters with Initiatives of 4, 5, and 6 conduct actions.

Actions in each phase are conducted in a specific order. Characters with the same Initiative as the phase number go first, followed by the next higher Initiative, followed by the next, and so forth. The referee will moderate this flow of actions by calling out Initiative numbers in the order in which they act. When a character's Initiative number is called, the responsible player tells the referee the action the character is conducting, as in "firing at the creatures in the doorway."

When an NPC's turn comes to act, the referee will announce that NPC's action provided it is detectable to the characters.

The effect of this sequence is both to limit the number of actions a character can perform to his or her Initiative rating and also to regulate the sequence of actions in a turn. A typical turn proceeds as follows:

- Phase 6:* 6 acts.
- Phase 5:* 5 acts, 6 acts.
- Phase 4:* 4 acts, 5 acts, 6 acts.
- Phase 3:* 3 acts, 4 acts, 5 acts, 6 acts.
- Phase 2:* 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.
- Phase 1:* 1 acts, 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.

Note that this not only means that high-Initiative characters may attack more frequently in a turn than may lower-Initiative characters, it also means that if they choose to move, they can usually move farther. This does not mean that high-Initiative characters could run faster in normal competition, only that they can in a combat situation because they hesitate less. Even lower-Initiative characters have the option of choosing movement as a repetitive action, however, and thereby may move as far in one turn as a high-Initiative character.



Agility and Weapon Bulks: If two characters have the same Initiative and are conducting actions at the same time that may interfere with each other (such as firing at each other), the character with the highest Agility goes first. However, for purposes of this determination, subtract the bulk rating of each character's weapon from that character's Agility.

Repetition: A character who decides to do exactly the same thing for an entire turn may conduct that action in every phase of the turn. All repetitive actions are conducted at the beginning of the phase, regardless of the Initiative level of the characters conducting them. However, characters who interrupt their repetitive actions in the middle of a turn may not take any other action until their next regular opportunity to do so in the action sequence, and that next action may only be to go prone or to duck behind cover.

Opportunity Fire: Characters who are aiming in a specified direction or at a specific area may fire immediately upon an enemy who passes through their line of sight. This fire is resolved as if it happened simultaneously with the target's movement. If the target was visible at the beginning of the aiming character's action, the first shot fired counts as an aimed shot; otherwise all individual shots are considered quick shots (see page 84). (In the case of automatic fire, no shots count as aimed fire. See the automatic fire rule on page 83.)

Characters may fire opportunity fire in a phase in which they would not normally be able to take an action. Once they fire opportunity fire in such a phase, however, they may not do so again until they conduct an additional aim action.

A character who conducts opportunity fire is considered to have taken an action for that phase and may not take another, even if it is his or her normal turn to do so. In the next phase the character is still considered to be aiming at the same point until she or he takes some other action.

A player may only conduct opportunity fire once during a phase.

Ambush: An ambush consists of one or more characters firing at an enemy force from previously undetected positions. Since the ambushers will be

“‘Steady.’”

*—Zena Marley, quoting Walter Cronkite
(late 20th-century journalist)*

undetected, it is probable that the moving force is not conducting combat movement, but simply moving. For purposes of this first combat turn, then, all characters in the moving force with an Initiative other than 6 are considered to be conducting repetitive movement, and thus move every phase. (Characters with an Initiative of 6 may take actions normally.) The ambushers may open fire when one or more of them reach a phase in which they normally can act, or, if they are aiming, when the target enters their line of fire.

PANIC

Whenever characters are knocked down by wound damage (see “Wounds & Healing,” page 102) or surprised (attacked from an unexpected direction, ambushed, etc.), there is a chance that they will panic. This is not blind panic which sends them screaming away, but which rather causes them to freeze momentarily.

To determine if a character panics, roll 1D6. If the result is greater than that character's Initiative rating, the character panics. A panicked character may not conduct any action for a number of phases equal to the amount by which the die roll exceeded the character's Initiative. However, a character who is forced to freeze for more than one combat phase may choose to go prone in the second phase, in which case he or she remains there until able to act again.

Charge: Characters on foot who are charged by a vehicle (not a bicycle) or running horse within 100 meters (that is, they are about to be run over by something large and fast) must each check for panic. Any character who panics does not hesitate; instead, he or she runs. Subtract 1 from the panic roll of any character holding a weapon with a good chance of stopping the attacker, if that character is prepared to fire it.



UNARMED MELEE COMBAT

Characters must be within two meters of each other to make unarmed combat attacks. There are five types of unarmed attacks: strikes, grapples, escapes, strangling, and diving blows. Strikes and diving blows attempt to do damage to the target, while grapples and escapes attempt to seize and hold the target or to escape from a hold. Strangling is similar to grappling, except that once a secure hold is achieved, damage begins to be inflicted on the target. As with other actions, a character may make only one unarmed combat attack per combat phase.

Strike Attacks: A strike attack is an Average difficulty task versus Melee Combat (Unarmed) skill. Success means that the attack hits. An outstanding success does double damage.

Blocks: If a character successfully hits an opponent, the opponent may be able to block the blow. Characters may attempt to block an attack at any time when a blow is directed at them, but the block counts as one of the blocker's actions for that combat turn.

For example, Gigi, a character with an Initiative of 3, is struck in phase 5 and elects to block. She must choose to lose an action in phase 3, 2, or 1, the phases in which

she would normally act. She could elect to act in phase 3, lose her action in phase 2, and act again in 1, for example. Or she might decide to lose phase 3, then act in 2 and 1, or act in 3 and 2 but not in 1. The decision need not be made immediately; it can be made as each phase comes up.

Blocking is a Difficult task versus Melee Combat (Unarmed) skill. Success means that the attack has no effect. An outstanding success means that the blocking character does not lose an action.

Surprise attacks cannot be blocked (that's why they're called a surprise).

Aimed Attacks: Characters may decide to concentrate their attacks against one particular body part. This is a Difficult level task versus Melee Combat (Unarmed) skill. If such an attack succeeds, the die roll for hit location (see below) is not made; instead, the attacker chooses the hit location. (An outstanding success still doubles the damage done.)

Hit Location: Hit location (if the attack succeeds and is not blocked) is rolled on the appropriate column of the Human/Animal Hit Location Chart (biped or quadruped). The die roll for hit location is not made for a surprise attack (an unexpected strike from behind) nor for an aimed attack. In both of these cases, the attacker is





allowed to choose the hit location.

Damage: Damage inflicted from a strike is equal to either the attacker's unarmed combat damage rating or the damage value of the weapon used.

Armor: Armor absorbs points of damage equal to its armor value from each strike attack and suffers no damage itself. For every two hits absorbed, one hit (round off to the nearest whole number) is inflicted on the body part the attacker used to make the strike (right arm, left arm, right leg, left leg, or—in some rare cases—head).

Thus, if Sarah Mitchell landed a right hook into Big Daddy G's abdomen and caused 6 points of damage, but Daddy was wearing a flak jacket, Daddy would only suffer 5 hits, while Sarah's right arm would suffer 1 hit.

Grappling: Grappling is an Average difficulty task versus Agility. It is somewhat simpler to resolve than a strike because blocking is not possible, there is no hit location to be rolled, and armor has no effect.

While grappling "damage" is calculated in the same way as for a strike, the results of the attack are termed controlling hits. They are not actual damage, but rather a measure of the extent to which one character has physically controlled another (with a hammer lock, a bear hug, etc.). Once a character has inflicted controlling hits on another character equal to or in excess of the target character's Strength, that character is totally controlled and ceases struggling. The controlled character may not move, nor may the controlling character move without releasing control (all controlling hits disappear). Until that time, however, the target character may attempt to escape or may grapple with the original attacking character. If both characters grapple, the first one to achieve hits equal to the opponent's Strength controls the other.

Escape: An escape attempt is resolved in exactly the same way as a grapple, but if the attempt is successful, hits are removed from the accumulated total which the other character has already built up.

Strangling: Strangling is handled like grappling, with three main differences: (1) It *may* be blocked; (2) armor *does* have effect; and (3) a character who becomes "totally controlled" becomes unconscious and begins to suffer head wounds equal to the attacker's unarmed



combat value *every phase* thereafter, for as long as the hold is maintained. If the hold is released before death ensues, the victim rolls to regain consciousness per the serious wound rules. *Note:* Garottes double the attacker's unarmed combat damage rating for strangling attacks.

Diving Blows: Diving blows are attempts to throw oneself at an enemy and knock him or her down. Blocking is not possible and armor has no effect.

Avoidance: If a character is surprised (an unexpected attack from behind) the attack always hits. If not surprised, the character may attempt to avoid the attack: an Average test versus Agility. If this succeeds, the attacker is knocked down, but an outstanding success means the avoidance does not use up the target's action for the phase. A catastrophic failure means the avoider takes double damage from the attack. (See Effects, below.) If the attack is not avoided, it automatically hits.

Effects: If a diving blow hits, either the attacker or defender is knocked down and suffers wounds. If $1D6 + (2 \times \text{Constitution})$ of the attacker is greater than the Strength of the defender, the defender is knocked down and suffers hits equal to the difference. Otherwise, the attacker is knocked down and suffers hits equal to the difference. Defenders who are surprised use only their Constitution for the comparison.



ARMED MELEE COMBAT

Armed melee combat is conducted with hand-held striking weapons.

Range: There are two general categories of melee weapons: short and long range. Characters must be within two meters of each other (the same as for unarmed combat attacks) for short-range attacks, or within three meters for long-range attacks. If a character with a short-range weapon (including unarmed combat) encounters a character with a long-range weapon, the short-range weapon may not attack in the first phase of contact (although a short-range melee weapon may be used to block in this case).

The ranges of melee weapons are given on the Melee Weapons Chart on page 323.

Hit Procedure: An armed melee attack is an Average difficulty task versus Melee Combat (Armed). In the case of a surprise attack (an

unexpected attack from behind), no roll is made; the attack automatically hits.

Modifiers: Some melee weapons add a modifier to the character's Melee Combat skill, as shown on the Melee Weapon Chart. This modifier is added to or subtracted from the character's skill; however, it may never reduce the character's skill below level 1.

Blocks: If the target of a melee attack is also armed with a melee weapon and wishes to attempt to block the strike, the character may do so. However, the block counts as one of the character's actions for the combat turn.

For example, Jerome, with an Initiative of 2, and Miguel, with an Initiative of 3, are battling each other with machetes. In phase 3, Miguel makes a successful attack on Jerome, who decides to try and block it. (Jerome knows that he is going to run out of actions before Miguel does, but he is hoping that Miguel will miss in a later attack or that someone will come to his rescue.) The block is successful, so it





stops Miguel's attack, but Jerome has spent an action for the term. When phase 2 comes, he will have to decide whether to take another action then and lose his chance to act in phase 1, or skip his action in phase 2 and retain the opportunity in phase 1.

A block is a Difficult level task versus Melee Combat (Armed). Success means the attack is blocked, but an outstanding success means the blocking character does not lose an action for the turn.

Hit Location: Hit location is rolled on the appropriate hit location chart. The die roll for hit location is not made for a surprise attack, however. Instead, the attacker picks the location.

Aimed Attacks: An attacker may attempt to specify the hit location before making a melee attack, but this makes the task Difficult level. If the attack succeeds, the attacker chooses the location hit.

Other Considerations: The referee may choose to mandate hit locations if the situation seems to warrant it. For example, if an injured character crawls up to an enemy and attacks with a knife, the attack is unlikely to hit the target anywhere but in the legs. Similarly, a character standing on the roof of a truck and swinging a short chain is not going to hit the leg of an opponent on the ground.

Damage: Damage inflicted from a melee attack depends upon the type of weapon being used. The Melee Weapons Chart gives the number of damage dice rolled for each type of weapon.

Some melee weapons have a notation indicating that the Strength rating, or half the Strength rating, of the attacker is added to the total from damage dice rolled. This reflects added damage caused by heavy blows from stronger characters.

Armor: Armor absorbs hits equal to twice its armor level from each armed melee combat attack and suffers no damage itself.





FIRE COMBAT

Obviously, fire combat can be conducted at considerably greater distances than any sort of melee combat. Fire combat weapons (and hand grenades) are listed on the weapons charts (pages 323-325), which give a variety of information on each weapon. Weapons capable of firing more than a single type of round have one listing per type. The use of this information is explained in the subsequent rules.

There are two general varieties of fire combat: direct fire and indirect fire. Direct fire is conducted by characters who can actually see their target and who fire in a direct line toward it with the intention of obtaining a direct hit. Indirect fire is usually conducted by characters who cannot see their target and instead fire at a high angle to lob their rounds over intervening obstacles with the intention of coming down in the near vicinity of the target. For the most part, only certain heavy weapons (grenade launchers, mortars, and howitzers) are capable of indirect fire.

Human Limits: A single character can fire only one weapon at a time. Characters with no skill in a

particular weapon type may not fire it.

Rate of Fire: Each shot in the game represents a single bullet. It is, however, possible to fire more than a single bullet from most weapons in a five-second action phase. All weapons in the game have either a reload rating (Rld) or a rate of fire (ROF) rating.

Weapons with a reload rating hold only one round in the weapon at a time, and once that round has been fired (one action), a number of action phases must be spent reloading before the weapon can be fired again. The reload rating defines how many reload actions are required. If the weapon is listed as having more than one loader as part of its crew, each loader must spend the indicated number of actions reloading. For each loader missing from the crew, add 1 to the reload rating for all other crewmembers.

Weapons with a rate of fire listing have either a letter code or a number. These notations are explained below:

SS (Single Shot): This weapon can only fire one round and then must be reloaded.

BA (Bolt Action), LA (Lever Action): These weapons can fire one round per phase. Each time a round is fired from one of these weapons, the bolt or lever must be worked to eject the spent casing and



chamber a new round. But this can be done in the same phase in which the weapon is fired.

PA (Pump Action), DAR (Double Action Revolver): These weapons may fire up to three rounds per phase. Pump action refers to shotguns, and involves working a lever between shots to eject the spent cartridge and chamber a fresh one. A double action revolver cocks its hammer with the first part of the trigger pull, then fires with the second. This makes the trigger pull somewhat harder than in a semiautomatic pistol (see below).

SA (Semiautomatic): Semiautomatic weapons may fire up to five shots per action phase. Each squeeze of the trigger fires one round, and the force of its firing automatically recocks the weapon.

Automatic Fire: Weapons with a number instead of a letter code are capable of fully automatic fire as well as semiautomatic fire. The number shown is the number of bullets in a typical burst from the weapon. Each automatic weapon can fire up to either five individual shots or five bursts per fire phase. As a practical matter, however, no character may fire at more than three different targets in the same fire phase.

Reloading: All small arms have a magazine (Mag) listing which consists of a number and, in some cases, a letter code. This shows the type of feed device used for ammunition in the weapon and the number of rounds in it. The most common form of feed device in small arms is a box magazine which attaches through the stock or pistol grip. *Weapons with no letter code after their feed value are fed by box magazines*, each of which contains the number of rounds shown.

One reloading action is sufficient to detach an empty box magazine and insert a full one.

Other forms of feed devices are noted by letter code as explained below:

R (Revolver): A revolver's feed device is a non-detachable revolving cylinder which usually holds six bullets. If loaded individually, three bullets can be put into the cylinder per reloading action. If a quick-loader is available (a circular clip holding six cartridges which enables all six to be dropped into the

open cylinder at once), one reloading action is sufficient to reload the weapon.

i (Individual): Weapons with nondetachable magazines, particularly under-barrel tubular magazines, often have to be reloaded one shell at a time. Up to three bullets may be loaded into an i-class feed device per reloading action.

B (Belt): The weapon, either a machinegun or automatic rifle, is fed by a belt usually containing from 50 to 100 bullets. Two reloading actions are necessary to replace a belt. However, if the machinegun has a two-man crew (gunner and loader), this requirement can be met by both expending one action reloading in the same phase.

C (Cassette): A cassette is a large self-contained ammunition feed system which takes one full turn to replace.

DIRECT FIRE HIT PROCEDURE

Direct fire is one of the two most common forms of combat in the game (the other being melee). In direct fire, the target is visible to the firing character. Both small arms and heavy weapons use direct fire.

Small arms are rifles, pistols, machineguns, shotguns, and the like. Their two principal distinguishing characteristics are that they are generally man-portable and they fire a simple nonexploding round of less than 20mm in diameter. Small arms fire is most effective against living targets, but it can be used against other types of targets, such as vehicles, for instance.

Heavy weapons fire rounds which are 20mm in diameter or greater, and which are capable of containing a significant explosive filler. Most heavy weapons in *Dark Conspiracy* are man-portable. They include such things as grenade launchers, rocket launchers, and some antitank missiles. Other heavy weapons must be mounted on vehicles or heavy field carriages (things such as howitzers). Few combats in *Dark Conspiracy* will involve such large weapons, but rules for their use are included for those rare exceptions.

Heavy weapons use high-explosive (HE) and other similar ammunition to attack living targets



and light vehicles, but some may have an array of specialized rounds for attacking armored vehicles.

In direct fire, the chance of hitting a target with individual shots is dependent primarily on three things: marksmanship, range, and recoil. The combination of these factors will produce a D10 chance of hitting a target. The person controlling the firing player throws 1D10 for each bullet fired. Any die that has a result less than or equal to the necessary hit number means that the bullet it represents has hit the target. Any roll higher than the hit number means that bullet missed.

Marksmanship: All small arms use Small Arms (the appropriate subskill) as their marksmanship skill except for bows, which use the Archery skill. Crossbows use Small Arms (Rifle). Large-caliber guns and howitzers use Heavy Weapons. Grenade launchers use Small Arms or Heavy Weapons, whichever value is greater. All other heavy weapons use the Heavy Weapons skill.

Aimed Shots: An aimed shot is an action that takes place after one action (phase) has been spent aiming the weapon. For an aimed shot to be allowed, the target must be visible in both the aiming and firing phases. Also, the player must declare the target being aimed at. While it is possible to aim at one target and then fire at a different one, the

benefits of the aiming action are lost in doing so.

Quick Shots: Any shot that is made without being preceded by an aiming action is considered a quick shot. (This includes shots at a target other than the one originally aimed at.) Even if an aiming action is performed prior to fire, if more than one shot is fired in the phase, only the first counts as aimed; all subsequent shots are considered quick shots.

All quick shots are conducted at one level of difficulty higher than normal (i.e., an Easy difficulty shot becomes Average, an Average becomes Difficult, etc.).

Laser Sights: Laser sights may be fitted to any small arm (at additional cost), and can only be used in semiautomatic fire. Laser sights may only be used at 40 meters or less, and enable up to three shots fired during a phase to count as aimed shots instead of only the first one (all other shots fired in the phase count as quick shots). All other modifiers (movement by target, movement by firer, etc.) still apply. Ultraviolet and infrared laser versions exist. (For more detailed information, see "Equipment" on page 258.)

Range: There are four ranges for direct fire: short, medium, long, and extreme. *The value printed in the range column of the weapons tables is the weapon's short range in meters. Medium range is twice short range, long range is twice medium, and extreme range is twice long range.*

For example, a weapon with a printed range of 50 has a short range of 50 meters, a medium range of 100 meters, a long range of 200 meters, and an extreme range of 400 meters.

It is an Easy task versus the appropriate marksmanship skill to hit a target with direct fire at short range. At medium range it becomes an Average task. At long range, the task becomes Difficult. At extreme range, the task becomes one stage more difficult, which means that one fourth the character's skill level is used. (Remember to always round down.)

Note that characters firing quick shots at extreme range will be checking versus one eighth their



marksmanship skill level (marksmanship quartered for range, and halved again for a quick shot).

Rifle Scopes: Sniper rifles come with a scope fitted to them, and other rifles may be purchased with a scope attached, for an additional price. The printed range on the appropriate tables is for a rifle without a scope. If a scope is mounted, add 15 meters to the printed range figure *when conducting aimed shots*. In addition, aimed shots at extreme range are conducted as if at long range for purposes of hit determination. Note that scopes have no effect on quick shots.

For example, a rifle with a printed range of 75 and a scope would be treated as having, for purposes of aimed fire, a short range of 90 meters (Easy task versus marksmanship), a medium range of 180 meters (Average task), a long range of 360 meters (Difficult task), and an extreme range of 720 meters (also a Difficult task, because of the scope).

Recoil: Recoil is a measure of how much a weapon kicks when it is fired. This recoil affects accuracy in two ways. First, people tend to flinch in anticipation of the kick. Second, when firing shots in rapid succession (i.e., more than one per phase), recoil moves the weapon off target for all shots after the first.

For the purposes of this game, recoil affects only small arms, not heavy weapons. Each small arm has a recoil value listed for a single shot. If it is capable of automatic fire, it also has a recoil value listed for firing a burst. Whenever a character fires a small arms weapon, total the amount of recoil the weapon generates that phase by multiplying the recoil of a single shot or a burst by the number of single shots or bursts fired.

For example, Nicki has an M60 slung from a shoulder strap and is firing it on full automatic. She fires five bursts for the phase, each with a recoil value of 4, for a total recoil of 20 for the phase. If, instead, she were firing two single shots from a .357 magnum, her total recoil for the phase would be 6 (two shots with a single-shot recoil value of 3).

Once you know how much recoil the weapon

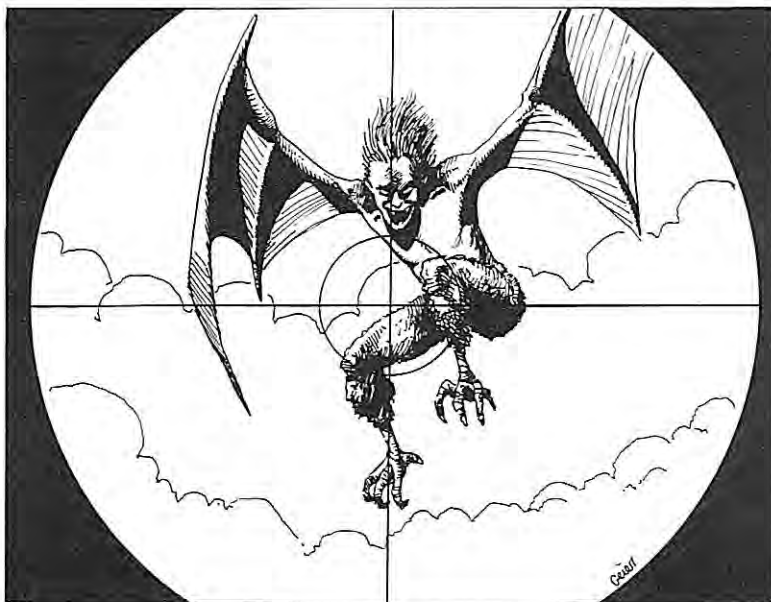
generates in a phase, compare the total to the firing character's Strength. If the recoil is equal to or less than the character's Strength rating, fire is resolved normally. If it is greater than Strength, reduce the final hit number (after range, etc.) by the difference.

In the example above, if Nicki has a Strength of 7, the recoil from her shots with the pistol are less than her Strength, so she suffers no negative effects to her shots. If she were to fire three shots, however, recoil would jump to 9, so she would be at -2 to hit. (Recoil effects from autofiring the M60 are figured slightly differently, as explained under Automatic Fire on the following page.)

Note that this means that high recoil weapons can physically be fired as rapidly as low recoil weapons, but it becomes much more difficult to hit anything with them.

Pistols: Pistols may be steadied by using both hands and bracing yourself. This may only be done while stationary, and it reduces the printed recoil value by 1.

Two Weapons: Characters who are carrying two weapons at once (one in each hand) may fire either one in a single phase, but not both. For purposes of controlling the recoil of either weapon the effective Strength ratings of such characters are reduced by 10%, rounding fractions down.





Automatic Fire

Automatic fire uses a somewhat different procedure from that for individual shots. Whenever characters fire a weapon on its automatic fire setting, they fire one or more bursts of rounds, up to a maximum of five bursts. The number of actual rounds in each burst is listed in the weapon's ROF column. Each time that a burst is fired, roll a number of D6 equal to the number of rounds in the burst (a weapon with a ROF of 5 would have 5D6 rolled for each burst fired, for example). Each die roll of 6 exactly represents a hit by one round.

For instance, when Nicki fired the M60 in the previous example, she actually put out 25 rounds in the phase (5 bursts of 5 rounds each, because the M60 has an ROF of 5). Therefore her player would roll a total of 25D6 for hits, were it not for the effects of recoil and range, explained next.

The actual number of dice rolled per burst may be reduced by range and/or recoil.

Range: Subtract one die from each three-round burst, two dice from each five-round burst, and three dice from each 10-round burst for each range band beyond short.

For example, a small arm weapon which fired 10-round bursts would roll 10D6 per burst at short range, 7D6 at medium, 4D6 at long, and 1D6 at extreme range. A weapon which fired five-round bursts would fire 5D6 at short range, 3D6 at medium, and 1D6 at long.

Recoil: Recoil is calculated in the same way as for individual shots. If it is greater than the character's Strength, reduce the number of dice rolled per burst by the difference. For weapons with 10-round bursts, reduce the number of dice rolled per burst by twice the difference.

For example, suppose Nicki is firing that same M60 toward a motorcycle gang that is pursuing her and has reached short range. The M60's recoil rating is 2 per burst. Nicki could fire up to three bursts (a total recoil of 6) without penalty. If she fired four bursts, her total recoil would be 8, which is one greater than her Strength of 7, so she would have to subtract one die from each of the four bursts. If she were firing an M249 from a bipod, instead, her total recoil in each case would be the same, but because the weapon fires 10-round bursts, she would have to reduce each burst by two rounds when her total recoil reached 8. Now imagine that the motorcycle gang begins fleeing, and Nicki keeps shooting at them. When they reach medium range, if she fires four bursts from the M60, she will have to subtract two dice from each burst: one for recoil and one for range. If she is firing the M249 instead, she subtracts four dice: two for recoil and two for range.

Danger Zone: The danger zone is the area where characters that are not actually aimed at may be hit by stray bullets from a burst of automatic fire. The danger zone is an area four meters to either side of a line drawn between the firing player and the target, and including all potential targets which are within the same range band as the target.

Once a player had rolled all automatic fire hit dice and noted how many rounds hit, half of the dice





which missed (rounding fractions down) are taken and rolled again. Each 6 rolled on this second set of dice is a hit on some other target in the danger zone. The referee will assign these hits to the other targets, beginning with those closest to the intended target.

Any dice which missed from this second roll (or half of all dice that missed the first roll, if there were no other potential targets) are set aside and will be used to attack any character moving through the weapon's danger zone until the character's turn for action in the next combat phase. (If the character would normally receive no action in the next phase, the danger zone lasts only until the end of the present phase.)

Note that by careful use of this effect, automatic weapons fire can be used to interdict movement or keep enemy troops under cover by simply firing through open doorways, over the tops of walls, etc.

Minimum Dice: A three- or five-round burst will never be reduced to less than one die per burst, regardless of the number of reductions made for range and/or recoil. A 10-round burst will never be reduced to less than two dice per burst.

Long Bursts: Some Gatling-type miniguns in future and compatible products have a burst size of 50. Treat this as a 10-round burst for purposes of hit determination, but each hit achieved counts as three actual hits.

MOVEMENT AND FIRE

Movement by either the firing character or the target reduces the chance of scoring a hit.

Advancing Fire: Characters may not fire while crawling or running. No aimed fire is possible while walking or trotting, but characters may fire quick shots or bursts. For purposes of controlling recoil, however, a walking character's Strength is reduced by 10% and a trotting character's Strength is halved (rounding fractions down).

Fire From Moving Vehicles: Characters may not conduct aimed fire from a moving vehicle. They may fire quick shots or bursts at one stage greater difficulty than normal. (See also page 110.)

Fire From the Saddle: Characters firing while mounted on a draft animal or saddle horse do so the same as dismounted characters, with two exceptions. First, their movement category is based on the movement of the animal. Thus, characters on running animals may not fire at all. Second, the marksmanship skill used to determine the chance of hitting with single shots is either the character's appropriate weapons skill or Horsemanship skill, whichever is lower.

Target Movement: If the target is moving 30 meters or more in the current phase, any attempt to hit it is conducted as if at greater than normal range. For normal fire, this merely means one stage more difficult than normal, but for automatic fire, it means that the number of dice rolled per burst is reduced.

AMMUNITION

Every time a weapon fires, it uses ammunition. Ammunition Record Forms are provided in this game on page 326-327. They are intended to be photocopied, and permission is herein granted to do so. Page 326 is laid out for ammunition belts, and page 327 is for box magazines. Players should each have one or more copies of this form to keep track of the ammunition their characters are carrying.

Write down by each magazine the type of bullets loaded and mark off the excess rounds so that the number of boxes is equal to the number of bullets loaded. When a magazine is loaded into weapon, the player simply circles it on the form and marks off bullets as they are fired. The boxes are laid out in rows of five each, so most weapons can record bursts fired by marking off one or two complete rows. To avoid confusion, it is suggested that individual shots be marked off from the top of the magazine form and bursts be marked off from the bottom.

*A 32-round
box magazine
for a 9mm
submachinegun.*

Magazine

Caliber *9mm*



SPECIAL CASES

The following special cases further modify the basic firing rules.

Target Obscured: If the target is partially obscured (in brush, fog, mist, light smoke, etc.) attempts to hit it with direct fire are made at one stage greater difficulty than normal.

Firing at Riders: If the target is a rider on an animal, motorcycle, or bicycle, attackers must declare whether they are firing at the rider or the mount. In either case, fire is resolved normally, but if a single shot misses its intended target it has a 10% chance of hitting the other. In the case of automatic fire, misses are rerolled for additional hits in the danger zone as noted above, but half of all such additional hits are taken on the secondary target.

Multiple Modifiers: All modifiers to the number of dice rolled or the range at which fire is delivered are cumulative. However, when firing single shots (either aimed shots or quick shots), all rolls of 9 or higher miss the target and all rolls of 1 hit the target, regardless of the character's skill level or any modifications to it. When a weapon is firing bursts, the number of dice is never reduced to zero (see page 87).

DIRECT FIRE DEVIATION

Certain weapons, such as rifle grenades and grenade launchers deviate if they miss, when fired in direct fire. The die is rolled for distance and direction in the same way as for indirect fire as noted below; the distance die roll is multiplied by one meter.

INDIRECT FIRE

Indirect fire is generally fired at a target which the firing character cannot see, in which case the firer is directed by a forward observer who can see the target. Only weapons with an indirect fire range (listed on the weapons chart) may use indirect fire. These are rifle grenades, grenade launchers, howitzers, and mortars.

Calling Fire: In order for indirect fire to be pos-

sible, the firing character or gun crew must be in communication (usually by radio) with a character (called a forward observer) who can see the target. The target is actually a stationary position; it can be a building but not a moving vehicle (although it can be the place where the forward observer believes the vehicle will be when the fire hits). Before fire begins, the forward observer must talk to the firer for one turn. After fire has begun, the forward observer may want to call in corrections to make the fire more accurate. The same restrictions on both characters' actions apply as with other communication; in particular, the firer may not fire the weapon during the conversation.

Hit Difficulty Level: Conducting indirect fire is a Difficult task versus the Heavy Weapons skill of the firing character or of the forward observer, whichever is less.

Exception: Indirect fire with a rifle grenade or hand-held grenade launcher (M203) is one degree more difficult. (It uses one-quarter the skill level, in other words, rounded down, of course.)

Deviation: If the round deviates, the referee determines the distance and direction from the target of the impact point. First the referee rolls 1D10 for distance of deviation. For grenade launchers and rifle grenades, the result is multiplied by five meters. For mortars and howitzers, it is multiplied by 10 meters. If the indirect fire weapon is firing at greater than half its indirect fire range, double the result of the deviation roll.

After determining distance of deviation, the referee rolls 1D10 and consults the Scatter Diagram on page 322 to determine the direction of deviation.

Corrections: If the shot doesn't hit, the forward observer may call in corrections. After each correction, add 1 to the chance of a hit and subtract 1 from the die roll for distance of deviation if the round misses. Thus, four corrections would raise the chance of a hit by 4 and would lower the deviation die roll by 4. A deviation roll of less than 0 is changed to 0. There must be at least one additional shot after each correction before another correction is possible.

Accuracy: There is a maximum limit to the



accuracy of indirect fire. The maximum chance of a hit is 7; for rifle grenades and hand-held grenade launchers, the maximum chance is 5. In addition, the deviation distance roll may never be reduced by more than 5; for rifle grenades and hand-held grenade launchers the roll may never be reduced by more than 3.

Subsequent Shots: If a shot hits, subsequent shots will continue to deviate around the target because of the maximum limits of indirect fire accuracy. If a shot does not hit, subsequent shots will deviate around the initial impact point (not the target). In both cases, the deviation distance roll is reduced by 5 (for most weapons) or 3 (for rifle grenades and hand-held grenade launchers).

For example, Wako has an M203 grenade launcher and a Heavy Weapons skill of 9. His partner, Monty (skill 6), is on a hillcrest watching a group of mercenaries coming up the hill at him. Wako is on the other side of the hill. Monty radios Wako and tells him to fire, giving approximate direction and distance to aim for. Wako fires one grenade, rolling for a 3 on 1D10 (a Difficult task versus the lower of their skills, in this case Monty's). A 5 is rolled, indicating a miss. Now the referee checks for deviation distance, rolling an 8: The grenade misses the target by 40 meters. A roll for direction comes up 6, so the round falls short.

Wako fires another; this time there is no roll to hit, and the grenade deviates from the point where the first grenade hit. The referee rolls a 3 for distance, reduced by 3, which makes the deviation distance 0; a direction roll is unnecessary and the grenade hits in the same place.

Monty radios a correction, which takes up the next combat turn. This correction increases the chance of a hit to 4 (the base of 3, plus one correction). On the turn following, Wako fires again but rolls a 5, thus missing again. The referee rolls a 6 for distance. Because of the correction, this is reduced to a 5, or 25 meters from the target. A 4 is rolled for direction, meaning the round falls to the right.

The next turn Monty radios another correction



and when Wako fires again he has a hit chance of 5. This time he rolls a 3 and hits the target. Having hit the target, all further deviation is around the target, subtracting 5 from the distance roll.

Self-Observed Fire: Firing characters may act as their own observer if they can see the target. (This is done if the target is out of the weapon's direct fire range or if the weapon is a mortar with no direct fire capability.) The rules above apply except that there is no delay for corrections; fire is corrected automatically after every shot until a hit is scored.



THROWN WEAPONS

Any hard object can be thrown at a target. Hitting the target with an object weighing one kilogram or less, at a distance less than or equal to a character's throw range (as calculated in character generation) is an Average task versus Thrown Weapons skill. Long range is twice the normal throw range and requires a Difficult check versus Thrown Weapon. If the thrown object weighs more than one kilogram, the character's normal throw range is divided by the weight of the object to determine an adjusted throw range.

For example, Manfred Vandermark has a normal throw range of 12 meters. It is an Average task versus Thrown Weapons for him to hit a target within 12 meters with a one-kilo weight, or within six meters with a two-kilo weight, or within four meters with a three-kilo weight, and so on. He can hit a target within 24 meters with a one-kilogram weight if he succeeds at a Difficult task versus Thrown Weapons. If he wanted to throw a six-kilo weight, it would be an Average task up to two meters away, or a Difficult one up to four meters distance.

If a thrown object hits, it causes damage equal to the throwing character's Strength divided by 2 plus the object's weight in kilograms [(STR+2)+ weight]. Thrown objects have an armor penetration of Nil.

Exception: A throwing knife will always inflict 1D6 hits, regardless of the range or the Strength of the thrower. Its armor penetration is likewise Nil.

HAND GRENADES

Like other thrown weapons, hand grenades are thrown at specific targets. The basic procedure for doing so is exactly as described under Thrown Weapons, above.

If the throw misses, roll for distance and direction of deviation in the same manner as for indirect fire, but multiply the distance of deviation die roll by one meter if within normal throw range, or by two meters if within long range. The total deviation may never be greater than half the distance to the target. Thus, if a grenade is thrown at a target 20 meters away, it cannot deviate more than 10 meters.

A player may throw additional grenades at the same target to increase chances of hitting. If the target does not move, add 1 to the thrower's Thrown Weapons skill for all grenades after the first.

Referees may alter the chances of a hit based upon other factors. For example, a referee might reduce the difficulty level by one for throwing a grenade at a large target like a semi truck, or increase it by one for trying to toss a grenade through a second-story window.

CHEMICAL GRENADES AND ROUNDS

Occasionally, characters will find smoke or tear gas grenades to be useful (or perhaps they will find them being used against them). Smoke and tear gas can also be delivered in rounds from some indirect fire weapons.

When a chemical round explodes, the cloud released has a width equal to the round's listed burst radius, and its length is four times that distance. A chemical grenade with a burst radius of 12, for instance, would release a cloud 12 meters wide and 48 meters long. This cloud begins at the point of impact and extends downwind.

If characters are within the burst radius when the round explodes, they have a chance of suffering damage from fragmentation. However, as this burst is designed to spread the chemical cloud (not specifically to cause damage), the explosive force is less than with true explosive rounds. To reflect this, fragmentation damage is restricted to 1D6+2, with





a penetration of Nil, and it hits only one random location on a character. (See Explosions, on page 98, for an explanation of explosive damage effects, and the Human/Animal Hit Location Chart, on page 95, for hit location procedure.)

Smoke: Smoke is intended to obscure vision; it causes no damage of itself. It can be generated by rounds of HC (hexachloroethane) or WP (white phosphorus, which can also cause burns). During the turn in which the round lands, not enough smoke is emitted to have an effect. For the next six combat turns, however, enough smoke is in the air to obscure visibility. On the seventh turn, the smoke has thinned enough to be of no effect once again. Smoke can also be generated by normal fires.

Tear Gas: As with smoke, a tear gas round has no effect during the turn in which it bursts. For the next six combat turns, however, it can cause temporary choking and blindness.

When characters first come into contact with tear gas, they must make a panic check (see Panic, page 77). If they fail this check, they must flee the cloud and spend one combat turn (not phase) recovering. Also, during each combat turn that characters are in contact with a tear gas cloud, they must make an Average check versus their Constitution to avoid being overcome by the gas.

PCs who fail the Constitution check are temporarily blinded and incapacitated by coughing (disoriented, confused, and only able to move at a

crawl). They remain incapacitated for 20 turns (but need make no further checks for panic or incapacitation).

Characters who pass both rolls may function normally.

SHOTGUNS

Shotguns may fire either slugs or buckshot rounds. Slugs are fired in the same way as any other small arms fire, using the ratings provided on the small arms chart for the weapon. If the shotgun fires buckshot, however, several special rules apply.

Buckshot may only be fired at short and medium range; it may not be fired at long or extreme range.

At short range, each shot is treated as a normal single shot, but it does 9D6 damage. At medium range, each shot is treated as a 10-round burst of automatic fire (and reduced immediately to 7 dice for being at medium range). Each round which hits does 1D6 damage.

Note that a CAW is a shotgun capable of automatic fire. At short range it rolls 5D6 for hits (as modified by recoil and such things as target movement), with each die roll of 6 hitting and causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting 2 immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D6 rolled for hits. Each hit does 1D6 damage.

Buckshot has a penetration of Nil at all ranges.



EXPLOSIVES AND DEMOLITIONS

Explosives, in addition to providing the bang for high-explosive rounds, are used to demolish structures and breach barriers.

Types of Explosives: For simplicity's sake, these rules deal only with the two most common types of explosives: dynamite and plastic explosive. The units used in these rules are the quarter-kilogram stick of dynamite and the one-kilogram block of plastic explosive. All demolition effects are resolved in terms of the number of demolition points (DP) used. A stick of dynamite has one DP; a block of plastic explosive has six. Plastic explosive is flexible and may be molded to any shape desired or broken into smaller charges of one or more demolition points. Several sticks of dynamite and/or blocks of plastic explosive may be joined to form larger charges.

Setting Charges: Each demolition charge takes 15 minutes (30 turns) to emplace. A demolition charge is defined as one or more sticks of dynamite and/or blocks of plastic explosive connected to each other, up to a maximum weight of 10 kilograms. Additional explosives may be attached as extra charges, but they require additional time to emplace. If several larger charges are emplaced,

several characters may work on emplacing them simultaneously.

Setting a charge requires a detonator, and may require fuses or electrical wire. A character must have a demolition kit, or must have improvised the required parts. Improvised fuses/detonators will have a mishap on a D10 roll of 8+. Such a mishap is a hangfire (5-10 on 1D10) or a complete dud (1-4 on 1D10). A hangfire will detonate 1D10 phases later than expected; a dud will not detonate at all. The referee will make these rolls secretly.

Setting a charge is an Easy task versus Demolitions skill, with failure indicating that the charge does not go off when triggered, and catastrophic failure indicating that the charge goes off while being set.

Radio Detonation of Explosives: Detonating explosive by radio is a risky business, not because it is hard but because it is so easy (some electrical blasting caps can be accidentally detonated by induced current from radio signals). Rigging an explosive to be radio-detonated requires an explosive charge, a standard electrical blasting cap, and a radio detonation receiver (all with the charge), plus a broadcast unit to send the required signal. The task is Average: Demolitions or Electronics given proper equipment, Difficult: Demolitions or Electronics given improvised equipment. Ordinary failure means the charge does not detonate. Catastrophic failure means the charge detonates prematurely (at a time determined by referee).

Improvising a radio detonation receiver or transmitter from a normal radio is an Average: Demolitions or Electronics task. The task becomes one level more difficult without an electronics tool set.

Tamping: Tamping consists of covering a charge so that the force of the explosion is contained and directed in toward a structure. Tamping must be done with dense or heavy material, such as rocks, sandbags, steel plates, etc. Tamping generally adds five minutes to the time required to set the charge, but the referee may increase this time requirement for difficult tamping jobs. (It is very difficult, for example, to tamp a charge taped to the side of a free-standing girder.)





Effects: Like anything which blows up, explosives have a concussion, burst, and penetration value.

Concussion: It requires progressively larger quantities of explosives to produce a linear increase in concussion. To determine the concussion of a charge, consult the Demolition Table on page 325. This lists demolition points and their corresponding concussions. In reading the chart, you will notice that there are several gaps in the listing of demolition points. The DP value listed for a given concussion is the minimum number of DPs required to achieve that value.

If more precise results are desired, the following formulas can be used to calculate the concussion value of a given demolition charge and the size of charge needed to achieve a given concussion. To determine the concussion of a charge, divide the DP value of the charge by 2, extract the square root of the result, and multiply by 5. To determine the number of demolition points needed to achieve a given concussion, divide the concussion by 5, square the result, and multiply that result by 2.

$$C = 5(\sqrt{DP+2})$$

C: Concussion DP: Damage points.

$$DP = 2[(C+5)^2]$$

C: Concussion DP: Number of damage points needed to arrive at a certain concussion.

Burst: Once the concussion of the explosion has been determined, determine the maximum concussion radius of the explosion the same way as for a high-explosive round, as described above. This maximum radius of concussion is also the primary burst radius of the explosion. The secondary burst radius is twice this.

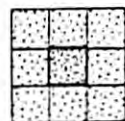
Unlike a high-explosive artillery round, a demolition charge does not contain the material necessary to produce a large quantity of fragments, but these are usually produced by the destruction of the object being demolished. If the demolition charge is simply lying on the ground, it does not produce fragments.

Penetration: The base penetration of a demolition charge is the same as its concussion value, but

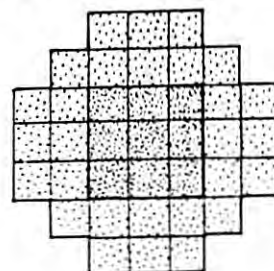
FREQUENTLY USED BURST DIAGRAMS

 Primary

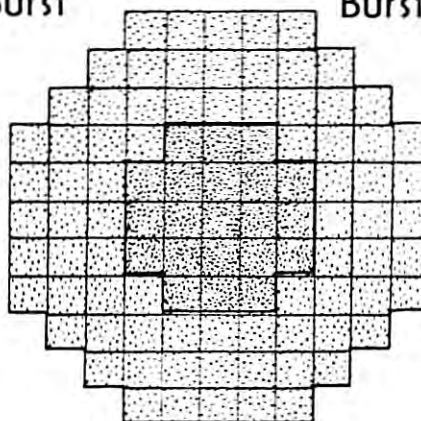
 Secondary



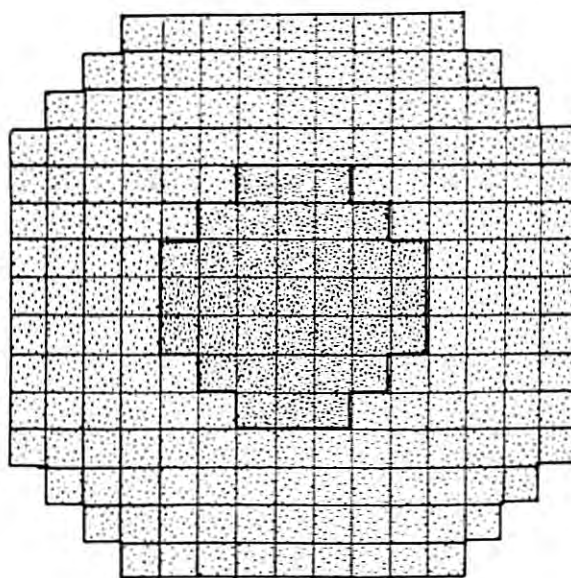
Four-Meter
Burst



12-Meter
Burst



20-Meter Burst



28-Meter Burst



is modified by its means of emplacement. If the charge is tamped, its penetration is doubled. If the charge is simply laying on top of or leaning against a structure (as in the case of a thrown satchel charge or stick of dynamite) its penetration is halved. Unlike other explosions, the listed penetration value of a demolition charge is its actual penetration; players do not add a roll of 2D6 to it.

Breaching Barriers: Breaching a barrier basically means blowing a hole in it. Demolition charges can be used to breach walls, armor plate, embankments, etc.

To determine the size of the breach made by a

demolition charge, first determine its maximum penetration. To do so, divide the penetration value of the charge by the armor value constant of the material of the barrier. This constant is listed on the Armor Equivalent Table on page 325. The result is the number of millimeters penetrated by the charge.

For example, a charge with a penetration of 8 would penetrate 40 millimeters of armor plate ($8 \div 0.2$), 267 millimeters of brick or concrete ($8 \div 0.03$), and 400 millimeters of stone, packed dirt, or wood ($8 \div 0.02$).

Next, the actual diameter of the breach made is determined. The diameter of the breach, in millimeters, is the penetration (in millimeters) of the charge minus the thickness (in millimeters) of the barrier.

For example, Vanna wants to breach a 500-millimeter thick (about half a yard) reinforced concrete wall. The character is using nine one-kilogram blocks of plastic explosive (a total of 54 DP). Consulting the Demolition Chart she uses the 50 row for DPs and notes that this has a penetration of 25. She spends an extra five minutes carefully placing and tamping the charge for maximum effect, thus doubling the penetration to 50.

She divides the penetration value of 50 by the reinforced concrete's armor value constant of 0.04, obtaining a total penetration of 1250 millimeters.

Subtracting the thickness of the wall from this leaves a hole 750 millimeters ($3/4$ meter, or over two feet) across.

Characters should take cover from the blast, as an explosion with a concussion value of 25 will injure characters within three eight-meter grid squares (24 meters) of the explosion, and it will throw concrete shards to twice this distance.

DAMAGE

There are several ways in which a character can be injured as a result of combat.

Gunshot Wounds

Each hit by gunfire wounds the targeted character. The extent of the injury is determined by three factors: hit location, weapon damage rating, and target protection.





Hit Location: Whenever a character is hit, roll 1D10 and consult the Human/Animal Hit Location Chart at right. This indicates the body part struck and injured by the shot.

Weapon Damage: All weapons do the same damage at all ranges. The damage value of each weapon is listed on the weapons charts (pages 323 and 324) and is the number of D6 rolled. Some weapons have a damage value of -1. In this case, roll the die and subtract 1 from the result.

Some weapons fire exploding rounds. These weapons have a damage rating consisting of two separate listings: concussion and burst. (See Explosions, on page 98, for an explanation of these listings.)

Penetration (Target Protection): If the target is wearing body armor and the bullet strikes a protected body part, the bullet may not be able to penetrate the armor. Flak jackets and Kevlar vests protect both the chest and abdomen. Helmets partially protect the head. If a round hits the head, roll 1D6. The bullet strikes a steel helmet on a roll of 1-3, a Kevlar helmet on a roll of 1-4. On any other result, the round misses the helmet and strikes an unprotected portion of the head. (The armor values of various types of body armor are summarized on the Body Armor Protection Table on page 322.)

Each weapon has a penetration rating that reflects its ability to punch through armor. This rating

Human/Animal Hit Location Chart

Die Roll	Biped and Prone Biped	Quadruped
1	Head	Head
2	Right Arm	Forequarter
3	Left Arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right Leg	Abdomen
8	Right Leg	Hindquarter
9	Left Leg	Hindquarter
10	Left Leg	Hindquarter

Biped: Table assumes front/rear shot. For side shots, far side hit equals near side hit.

Prone Biped: Table assumes top shot (shooting down onto target). For side shots, far side hit equals near side hit. For front shots, a leg or abdomen hit equals a miss. For rear shots, a head, arm, or chest shot equals a miss.

Quadruped: Table assumes side shot. For front shots, a hindquarters or abdomen hit equals a miss. For rear shots, a head or forequarters hit equals a miss.



may consist of the simple notation Nil, indicating that the bullet will be stopped by any armor protection, or it may have up to three different numeric ratings. *If so, the first rating applies to both short and medium range, the second to long range, and the third to extreme range.* If a weapon's penetration drops to Nil at any range band, it remains unable to penetrate armor at longer ranges (which is why no additional entries are made on the charts).

The penetration value of a weapon is the number of damage dice it loses for each armor value that it is required to penetrate. Multiply the target's armor protection by the weapon's penetration value and subtract the result from the weapon's damage value. If the remainder is a positive number, the bullet penetrates and that many dice are rolled for damage. If the remainder is zero or a negative

number, the round fails to penetrate.

For example, Marco fires a S&W Model 29 .44 magnum at short range and hits his target in the chest, which is protected by a Kevlar vest. The Model 29 has a damage value of 3, a penetration of 2 at both short and medium ranges, and the Kevlar vest has an armor value of 1. Multiplying the penetration (2) by the armor value (1) and subtracting the result (2) from the weapon's damage value (3) leaves a remainder of one die's worth of damage that penetrated the armor.

Blunt Trauma: When a small arms bullet strikes a person, it packs considerable force, and it will cause injury even if it does not penetrate the target's body armor. This damage is called blunt trauma. *A target suffers one actual point of damage for each die worth of damage absorbed by the armor.* Bullets which penetrate and cause some normal wound damage will still also cause blunt trauma damage.

In the example of Marco firing the Model 29, above, the target would take two points of blunt trauma damage for the two damage dice absorbed by the Kevlar vest.

Cover: Characters and vehicles may hide behind obstacles as protection from fire. If the hit location rolled is covered by the obstacle, the shot has no effect unless it is able to penetrate the obstacle. The Armor Values of Cover Chart on page 325 gives the armor values of common types of cover.

For example, Marco is under cover behind the corner of a brick building. The referee decides that, since Marco is firing a weapon, his head and right arm are exposed, and that because the corner is actually two walls meeting, the cover value is 9, as for a thick brick wall. If Marco is hit in the chest, the bullet strikes the building instead, which provides an armor value of 9.

Obviously, damage dice absorbed by cover do not cause blunt trauma injuries against the target character.

Quick Kill: Any *aimed shot* which hits the chest or head may constitute a killing shot. Roll a D10. If the roll is less than or equal to the damage value of the shot, the target is instantly killed except on a roll





of 10 exactly. If the hit was scored on an area protected by armor, roll versus the remaining damage value of the round. For automatic fire, roll only once per phase (regardless of the number of shots that hit). This rule should be applied only to NPCs. It is recommended that PCs who suffer a killing wound instead suffer enough damage to increase the wound level of the head or chest to at least serious if unwounded (and critical if already serious), and in addition take the normal damage inflicted by the round.

SLAP Rounds: Note that the M2HB machinegun may fire the special SLAP (Saboted, Light Armor-Piercing) round in addition to its normal ammunition. Characteristics of the SLAP round are the same as the normal .50 BMG round except that the penetration is superior, as noted in the footnote on the Heavy Machineguns Chart (page 324).

Burns

Characters may suffer burn damage from exploding vehicles, flamethrowers and other pyrotechnic weapons (WP grenades, etc.), and open flames.

Characters come in contact with burning fuel by being inside or near a vehicle when its fuel tanks explode. The primary burst radius of an exploding vehicle is 12 meters. All characters inside the vehicle when it explodes are covered with burning gasoline.

PCs come in contact with burning fuel from a flamethrower if hit by a burst from such a weapon. See the flamethrower description on page 298.

Characters come in contact with thermite or white phosphorus when they are hit by fragments from the explosion of one of these types of shell or grenade. Whether the character is hit and by how many fragments is determined exactly as for normal fragments, as explained in the explosions rule on the following page, but if a character is hit by a fragment, burn damage is suffered instead of a normal wound.

Characters come in contact with open flames when moving through a burning structure or a grass



fire, usually to escape, but perhaps to rescue a wounded companion.

The amount of burn damage caused is determined by the temperature of the flame and the length of exposure.

Temperature: Thermite and white phosphorus cause 2D6 damage *per second* in contact with a body part. Burning gasoline causes 1D6 damage per second in contact with a body part. Moving through a burning structure or grass fire causes 1D6 damage per phase per body part in proximity to the flame. This is summarized on the Burn Damage Table on page 322.

Exposure Time: In the case of open fires, the exposure time is measured in terms of combat phases actually in close proximity to the fire. In the case of burning fuel, exposure time begins at the start of the combat phase immediately after the



"We say that the Dark Ones are unknowable, unfathomable, indecipherable. We say that their motives are too twisted, too otherworldly, for humans to understand. I have never felt so, though I do sometimes think that about humans.

"For generations we have killed our brothers, robbed our neighbors, abandoned our children, polluted our world. Now the Dark Ones encourage us to do so even more, as they benefit from the suffering that results.

"What's our excuse?"

—Zena Marley

(Early 21st-century mercenary-philosopher)

character was hit. Characters hit by burning fuel will instantly begin attempting to extinguish the flames. *They will make one such attempt per second in the phase, as an Average test versus Agility.* Each successful attempt extinguishes the flames on one body part (character's choice of which body part), although characters still suffer burn damage during the second in which they extinguished the flames.

For example, Sybil's minicopter has been shot out of the air, and as Sybil crawls from the wreckage, the fuel tank explodes, spraying her with blazing fuel. She begins rolling on the ground in an attempt to extinguish the flames, but in the first second she fails to extinguish any fires and takes 1D6 damage to each hit location. In the second second, she manages to smother the flames on her head, but still takes 1D6 in all locations. In the third second, she extinguishes her right arm, then takes 1D6 damage to each location except her head (which was extinguished one second ago). At the end of the next second, she will take no damage to head or right arm, and so on.

A character who suffers sufficient damage to lose consciousness partially through a phase (perhaps after three or four seconds) will remain conscious until the end of the phase and can continue to work at extinguishing flames until then.

Other characters may help extinguish the burning character, making one attempt per second of the phase in the same way as described above.

Protection: Any sort of helmet will protect the head from an open flame. Blazing fuel will burn through a helmet, or its heat will be conducted through after one turn. The helmet may be removed and discarded in one second without need for an Agility check. Flak jackets and Kevlar vests will protect characters from open flames, but they will catch fire if contacted by burning fuel.

Explosions

Many types of ammunition do damage mainly by virtue of their kinetic energy, their impact, in other words. (Of course, the holes that they create in their targets tend to have an important effect, as well.) In





this section, however, we will delineate the effects of explosive ammunition.

Descriptive Terms: The power of an explosion is described by two ratings: *concussion* and *burst*. Concussion is the effect of the massive overpressure wave generated by the explosion, while the burst radius is the area filled with small, high-energy fragments, often called shrapnel. These jagged metal fragments can cause severe injury, but they lose energy quickly due to their eccentric ballistic shape, and thus do not travel anywhere near as far as a bullet.

Concussion: Concussion can affect part or all of the body, so the number of concussion damage dice called for are rolled and divided evenly among the various body parts. Simply divide the total damage suffered by seven (representing the seven hit locations) and add that many points to each body part. All points left over which are not evenly divisible by seven are added to body parts as instructed by the referee. At least one of the extra points should be added to the head, and the remainder should be distributed on the side facing the explosion or on any previously injured part.

The listed concussion value for an explosion is the number of damage dice rolled if a character is in physical contact with the explosion. Characters not in physical contact but within the same eight-meter grid square as the explosion suffer half this concussion (rounding fractions down). Characters in an adjacent eight-meter grid square receive one-quarter of the original concussion value, rounded down, and so on until the concussion is reduced to 0.

The following example table shows the reduction of concussion damage at successive ranges for an explosion with a concussion value of 30.

Range	Concussion
Contact	30
Same square	15
1 square	7
2 squares	3
3 squares	1
4+ squares	None



Cover: Characters completely under solid cover, such as behind a thick wall, completely inside a trench or foxhole, or inside an armored vehicle, do not suffer the effects of concussion. Characters under partial cover (such as partially behind a wall, in a foxhole, or in the hatch of an armored vehicle) or prone, halve the concussion value of any attack on them. (This does not apply to explosions which are in physical contact with them, such as grenades dropped into their laps.)

Fragmentation: The burst rating for an explosion is its primary fragmentation radius, the area saturated with a high density of fragments. The secondary burst radius, which has a lower concentration of fragments, is twice this. Primary and secondary burst radii are expressed in meters, but are stepped in increments usable with the tactical grid system. Explosions with a burst rating of four meters, for example, include the impact square in the primary



“How do we fight them?

“If we wish to battle the Dark Ones, we must recognize the nature of our struggle. First, we have to understand that most people do not even know they exist. Of those who do know of them, the majority are their servants. That leaves only a scattering of us who actively oppose them.

“Like their own Minions, then, we must use secrecy as our greatest weapon. Fortunately, the world has become a chaotic welter of political states, megacorporations, and citizens’ groups all struggling for power. Often, we can strike and then retreat into the chaos before the Dark Minions can respond.

“But there will be no quick or easy victory.”

—Zena Marley

(Early 21st-century mercenary-philosopher)

burst radius and the surrounding adjacent squares in the secondary burst radius. Explosions with a burst rating of 12 meters include the impact square and all adjacent squares in the primary burst radius, the next two squares out in the secondary burst radius, and so on.

Hit Procedure: Roll 1D10 for each character within either the primary or secondary burst radius of an explosion. Characters within the primary burst radius are hit by multiple fragments on a roll of 1-3, a single fragment on a roll of 4-6 and no fragments on a roll of 7-10. Characters in the secondary burst radius are hit by multiple fragments on a roll of 1-2, a single fragment on a roll of 3-4, and no fragments

on a roll of 5-10.

If a character is hit by multiple fragments, roll 1D6 to determine the number.

Damage and Penetration: Fragments do damage as small arms fire. Fragments closer to the explosion are more dangerous than those farther away. Fragments in the primary burst area do 2D6 damage and expend 1 damage die per level of armor value (AV) struck. (Thus, they may penetrate AV1 and still do 1D6 damage.) Fragments in the secondary burst area do 1D6 damage and will not penetrate armor.

All hit, damage, and penetration information is summarized on the Fragmentation Attack Table on page 325.

Penetration: All exploding rounds have a listed penetration value expressed as the minimum armor value of penetration. The actual penetration of the round is the listed penetration plus the roll of 2D6 (except for rounds with a listed penetration of Nil). If the target was a vehicle, compare this to the armor value of the target vehicle and consult the vehicle damage tables on pages 328 and 329 for details.

Falls

Characters falling from a height take blunt trauma damage upon hitting the ground. This damage is equal to 2D6 per meter fallen. Damage is distributed according to the Human/Animal Hit Location Chart as follows: Roll three locations. The first location takes half the total damage points. The second takes one-quarter the total, and the third takes the remainder. If the same location is rolled twice, it takes additional damage accordingly. It is possible for one location to receive the full damage.

Damage from falls is reduced by Agility. Roll a number of D6 equal to the falling character’s Agility and reduce the damage by that amount (removing hit points from locations at the character’s choice). Unconscious characters may not use their Agility in this manner.

For example, a character with Agility 4 falling from three meters would take 6D6 damage, re-



duced by 4D6.

Referees may adjust the total number of damage dice at their discretion to reflect intangibles and variable such as type and hardness of surface landed on. (Deduct several dice for landing in soft snow, for example, or double the dice for landing on a picket fence.)

Poison

Some creatures, such as vipers, do little actual damage with their claws and/or teeth, but are able to inject poisons into their prey. Damage listings for these creatures are given in the form of a number followed by a small *p* (for *poison*) then another number. The first number represents the number of hits actually done by the delivery system (fang, stinger, etc.). If these hits are negated by armor, then no damage is suffered from the poison. However, if any damage does get through the armor, the target takes that damage on the round in which was hit, and on each succeeding round it also takes damage from the poison. Poison damage is always applied to the target's chest, and it is expressed as a number of dice, as indicated by the number following the *p*.

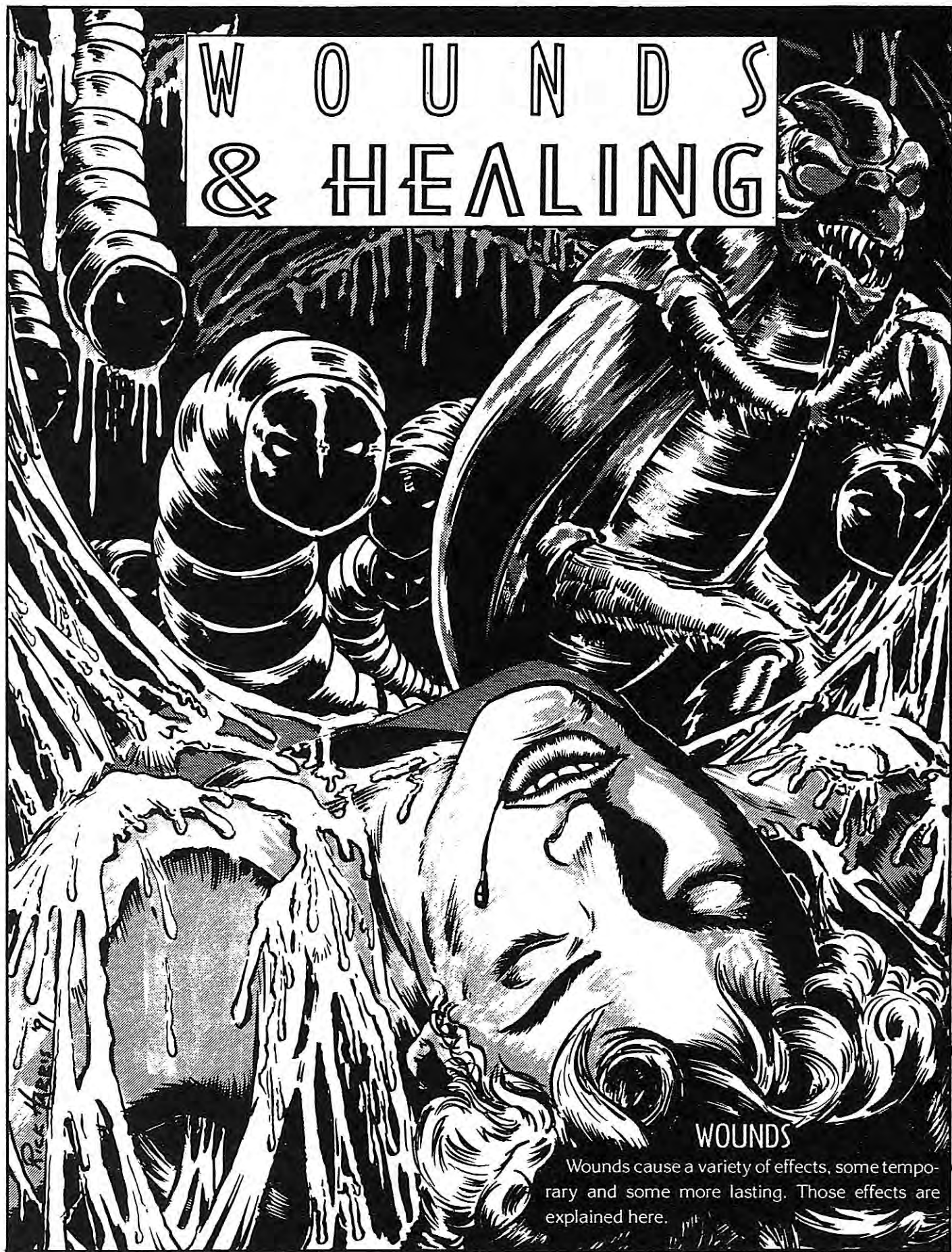
For example, imagine that Octavius has been stung by assassinoids (from the "Beasties" chapter on page 177) twice in the right arm, once in the head, and once in the chest, which is protected by a flak jacket. Assassinoids have a damage rating of

1p1, so on this phase Octavius takes two points of damage to the arm and one point to the head, but the jacket stops the chest wound. On the next phase and each thereafter, Octavius will take 3D6 points to the chest, from the wounds to head and arm.

For simplicity's sake, poison damage is considered to continue until the character's chest wound level becomes critical. If the referee desires more realism (and more complexity) each poison wound can be considered to cause damage for 12 phases (one minute), after which the toxin becomes dispersed enough to lose its potency.



WOUNDS & HEALING



WOUNDS

Wounds cause a variety of effects, some temporary and some more lasting. Those effects are explained here.



Knockdown

Characters who suffer more points of damage in an action phase than their current Agility are knocked down and may not conduct any other actions for the rest of the current turn. Concussion damage counts the same as gunshot and fragmentation wounds for determining knockdown, but burn damage and cumulative poison damage do not.

Stun

Any damage to the head, including burn damage, has a chance of stunning a character. To avoid stun, roll 1D6 and add the damage suffered from the wound. If the result is equal to or less than the character's Constitution, the character is unaffected. If the result is greater than the Constitution rating, the character is stunned and remains unconscious for a number of combat turns equal to the amount by which the total exceeded the Constitution rating.

For example, Tiger Jones suffers a 3 point wound to the head and rolls a 6, for a total of 9. His Constitution is 7, so he is stunned (unconscious) for two combat turns. Not surprisingly, stunned characters are also considered to be automatically knocked down.

Wound Severity

There are four levels of wound severity: scratch, slight, serious, and critical. If one of a character's body parts has taken damage less than or equal to half its hit capacity (round down), it is "scratched." If one of a character's body parts has taken damage more than half of its hit capacity up to equal to its hit capacity, it is slightly wounded. If it has taken more damage than its hit capacity, but less than or equal to twice its capacity, it is seriously wounded. If it has taken damage in excess of twice its hit capacity, it is critically wounded.

Note: If a character takes enough damage from a hit to immediately take a part of his body from unwounded to slightly wounded, the effects of a scratch wound are superseded by the effects of the slight wound.

Scratch Wounds: Scratch wounds mainly repre-

"Darkness makes the sunlight so bright that our eyes blur with tears. Challenges remind us that we are capable of great things. Misery sharpens the edges of our joy."

"Life is hard. It is supposed to be."

—Zena Marley

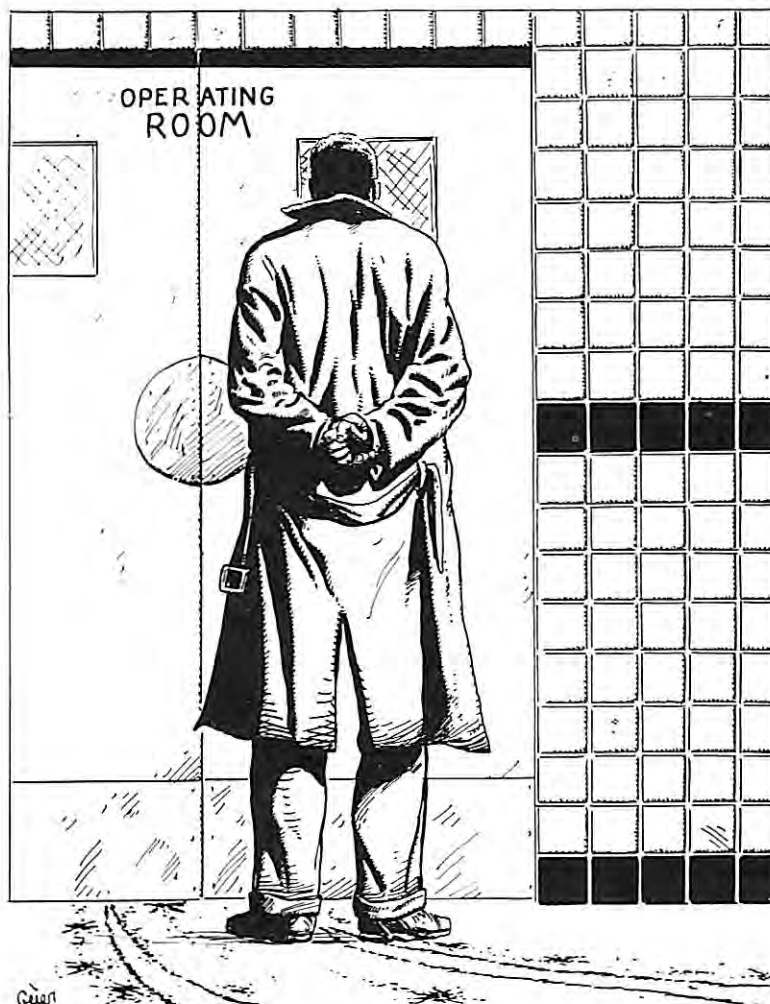
(Early 21st-century mercenary-philosopher)

sent the initial shock of suddenly being *hurt*. The first time that a character takes damage during combat, he loses his next action. Characters never suffer more than one lost action per day (24-hour period) for scratch wounds, regardless of how many they suffer in a combat.

Slight Wounds: A slight wound immediately reduces the character's Initiative rating by 1 point. However, characters never suffer more than one Initiative reduction for slight wounds, regardless of how many they suffer. Slight wounds have no other effect on combat, although the referee may decide to penalize actions making use of slightly injured arms or legs.

Serious Wounds: A serious wound reduces a character's effective Strength by half (rounding the final Strength rating down) and causes an additional immediate 2 point reduction of the character's Initiative rating (for a total of three, including the slight wound reduction). Characters whose Initiative ratings are reduced to 0 or less may not take any further actions during this combat.

Characters who suffer a serious injury must also make a special roll to avoid losing consciousness. This is a percentile roll (using two 10-sided dice, one representing the tens digit and the other the ones digit) versus the Constitution rating. The roll must be repeated every combat turn in which the character attempts to conduct any activity. A serious injury to the head automatically causes loss of consciousness. Unconscious characters make a percentile



roll against their Constitution at the start of each combat turn to attempt to regain consciousness.

Finally, a serious wound to the leg or arm causes the character to lose the use of that limb until it is healed.

Critical Wounds: A critical head injury causes immediate death. Critical injuries to other body parts cause immediate loss of consciousness and require medical attention within 10 minutes or the character will die from loss of blood.

Characters who lose consciousness due to a critical wound make a percentile roll against their Constitution at the start of *every other* combat turn to attempt to regain consciousness. Once such characters regain consciousness, their Strength is halved (round down) and they also receive an

additional immediate .2 point reduction to their Initiative rating. Characters whose initiative ratings are reduced to 0 or less may not take any further actions during this combat.

HEALING

Each of the body's seven hit locations may be wounded to one of four levels: scratch, slight, serious, or critical (as explained under "Wound Severity," above). In general, as wounded body parts heal, their wound level decreases through those levels in reverse order until they are no longer wounded—critical heals to serious, serious heals to slight, and slight heals to *unwounded* (healed). (Note that scratch wounds are a special case.) When a wound level decreases from critical to serious, the damage points are reduced to the midpoint of the serious level. When a wound level decreases from serious to slight, the damage points are reduced to the midpoint between slight and zero (which is technically the high mark for the scratch wound level—but the scratch wound level is ignored once a wound reaches slight, so this status is still considered slightly wounded). When a wound level decreases from slight, it reduces to unwounded.

For example, Hadyn Nakamura's arm has a hit capacity of 28 points and has taken 32 points of damage. It is seriously wounded. When it heals to slightly wounded, the damage points are reduced to 14, which is halfway between the top end of the limb's slightly wounded status and zero.

Note that penalties caused by a wound level (such as Initiative reductions) remain in effect until that wound level is reduced to the next level (at which point penalties for the next level remain in effect).

First Aid

It is best to treat wounds as soon as possible after they are incurred. In order for first aid to be effective, then, it must be applied within six turns of the time the wound was received. Effective first aid will reduce a critical wound to a serious one, or reduce the healing time of a serious wound by two days.



First aid has no effect on slight or scratch wounds, except to prevent infection. To administer first aid to damage caused by poison requires an antivenin autoinjector or a doctor's medical kit (which contains them).

First aid is an Average task versus the Medical skill, assuming a doctor's medical kit is on hand. If such a kit is not available, the task becomes Difficult. Conscious characters can attempt first aid on themselves.

Stabilizing Critical Wounds

Critical wounds must be stabilized within 10 minutes or the injured character dies. (Remember, though, that death is automatic with a critical wound to the head.) Stabilizing a critical wound is an Average task versus Medical, but certain types of equipment add points to the effective skill level of the character performing the treatment. Blood plasma, strong sedatives, or a medical kit of some sort each add +1 to the skill level, and these things can be used in conjunction with one another for a collective bonus. In a hospital or clinic setting, whole blood may be used instead of blood plasma, for a bonus of +2 instead of +1.

Basic Healing Rate

A character without medical attention may heal from a slight wound level to unwounded in three days. To go from serious to slight takes four days, and from critical to serious takes one week. Note that healing of various body parts goes on simultaneously.

For example, on Monday, Pigeon is nearly eaten by a humongous sewer-dwelling alligator and receives a slight wound to his head, a serious wound to his chest, and a critical wound to each leg. An ambulance team stabilizes his critical wounds, and Pigeon's roommate takes him home to recover. Three days later, on Thursday, his head wound has healed. By Friday, his chest wound has reduced to slight. On the next Monday, both critical wounds reduce to serious, and his slight chest wound reduces to unwounded (it has been three days since Friday). Four days later, on Friday, both legs reduce

to slight, and Pigeon gets in a fight with his roommate, taking another slight wound to the head. By the next Monday, all three slight wounds have healed completely. Now Pigeon is totally ready to go out and get himself all messed up again.

Recovery From Scratch Wounds

Scratch wounds require 24 hours to heal to an unwounded state. If a scratch wound is taken to a body part, and then further wounds to that body part during the day push that body part's wound level to slight, the rates and rules for healing from a slight wound are used. Slight wounds do not heal to a scratched state, they heal to unwounded without passing through the scratch wound level status.

Medical Care

Medical care and supervision will increase an injured character's basic healing rate. If a character is under successful medical care while healing, two days are trimmed from each stage of healing. In other words, critical wounds heal in five days, serious wounds in two days, and slight wounds in one day. (In the example above, Pigeon would have healed completely in eight days, rather than two weeks.)

Successful medical care requires two things. First, the caregiver must spend half an hour per wound level, per body area damaged, per day, tending to the wounds. (For instance, when Pigeon was first injured, he would require four and a half hours of care per day. When he reached only three slight wounds, only an hour and a half of care was required per day.) Second, once per day the caregiver must pass an Easy check of his or her Medical skill. If no medical equipment is available (a doctor's kit is minimum), then the task check becomes Average.

Failure means that one of the two days' worth of time to be saved was lost. In other words, if the task is failed one day during the treatment period, only one day is saved from the normal



healing time. If the task is failed twice, no days are saved. Note that failing the task a third time (or more) does not add time to the basic healing rate unless a catastrophic failure is rolled on this third check (or beyond).

Treating Poison Wounds

Poison wounds can be treated just like regular wounds, with the exception that either a doctor's kit or an antivenin autoinjector is essential rather than optional and confers no bonus point to the task. Note that a successful first aid roll has the normal effect on wounds incurred and halts any further damage from the poison.

Adequate Diet and Shelter

If the referee decides that a wounded character has inadequate food or shelter, each wound level will require an extra day to reduce to the next level. These penalties are additive, meaning that a char-

acter with both inadequate food and inadequate shelter will take two extra days to reduce each wound level. For instance, imagine that Pigeon, in the example above, is hiding out in an abandoned warehouse and subsisting on nothing but water and a case of stale cheese crackers. This is certainly inadequate diet, so he'll suffer an additional day to heal each wound level. If the weather is cold, the heatless warehouse will also qualify as inadequate shelter, so Pigeon will require two extra days to heal each level. Now, instead of healing his slight head wound on Thursday, it will take until Saturday, the serious chest wound will take until Sunday to become slight, and the two critical leg wounds will take until the next Wednesday to reduce to serious.

Surgery

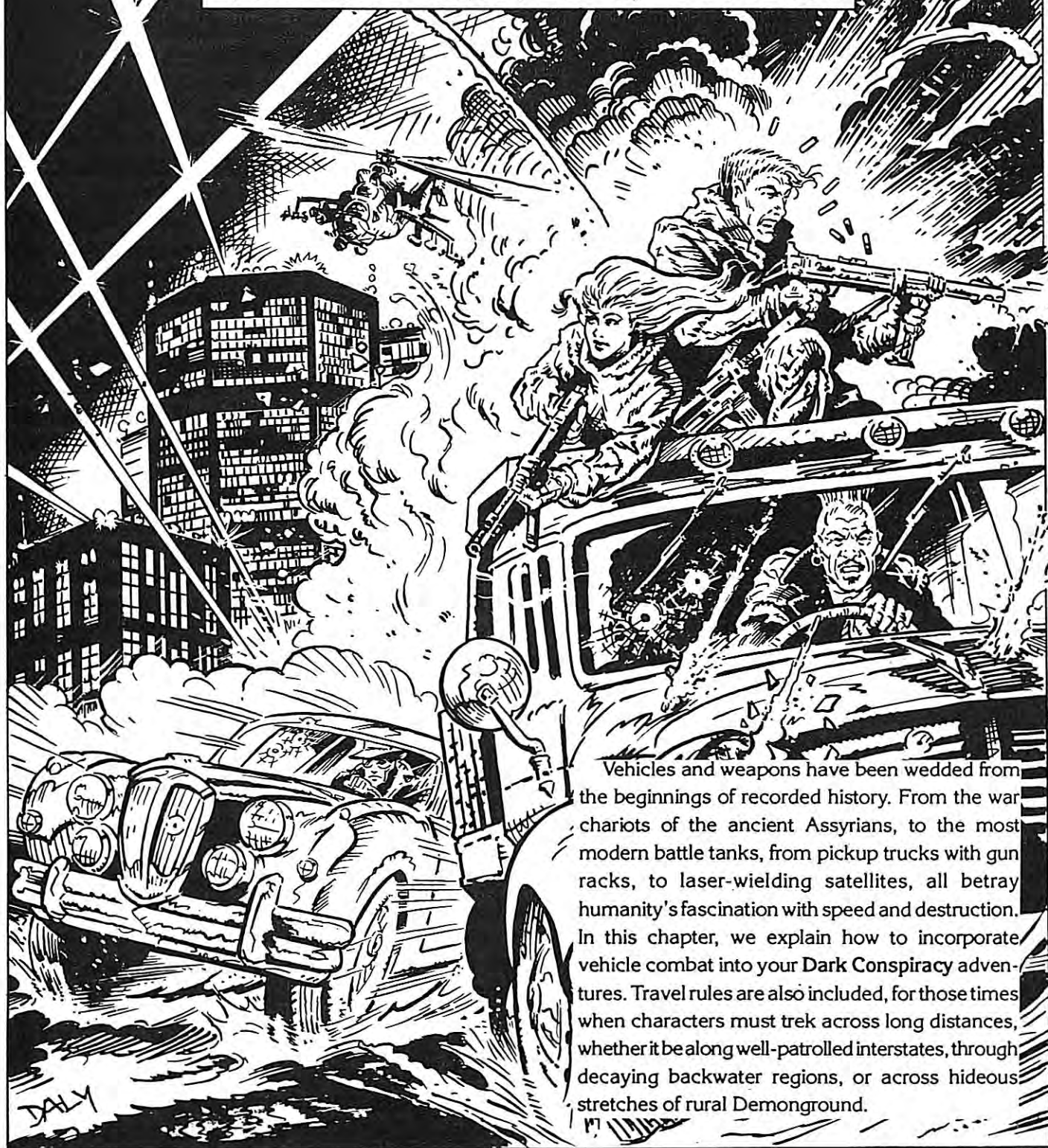
Surgery can reduce a critical wound drastically. Like any other medical care, it will usually be performed at a hospital, where all necessary equipment is available and quality post-operative care is available. But occasionally a character might have reasons for not going to a hospital for this care (such as insufficient money, or being sought by assassins). In these cases, a friend might be asked to perform the surgery.

Surgery can only be performed by someone with at least Medical 3, and it requires the use of surgical instruments. It is a Difficult task versus Medical to reduce a critical wound to serious, but if the task roll is successful, the reduction occurs immediately after surgery is completed. The use of blood plasma and local anesthetic each add +1 to the surgeon's effective Medical skill, and are cumulative. If whole blood is used instead of plasma, it adds +2 to the effective skill level. Total anesthetic adds +3 if it is used instead of local anesthetic.

Only one surgery attempt can be performed per critical wound. Failure means that the wound remains critical. Catastrophic failure can result in extra healing time, loss of limb, or loss of life, depending upon the hit location receiving surgery, the severity of the critical failure, and the referee's judgment of the situation as a whole.



WHEELS OF FIRE: VEHICLE TRAVEL & COMBAT



Vehicles and weapons have been wedded from the beginnings of recorded history. From the war chariots of the ancient Assyrians, to the most modern battle tanks, from pickup trucks with gun racks, to laser-wielding satellites, all betray humanity's fascination with speed and destruction. In this chapter, we explain how to incorporate vehicle combat into your *Dark Conspiracy* adventures. Travel rules are also included, for those times when characters must trek across long distances, whether it be along well-patrolled interstates, through decaying backwater regions, or across hideous stretches of rural Demonground.



TRAVEL AND ENCOUNTERS

Different adventure situations call for different treatments of travel and time passage. If a group is making a 200- or 300-kilometer trip from one city to the next, along well-kept highway, for instance, the referee may simply have the players determine how long it takes to get there, based upon the exact distance and the speed of the vehicle(s) being used, and then consider the trip accomplished. On the other hand, the referee may decide to throw in an encounter to liven things up, or the adventure may call for a travel encounter. If the group is making a days-long trek across a rural stretch of Demon-

ground, the referee may decide to cut down travel speed somewhat, to represent the necessity for more cautious progress, for scouting ahead, for vehicle maintenance, and the like. Generally, there will be more likelihood for encounter during such travel, simply because of the hazardous nature of the region. But in every case, the decision is left to the referee.

For long-range encounters or encounters with large parties, the referee may decide to use 30-second combat turns as the means of resolving the encounter. When greater detail is desired, combat phases can be used. The use of combat turns and combat phases is explained more completely in "Combat & Damage."

Vehicle Movement Rates

Each ground vehicle card contains a pair of movement listings: Cruise Speed, which is how many kilometers the vehicle can effectively travel per hour, and Combat Movement, which is how many meters it can move per combat round. Additionally, each listing contains a pair of numbers: the first is a safe on-road movement rate; the second a safe off-road rate. Air and water craft have slightly different ratings, as explained later.

Terrain and Travel

Travel on a good road is largely unaffected by the terrain through which the road passes, but good roads are becoming scarce. A poor road (one which is breaking up, partially washed out, or just hasn't seen a road crew in three or four years) allows travel at the full cross-country rate for vehicles, regardless of the terrain through which the road passes.

Aside from roads and rivers, there are four main types of terrain encountered in the countryside: woods, swamp, hills, and open terrain.

Woods: Woods are forested areas of considerable density. While a person can walk through virgin forest, it is an impractical means of travel for vehicles and for a party of people for any distance. Thus, all travel through wooded areas is assumed to be along only paths and roads and through





clearings whenever possible. Travel movement on foot through woods is at half the normal movement rate. Vehicles travel through woods at half their off-road movement rate unless following a particularly well-travelled dirt road, in which case they move at their full off-road movement rate. Bicycles may not be ridden through woods except along such roads.

Swamp: Swamps are difficult to traverse, but a person on foot can move at full movement rate. All vehicles move at half of their off-road movement rate. Bicycles may not be ridden.

Hills: Hills are relatively steep but regular rolling ground. All movement is reduced by half in hills. Hills may also be wooded. If so, determine the movement rate for woods first and then apply the hill terrain reductions to the result.

Open: Open terrain is generally flat or gently rolling grasslands, and for the most part consists of former cultivated lands which have reverted to the wild but are not yet wooded. Open terrain also includes cultivated ground. All movement through open terrain is at the full off-road movement rate.

OPERATING AIRCRAFT

The most difficult thing about operating aircraft is not the flying itself, but rather the takeoff and landing. Taking off or landing an aircraft each normally require an Easy level skill roll unless complicated by mechanical difficulties, poor weather, or some other such trouble.

A failed takeoff or landing roll means that the pilot has either pulled up from landing or groundlooped at the end of the runway and aborted the maneuver for the moment. A catastrophic failure means the aircraft has crashed and is destroyed. The extent by which the task was failed should indicate the seriousness of injuries, if any, sustained by pilot and crew.

VEHICLE COMBAT

To this point, we have dealt almost exclusively with combat among combatants on foot. But occasionally mounts or vehicles will be involved. This section delineates the basic rules for incorporating those things into a battle.

"I have come up with a good advertising slogan for Zil cars. Its Zen-like clarity and perfection please me greatly:

*Buy a Zil—
It's almost better
than having a root canal.*

"The true beauty of this rests in the fact that, like all classic advertising, it is a lie."

—Zena Marley
(Early 21st-century mercenary-philosopher)

Combat Movement

Incorporating vehicles into the combat sequence involves adding a few adaptations to the basic combat rules. Most of these adaptations involve vehicle movement.

Units of Measure: As mentioned above, movement rates for ground vehicles are given in meters, first on-road, then off-road. Movement rates for water vessels and aircraft are given in eight-meter increments moved per combat phase. When using a two-meter grid, multiply this number by four; when using individual meter measurement, multiply it by eight. (Note that many water vessels have a movement allowance of 0.5, 1.5, 2.5, etc. When moving on the eight-meter grid, these vessels move an extra square every other phase.)

Boating Maneuvers: A few special rules apply to watercraft combat movement.

Turning: Each vessel has a turn rating which is the number of 45° turns it can make each combat turn (30 seconds). Regardless of this rating, only one turn can be made per phase (five seconds), and only on the phases in which the helmsman (or captain who is with the helmsman) has the Initiative.



Acceleration and Deceleration: Each vessel has an acceleration rating which is the amount by which it can increase its speed each combat turn. Regardless of the rating, only one point of increase can be made per phase, and then only in phases in which the helmsman (or captain who is with the helmsman) has Initiative. A boat can decelerate at twice its acceleration per turn, but still at no more than one point per phase.

Rowed Boats: Rowboats may be rowed at up to (but not more than) twice their listed speed.

Sailboats: Sailboats will not move upwind, nor within 45° to either side of that direction.

Motorboats: Size 1 motorboats may be rowed if necessary.

Fire From Moving Vehicles: Characters may not conduct aimed fire from a moving vehicle. They may fire quick shots or bursts at one level greater difficulty than normal. Drivers fire quick shots at two levels of difficulty greater than normal.

Pilots or crew of aircraft firing weapons mounted on the aircraft are a special case and do not apply the above rule, although crew and passengers firing nonmounted weapons (such as rifles or pistols) do.

Target Movement: If the target is moving 30 meters or more in the current phase, any attempt to hit it is conducted as if at range greater than normal. For normal fire, this merely means one level more difficult than normal, but for auto fire, it means that

the number of dice rolled per burst is reduced.

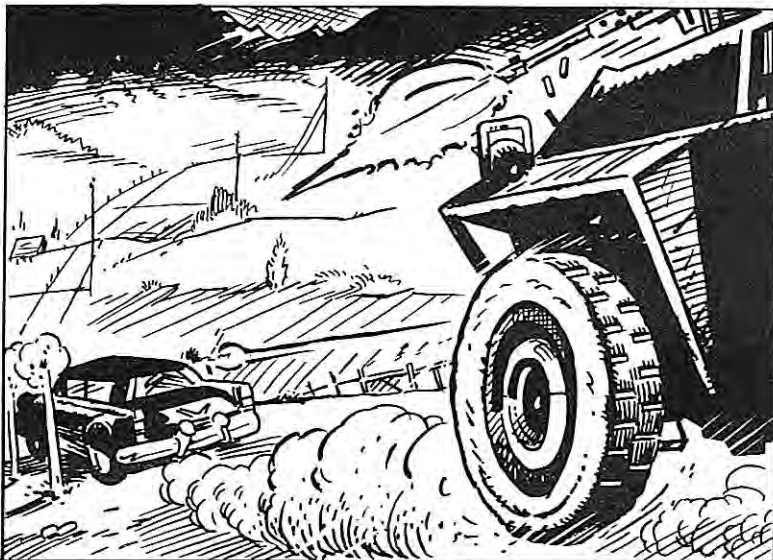
“Drive” Action: When vehicles are involved in combat, Drive is considered an action added to the list of normal actions. Drive includes the operation of all types of vehicles, from bicycles to oil tankers to space shuttles. In some cases, performing this action will require a skill check. In others, the action is considered to be automatically successful. For instance, a character who was using the Drive action to pilot a helicopter through a train tunnel might have to make a Difficult: Pilot check, while another character who was driving a family car along a city street in good weather, or who was coming to a safe halt at a well-marked stop sign, would be required to make no check at all.

A few other actions can be combined with the Drive action. Talking and driving can be done together freely. The Ready/Change Equipment, Reload, and Fire actions can each be done while driving, but any necessary driving checks are at one level more difficult (sometimes requiring a check that might not otherwise be required).

Vehicle Movement and Driver Initiative: Driving a vehicle is considered to be a special case of the repetitive action option. That is, vehicles move every phase, regardless of the Initiative rating of their operators. This movement is considered to be simultaneous, although for simplicity the referee will most likely choose to have characters move their vehicles each phase in reverse Initiative order (Initiative 1 acts, then 2, then 3, etc.).

At the beginning of each 30-second combat turn, each player of a driving character tells the referee the basic direction and speed of the vehicle. This can include such things as going in a straight line, following a road or path, travelling off-road toward a landmark, driving to a particular position and stopping, following a leading vehicle, or any similarly simple plan. The vehicle then follows the stated course through all phases prior to the driver's Initiative point. The only change that can be made to this plan during these phases is to bring the vehicle to a halt in response to an unforeseen obstacle or action (thus terminating the repetitive action).

Once a character's Initiative point comes up in the combat turn, however, that character can divert freely from the stated plan, choosing a new action each phase, if desired.





For example, Dr. Willoughby, with an Initiative of 2, is driving his Yugo Contempo to his office when a pack of nomad bikers roars up from behind and surrounds his car. The referee decides to go to combat sequence at this point and asks the doctor's player what the doctor is planning to do. The player decides to have the doctor continue driving at the same speed and continue straight down the road. The referee secretly makes a determination for the bikers, not letting the doctor's player know that none of them has an Initiative higher than 3. In phase 6, Willoughby continues onward, as do the bikers. On phases 5 and 4, the same thing occurs.

On phase 3, however, one of the bikers suddenly swerves in front of the doctor's car and slows down. Willoughby is still locked into his repetitive course until next phase, so he has only one of two choices: continue to follow his stated course—in which case he'll run into the biker—or stop the car. The player decides to have him continue his course, and the biker goes flying. If this had been one of the doctor's Initiative phases, he could have chosen to do something other than merely continue or stop. For instance, he might have swerved, or slowed down, or sped up, or pulled a pistol from his jacket, or any of a number of other things.

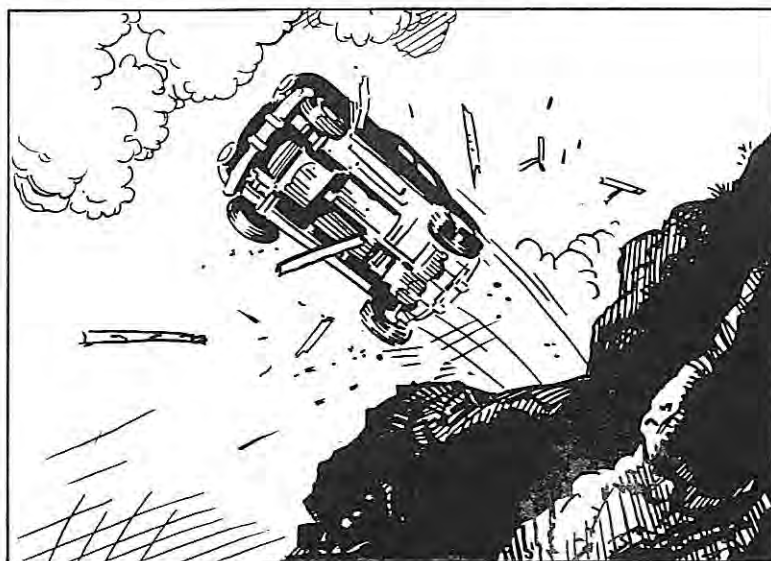
Fast Driving and Mishaps: During combat, a vehicle may travel faster than the listed safe on-road/off-road speeds at the risk of a mishap. Driving at up to twice the safe speed requires an Average check versus the appropriate vehicle skill. Ground vehicles (with the exception of bicycles, see the following page) may travel at up to three times the safe speed, but this requires a Difficult task check. In either case, the roll is made each phase. Failure of the check means a mishap occurs.

Ground vehicle mishaps mean the vehicle has become stuck in a ditch, or bottomed out in rough ground. It cannot move until it becomes unstuck. In each phase that the driver would normally act, a Difficult roll versus the appropriate vehicle skill may be made in an attempt to correct the mishap. Success means the vehicle becomes unstuck. If the mishap was the result of a catastrophic failure, however, the vehicle suffers some sort of severe damage. The referee will determine the exact ef-

fects, based upon the situation at the time and the amount by which the die roll exceeded the minimum for catastrophic failure. It may be that the vehicle suffers a collision (perhaps with passenger injuries), for example, or simply that it has become too mired down to become unstuck without the aid of a towing vehicle.

Water vessel mishaps mean the vehicle suffers a stall of some sort. Engines die, sails break loose, oars are dropped, and the like. To get the vessel under way again, the character in charge can attempt an Average roll versus Vessel Use once per phase in which that character would normally act. Success means the problem has been resolved. If the mishap was the result of a catastrophic failure, however, the vessel has suffered some sort of permanent damage, as determined by the referee, based upon the situation at the time.

Aerospace craft mishaps mean the craft goes out of control and begins rushing toward the ground. Once per phase, the pilot can make an Average check versus the appropriate Pilot skill to regain control. Success means that control is regained. Based upon the speed of the craft and its altitude at the time control was lost, the referee will determine how many phases can elapse before the craft runs out of air space. If the pilot has not regained control by this time, the craft crashes, with damage being determined by the referee's judgment. Note that if the mishap was the result of a catastrophic failure, attempts to regain control are

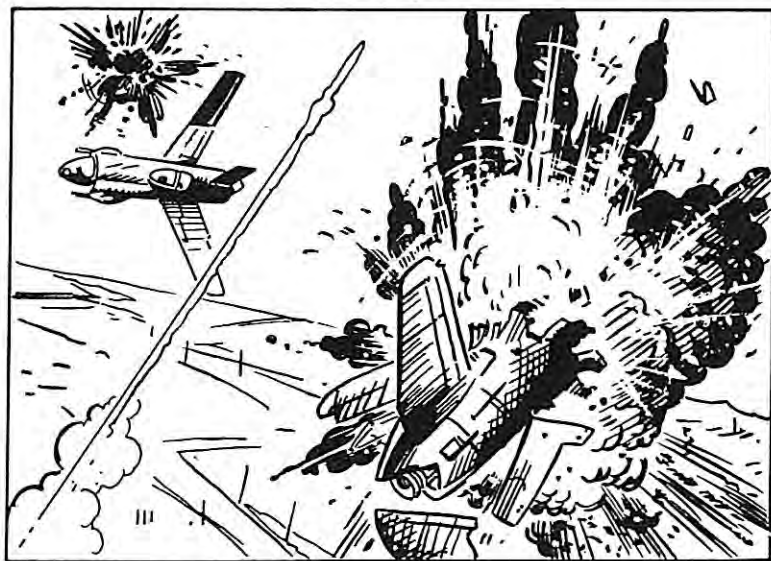




at Difficult level, rather than Average.

Bicycles and Motorcycles: A character can attempt to go up to twice the safe speed on a bicycle. (Characters who are encumbered travel at half speed on bicycles and may not go faster.) Travelling over speed on a bicycle requires an Average check versus Agility. Failure means the character falls off, but no damage results. Catastrophic failure results in damage to bike and/or rider.

Motorcycle mishaps mean the driver has taken a spill. Characters suffer 1D6-3 damage unless they succeed at Difficult: Agility. The rider can use the next available action to remount the motorcycle and continue. Catastrophic failures mean the driver



takes 1D6 points of damage, and the motorcycle suffers one suspension hit.

Firing at Vehicles and Vessels

Firing at vehicles and vessels is similar in general principle to firing at individuals, but there are a few differences. Some additional die rolls must be made when dealing with vehicular weapons and vehicular damage.

Range Finders: Many vehicle-mounted guns have range finders which provide a fire bonus to the gunner's marksmanship. The bonus may only be used for aimed shots and only when shooting at land vehicles, vessels, and other large targets (such as buildings). The entry in the equipment list for each vehicle gives its range finder bonus. This bonus is added to the gunner's modified marksmanship at medium and long range. Half of the bonus is added at extreme range.

Note that factors which cause a target to be treated as being at a longer range (such as movement or obscuration) do not change the range finder bonus used, only the effective marksmanship of the gunner. For example, firing at an obscured target at close range is treated as if at medium range for determining the gunner's effective skill; it does not allow use of the medium range range finder bonus.

Antitank Missiles: On rare occasions, guided antitank missiles may become available to characters. Unlike other direct fire weapons, *the range given on the combat chart for an antitank missile is its maximum range*. Within this range, the chance to hit is the same regardless of distance: It is an Easy task versus Heavy Weapons skill. However, the firer must take an aim action before firing, and (except for Tank Breaker, below) must continue to aim during the entire flight of the missile or it will miss the target. All missiles travel 1000 meters per combat phase.

If a missile-firing character is hit by any sort of attack, the aiming concentration will be broken and the missile will miss its target.

Tank Breaker: Tank Breaker is a fire-and-forget antitank missile. That is, once it is aimed and launched, it will continue to home in on the target without further



guidance from the operator. The firing character must still aim before firing, but once the missile is fired there is no need to continue to aim.

Multiple-Barrel Guns: In extremely rare cases (you'd better hope), large guns with multiple barrels may find their way into combat. In such a case, the firing procedure is conducted as normal up to the point of calculating the number of hits achieved. When this point is reached, the resultant number is multiplied by the number of barrels on the weapon. For example, if a two-barrel gun were used, the number of hits would be doubled.

Firing at Aircraft

Aircraft may be fired at by ground weapons or other aircraft.

Ground Weapons: The only ground weapons which may fire at aircraft are automatic weapons and anti-aircraft missiles.

Automatic weapons do so using the normal rules to hit, but at one greater level of difficulty. All automatic small arms weapons cause minor damage. All larger caliber automatic weapons cause major damage.

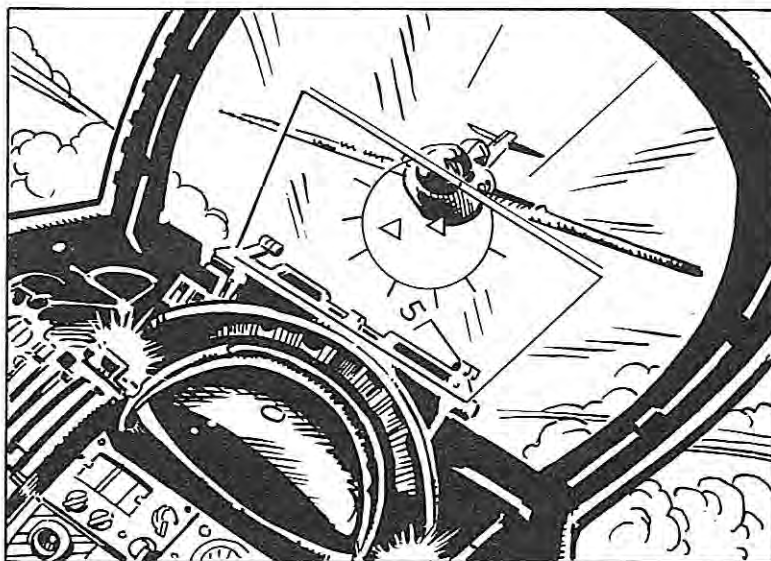
Each firing automatic weapon can only achieve one hit per combat phase, regardless of the actual number of hit rolls successfully made.

Anti-aircraft missiles are fired using the Heavy Weapons skill. The accuracy of the missile indicates the difficulty level of the task. A successful task roll indicates that the target aircraft suffers minor damage; an outstanding success roll indicates major damage.

Air-to-Air Combat: Aircraft may also be fired at by other aircraft using either automatic weapons or anti-aircraft missiles. All rules for firing are the same, with the following additions:

All hostile aircraft engaged in combat are either advantaged or disadvantaged with respect to each other. The advantaged aircraft is the aircraft with the higher total of speed points plus Pilot skill plus maneuver points. Advantage/disadvantage is recalculated each phase.

Speed points are equal to the current combat speed of the aircraft divided by 10, rounding fractions down. For example, an aircraft with a printed speed of 40 is



being flown at twice its safe speed, or 80. It has eight speed points.

Pilot skill is the actual skill level of the pilot.

Maneuver points are gained by attempting difficult maneuvers. An Average skill roll maneuver gains 1 point, Difficult gains 2, and one stage further (i.e., versus one-quarter of the pilot's skill) gains 4. Failure is treated as a mishap.

If the advantaged aircraft's total of speed+skill+maneuver exceeds the disadvantaged aircraft's total by 50% or more, the advantaged plane may break off contact and successfully escape. Otherwise it must stay and fight.

If a fight (exchange of fire) ensues, the advantaged aircraft picks the range of the combat, provided the distance chosen is still within range of at least one of the disadvantaged aircraft's weapons. If the disadvantaged aircraft has no weapons, it must be within range of at least one of the advantaged aircraft's weapons.

Fixed weapons (machineguns and cannon fixed to fire forward) and anti-aircraft missiles may only be fired at hostile aircraft if the firing aircraft is advantaged with respect to the target.

Flexible mount weapons (such as gun turrets or door-mounted machineguns) may fire at enemy aircraft whether advantaged or disadvantaged with respect to them. If disadvantaged, however, the fire is conducted at one difficulty level greater.



VEHICLE HIT LOCATIONS

Surface		Aerospace	
Die Roll*	Result	Die Roll*	Result
1	Turret/superstructure**	1	Wing
2	Hull	2	Wing
3	Hull	3	Wing
4	Hull	4	Hull
5	Hull	5	Hull
6	Suspension/waterline***	6	Hull
7	Suspension/waterline***	7	Hull

*+1 to die roll for side shots.

**If the vehicle has no turret or superstructure, this becomes *Hull*.

***Minor damage halves speed; major damage immobilizes the vehicle. Two minor results equal one major.

VEHICLE DAMAGE

Like human targets, vehicles in *Dark Conspiracy* have various hit locations. When a hit is scored on a vehicle, damage is determined by a series of steps. First, a roll is made for hit location on the Vehicle Hit Locations Table. Second, the damage value of the round is compared to the location's armor value, revealing a damage severity table to be rolled on. Third, a roll is made on the appropriate damage severity table, and the resulting damage is applied.

Vehicle Configuration: For simplicity's sake, vehicles in *Dark Conspiracy* are divided into two main groups: surface vehicles and aerospace vehicles. Aerospace vehicles include all those covered by the Pilot skill (i.e., fixed wing, rotary wing, and shuttle). Surface vehicles include all those covered by the Vehicle Use and Vessel Use skill (i.e., all ground and water craft). Land surface

vehicles are further subdivided into three types (noted on each vehicle's vehicle card): standard, turreted, and crew in hull.

Standard: These vehicles have a roughly rectangular shaped body or "hull." Passenger cars and trucks are standard vehicles.

Turreted: Turreted vehicles have a large, manned turret on top of the hull. Tanks are turreted vehicles.

Crew In Hull: A crew-in-hull vehicle combines a standard hull with a small, *unmanned* turret. (While there are no crew-in-hull vehicles provided in the *Dark Conspiracy* basic game, some will appear in later supplements.)

Boat Target Size: Because boats are often much larger than other types of vehicles, many of them are much easier to hit with weapon fire. When firing at a boat, add 1 to the chance of hitting it for each number by which its size rating exceeds 1. For example, add 2 to the chance of hitting a size 3 boat.

Bicycles and Motorcycles: All small arms hits on a bicycle or motorcycle result in damage. All hits by larger weapons result in destruction. A damaged bicycle or motorcycle can no longer be ridden. Characters riding a bicycle or motorcycle when it is hit fall off, taking no damage if on a bicycle. Characters riding a motorcycle at more than its safe speed suffer 1D6-3 damage unless they pass a Difficult test of Agility.

Hit Locations

When a hit is scored on a vehicle, a 1D6 roll must be made to determine where it impacted. One point is added to the die roll if the shot was made upon the vehicle's side. The final result is then compared to the Vehicle Hit Locations Table, to determine exact hit location. Those locations are explained as follows:

Hull: This reflects a hit upon the main body of the vehicle, whether it be an aircraft's fuselage, an automobile's body, or a boat's hull.

Superstructure: Many water vessels have structures built above the hull. This die roll result means the target vessel was hit in that area. If the vessel is flush decked (has no superstructure), treat this as a hull hit.

Turret: If the vehicle has a turret, the round impacts upon it. For vehicles without a turret, treat

VEHICLE DAMAGE RESOLUTION CHART

P-AV*	Result
0 or less	No effect
1 to 10	1 minor damage result
11 to 20	2 minor damage results
21 to 40	1 major damage result
41 to 60	2 major damage results
61 or more	3 major damage results

*P-AV: Penetration minus armor value.



this as a hull hit.

Waterline: This indicates a hit below the waterline on a water vessel, resulting in flooding. (The exact results of flooding are explained later.)

Wing: In the case of rotary craft, this indicates a hit upon the rotor. On all other aircraft, it is a hit upon one wing or the other.

Suspension Hits: No damage tables are provided for suspension hits. One minor damage result to a vehicle's suspension halves that vehicle's movement. A second minor damage, or any major damage, immobilizes the vehicle.

Tracked suspensions are treated like any armored part of the vehicle using the armor value listed. Wheeled suspensions do not have an armor value, but instead have a critical damage level. (See Armor on page 116.) Each time a weapon hits the suspension, it inflicts damage equal to its final penetration. Once the cumulative damage reaches the critical damage level, the suspension suffers minor damage. Once it reaches twice that level it suffers major damage. (In most cases, any hit on a wheeled suspension will immobilize the vehicle. Only in the case of small arms fire is the cumulative damage likely to be important.)

Overhead Attacks: Tank Breaker missiles may be programmed to fly over the target and attack it from above. For overhead hit locations never add 1 to the die roll for a side shot and treat all suspension hits as hull hits instead. All attacks are resolved using the vehicle's side armor value.

Damage Resolution

To complete determining the extent of the vehicle's damage, the striking round's penetration and the armor of the location hit, along with any other special factors, must now be considered.

Penetration: Once the hit location is determined, the penetration value of the attacking weapon is compared to that location's armor value. But penetration is figured differently for small arms and exploding rounds.

Small Arms: When using small arms against living targets, the weapons' penetration value indicates the number of damage dice lost per level of armor on the target, and this penetration value varies with range.

STANDARD VEHICLE DAMAGE

Minor		Major	
Die	Result	Die	Result
1	1 crewmember	1	Engine
2	1 crewmember	2	Engine
3	2 passengers*	3	Fuel
4	2 passengers*	4	Fuel
5	Radio or sight/vision**	5	Weapon/ammo
6	Major hull	6	Weapon/ammo

*2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion. **Referee's choice.

Small arms fire against vehicles is handled somewhat differently. For attacks on vehicles, the number of damage dice is divided by the appropriate penetration value (rounded down). The result is the weapon's penetration versus vehicles.

Exploding Rounds: Rounds which explode always have only one penetration listed—either a number

TURRETED VEHICLE DAMAGE

Turret Minor		Hull Minor	
Die	Result	Die	Result
1	Loader*	1	1 crewmember
2	Sight/vision	2	Loader*
3	Sight/vision	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull

Turret Major		Hull Major	
Die	Result	Die	Result
1	Loader*	1	Engine
2	Main armament	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Major hull	5	Ammo
6	Minor hull	6	Ammo

*Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.

**2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.



CREW-IN-HULL VEHICLE DAMAGE

Minor Turret

Die	Result
1	Loader*
2	Sight/vision
3	Sight/vision
4	Traverse
5	Secondary
6	Major turret

Minor Hull

Die	Result
1	1 crewmember
2	Loader*
3	2 passengers**
4	2 passengers**
5	Radio
6	Major hull

Major Turret

Die	Result
1	Main armament
2	Main armament
3	Main armament
4	Main armament
5	Major hull
6	Minor hull

Major Hull

Die	Result
1	Engine
2	Engine
3	Fuel
4	Fuel
5	Ammo
6	Ammo

*Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.

**2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

followed by the letter C (indicating that it is constant throughout its range) or the notation Nil. If the value is a number, roll 2D6 and add the total to the listed value; the result is the final penetration value. If the notation Nil is present, the round has no final penetration effect.

Armor: Once the penetration value and hit location are known, consult the vehicle description and note the armor value of that location. Hulls and turrets each have a front, side, and rear armor value. Tracked suspensions have one armor value which is used when hit from all angles. *Wheeled suspensions do not have an armor value, but do have a critical damage value, which is listed in parentheses to differentiate it from armor values.*

Unarmored Vehicles: Unarmored vehicles have a slight armor protection provided by their metal bodies, but it is an incomplete cover. Whenever a shot hits an unarmored vehicle, there is a 50% chance of the shot hitting metal and a 50% chance of it going through the windows or canvas cargo covers. If it hits metal, the shot is resolved normally, and the vehicle gets the benefit of

its armor. If it goes through the window or cargo area, the shot is always resolved as minor damage and damage results except for crew or passenger/cargo are ignored.

Extent of Damage: Subtract the correct armor value of the target from the final penetration of the weapon and consult the Vehicle Damage Resolution Chart (page 114). If the result is 0 or a negative number, the shot had no effect. If it is a positive number, the result will read out (from the chart) as 'from one to three damage results, and will indicate whether they are minor or major.

When firing at aircraft, severity of damage is determined differently. All automatic small arms weapons cause minor damage when they hit, while all larger caliber automatic weapon cause major damage. When firing missiles, a successful task roll indicates that the target aircraft suffers minor damage, while an outstanding success roll indicates major damage.

Damage Implementation

Locate the damage table corresponding to the target vehicle's configuration (standard, turretted, boat, etc.). Find the correct section (minor or major damage, hull or turret damage) and roll 1D6 once for each required damage result. The following results are possible:

1 Crewmember: If a turret hit, this is from the turret crew; if a hull hit, from the hull crew (driver, most likely). Which crewmember is hit is determined randomly. The crewmember suffers 1D6 hits, each of which does 1D6 damage. Determine hit location separately for each hit.

2 Crewmember: Exactly as above, but two crewmembers are hit, and they are selected randomly from the entire vehicle crew, not just those in the hull or turret.

2 Passengers: Two passengers are selected at random and are hit exactly as noted above. If this is not a passenger-carrying vehicle, then this is treated as a 1 crewmember hit. If this is a passenger-carrying vehicle but none are present, this has no effect.

Sight/Vision: The gun sight or night vision equipment is damaged. (The referee will determine which.)

Traverse: The turret traverse is jammed and the turret will no longer turn. This makes it impossible to fire any fixed weapon (such as the main gun or coax) in the turret until it is unjammed. Repairing the traverse is an Average



BOAT DAMAGE

Waterline Minor

Die	Result
1	Waterline hull
2	Waterline hull
3	Waterline hull
4	1 crewmember
5	Cargo
6	Major waterline

Hull Minor

Die	Result
1	1 crewmember
2	Auxiliary machinery*
3	Secondary armament
4	Radio/radar**
5	Sight/vision***
6	Major hull

Superstructure Minor

Die	Result
1	1 crewmember
2	Radio/radar
3	Sight/vision
4	Secondary weapon
5	Secondary weapon
6	Major superstructure

Waterline Major

Die	Result
1	2 crewmembers
2	Rudder/screw
3	Engine
4	Fuel
5	Ammo
6	Minor hull

Hull Major

Die	Result
1	Main armament
2	Main armament
3	2 crewmembers
4	2 crewmembers
5	Ammo
6	Fire

Superstructure Major

Die	Result
1	2 crewmembers
2	2 crewmembers
3	Fire
4	Fire
5	Ammo
6	Major hull

*Auxiliary machinery includes bilge pumps, power winches on the deck, generators, etc.

**A radio/radar hit in the hull becomes 1 crewmember if this is a vessel with a superstructure.

***A sight/vision hit in the hull becomes auxiliary machinery if this is a vessel with a superstructure.

task using mechanic skill. It takes a half hour and cannot be done from inside the vehicle.

Secondary: One machinegun or grenade launcher is destroyed.

Loader: Either the human loader is hit, as for a crew hit above, or the vehicle's autoloader is destroyed.

Radio: The vehicle's radio is destroyed.

Main Armament: The vehicle's main armament is damaged and can no longer fire.

Ammo: The ammunition storage of the vehicle has been hit. The amount by which the final penetration exceeded the vehicle's armor is the percentage of stored ammunition lost. If the vehicle is armed with any exploding rounds or large-caliber gun rounds, it is also the percentage chance that the ammunition will explode. If the ammunition explodes, the vehicle is destroyed and the crew is killed.

Weapon/Ammo: One weapon system is destroyed. If no weapon is present in the location damaged, treat this as an ammo hit. If no ammo is present, the hit has no effect.

Engine: The engine is hit and rendered inoperable.

The vehicle may not move.

Fuel: The fuel tank of the vehicle has been hit. The amount by which the final penetration exceeded the vehicle's armor is the percentage of fuel capacity lost. It is also the percentage chance that the fuel will ignite. If the fuel ignites, the vehicle catches fire and the crew must immediately bail out.

Note also that some rolled results convert the damage into a different type. For example, if a minor turret hit is achieved against a turreted vehicle but a 6 is rolled on the damage table, the hit is converted into a major turret hit. In this case, roll again on the major turret table. If a 6 is rolled on this table, the damage is converted to a minor *hull* hit. If a 6 is then rolled on that table, it is converted to a major hull hit. There is no possibility of any alteration to a major hull hit.

Fire: Water vessels are usually quite susceptible to fire, as even steel-hulled boats tend to be full of combustible material. Whenever a fire result appears on the damage table, the boat has caught fire. The final penetration of the gun which caused the damage is the initial level of the fire. The fire will increase in



AEROSPACE CRAFT DAMAGE

Hull Minor		Wing Minor	
Die	Result	Die	Result
1	1 crewmember	1	No effect
2	Controls	2	No effect
3	Controls	3	Controls
4	2 passengers*	4	Controls
5	Radio	5	Controls
6	Major hull	6	Major wing

Hull Major		Wing Major	
Die	Result	Die	Result
1	Engine	1	Controls
2	Engine	2	Fuel
3	Instruments	3	Fuel
4	Instruments	4	Fuel
5	Weapon/ammo	5	Fuel
6	Minor wing	6	Fireball

*2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

level by 1D6 each 30-second combat turn.

Characters may attempt to put out the fire by spending an entire combat turn fighting it. Extinguishing a fire is Difficult task versus Constitution. For every successful task roll made by a character, the fire is reduced in level by 1D6. Outstanding success reduces the fire by 2D6 levels. Catastrophic failure results in a burn injury.

If the level of the fire exceeds the vessel's tonnage divided by 10, the fire will begin burning out of control and cannot be extinguished. Roll 1D6 at the start of each combat turn thereafter. The fuel and ammunition on board will detonate on a roll of 6, destroying the vessel.

Flooding: Vessels which suffer waterline hull damage will begin to flood. Each vessel has three rows of flotation hit boxes, with boxes in each row equal to the vessel's tonnage. The amount by which the final penetration exceeded the vessel's armor is the number of boxes marked off. All flooding hits are marked in the top row of flotation boxes until the row is full, then in the second row, then in the third.

When the first row of boxes is full, the vessel's speed

is halved. When the second row is full, the vessel is "dead in the water" and may not move under its own power. (It will drift with the current.) When the third row of boxes is full, the vessel will sink.

If a vessel has pumps, each point of pump rating will reverse one point of flooding per combat turn. A human can bail one point per turn, as well.

No Effect: The round passes through the aircraft's wing with no serious effect.

Controls: The control surfaces and/or connections are damaged, making the craft more difficult to control. All Pilot skill checks become one level more difficult.

Instruments: The craft's instrument panel is damaged and instruments begin to fail (altimeter, wind speed indicator, fuel indicator, compass, and the like). The pilot must make an Average task roll to avoid a mishap at the start of each subsequent combat turn. Additional damage results to the instruments raise this additional difficulty levels.

Fireball: The craft explodes in flame, destroying everyone and everything inside. It is Difficult: AGL to jump out of the plane the instant before explosion. Ejecting is Average: AGL or Pilot, whichever is higher.

COLLISION DAMAGE

It is entirely possible for vehicles to collide with one another in combat. The following general rules apply in those situations.

Damage done depends upon the size of the vehicle and the *net combat speed*. Net speed depends upon the relative direction and speed of the two colliding vehicles. Vehicles headed in opposite directions add their speeds together. Those travelling in the same direction subtract the slower's speed from the faster's. All others use the speed of the faster for determining collision damage.

Ground and Water Craft: For ground vehicles and water vessels, the damage value caused by a collision is equal to the tonnage of the object collided with, times the net speed of the collision, divided by 10. For ground vehicles, this number is used as a penetration value against a randomly rolled hit location. For water vessels, the hit location is automatically considered waterline hull, the collision value is divided by the armor value of the given location, and the resultant number is then



applied as waterline hull damage, causing flooding.

Air and Space Craft: For aircraft and shuttles, collision damage value equals tonnage times net speed, but *not* divided by 10. A random roll is made as normal to determine wing or body as hit location, then the damage value is used as a penetration value versus the hit location's armor value, the result being used on the Vehicle Damage Resolution Table (page 114).

Vehicle Collisions With Creatures: When a vehicle collides with a human or other figure, including those riding bicycles or motorcycles, severe injury can result. In order to calculate the effects of this injury, first multiply the collision speed times the vehicle tonnage. If the target character is riding a bike or motorcycle, this number is the percentage chance that the bike or motorcycle is damaged enough to become inoperable. Next, the number is divided by two and becomes damage applied to a randomly rolled hit location on the target. Target figures have a chance to leap out of the way of an oncoming vehicle, by succeeding at an Average check versus Agility. If they succeed, they take no damage; otherwise they are struck by the vehicle.

Examples: For instance, imagine that a $\frac{5}{4}$ -ton truck going 60 and a Yugo Contempo going 35 were to collide head on. The collision speed in this case is 95. The truck weighs two tons, which means the Yugo is hit with a value of $(95 \times 2) \div 10$, or 19. Regardless of the hit location rolled, the Yugo's armor is 1, which means that the full 19 ($19 \div 1 = 19$) is referenced on the Vehicle Damage Resolution Table on page 114, for "two minor results."

The truck takes less damage from the lighter Yugo. The collision speed of 95, times the Yugo's weight of 1, yields 95, which when divided by 10 results in 9. Again, regardless of hit location, the armor value is 1. As a result, the full 9 points are taken to the Vehicle Damage Results Table for a result of "one minor result." (Of course, what yet remains to be done is to roll the actual minor results and apply them.)

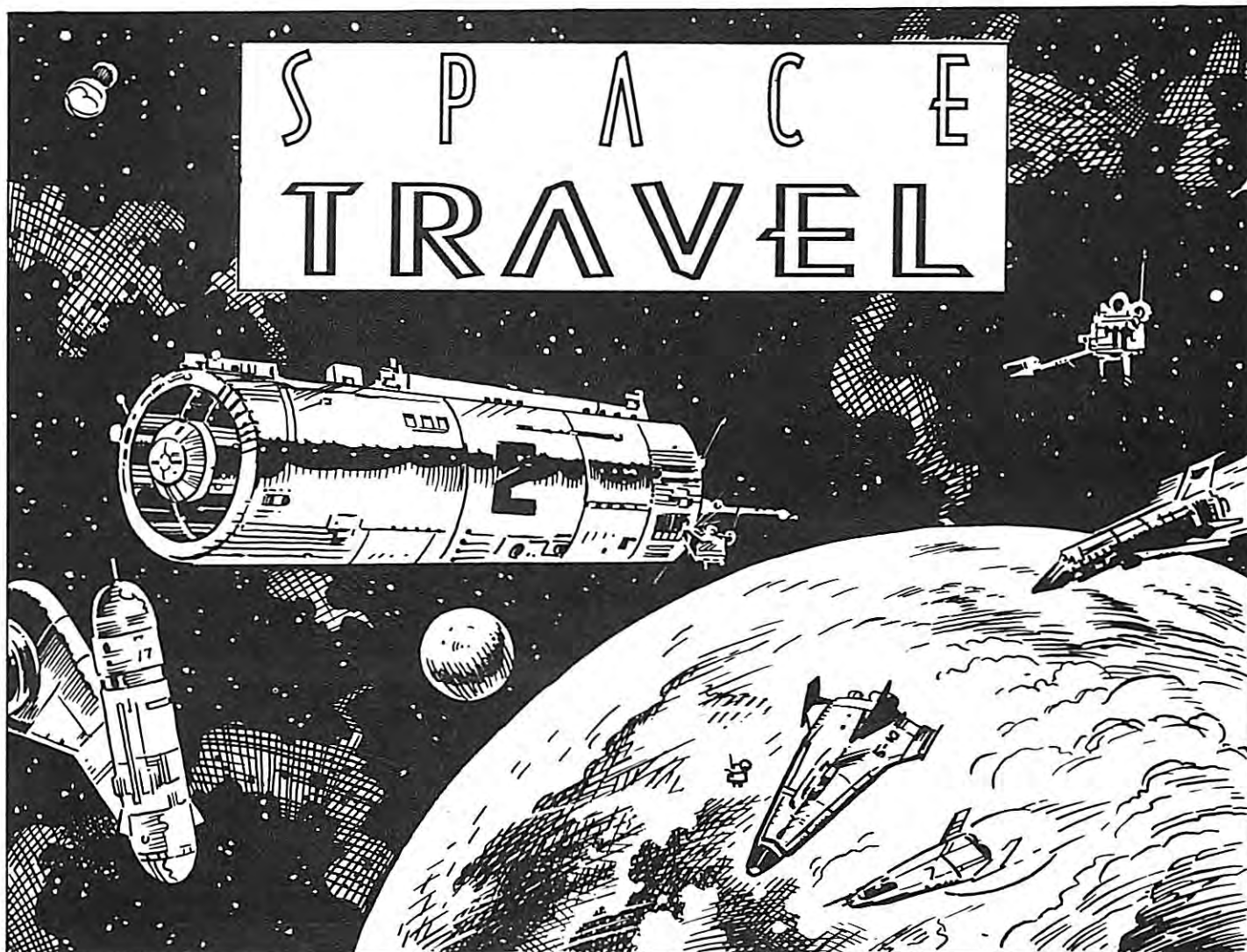
In another example, a 20-ton boat collides with a 140-ton boat, with a net collision speed of 5 (remember, boats and aircraft are rated in eight-meter increments instead of meters). The 140-ton boat



suffers a waterline hull hit which is worth 10 $[(20 \times 5) \div 10]$ damage points, which will cause 10 flotation hits worth of flooding per combat phase until repaired. The 20-ton boat suffers a waterline hit worth 70 $[(140 \times 5) \div 10]$ damage points, enough to immediately sink it.

Finally, two characters on a tandem bicycle are being run down by a $\frac{5}{4}$ -ton truck moving at 45. The vehicle's speed is 45, times two tons weight equals a 90% chance that the bicycle is ruined. If the characters fail an Average check versus their Agility, they will each take 45 damage points to a random location.

Loss of Control: After all damage effects are calculated, operators of vehicles involved in collisions must immediately make a Difficult test of the appropriate skill in order to remain in control of their vehicle. Failure at this check means the vehicle goes out of control. Ground vehicles will skid to an uncontrolled stop, possibly colliding with something else and requiring a second damage check (at the referee's option). Water vessels will drift with the current, spinning slowly until control is regained. Aerospace craft will plummet toward the ground at maximum speed. It is a Difficult test versus the appropriate vehicle skill to regain control, which can be made once per phase in which the driver is normally allowed an action. A catastrophic failure at the original test means the vehicle is damaged so severely that control cannot be regained.



SPACECRAFT SIZE

Size Value	Characteristics
0	Small (under 15 meters)
1	Moderate (16-35 meters)
2	Large (36-55 meters)
3	Very large (very heavy and/or 56-75 meters)
4	Huge (76+ meters)

has kept a few programs alive. In the US, for instance, NASA survives largely as a specialized transportation company. NASA rockets launch corporate satellites to orbit, NASA shuttles carry equipment and personnel to orbital factories, and NASA space planes rush corporate heads from continent to continent—all for a substantial fee (which in turn finances NASA investigations of ET sightings). Very few other space agencies rival NASA in size.

While national governments have lost the wherewithal to maintain space exploration programs, the business value of space travel

SPACECRAFT CHARACTERISTICS

Spacecraft are extremely complex machines. Most of the standard vehicle data would be meaningless in defining the primary attributes and capacities of spacecraft, so a simpler format is used. Besides a brief description, the following data are provided:

Source: The organization indicated is the source which currently controls the inventory and launching of the vehicle.

Price: This indicates the dollar-cost of such a vehicle (including fuel, etc.). (Space enthusiasts may note some drastic changes from today's rates; these largely reflect the altered economic and space exploration environment of *Dark Conspiracy*.) Also listed here is a two-letter availability code. V=very common, C=common, S=scarce, and R=rare. Letters to the left of the slash indicate a general market availability. If such a rating is present,



it means that private contractors may negotiate for such craft and launch support on a strictly commercial level. No governments are involved. If there is a dash in the general market availability slot, it means that such a system is controlled by a government (or its equivalent), and the cargo and purpose of the launch is likely to come under scrutiny. Approval for sale of the launch is contingent upon whether or not the customer's interests and activities further the objectives of the government in question (or at least, that they do not contravene those objectives). The letter to the right of the slash indicates special market availability. The more difficult the special market rating is, the more scrutiny the government will offer, and the more it will need evidence of mutual benefit. If there is *no* rating in the special market slot, it means that any launches of such vehicles are carried out by the government, for government purposes. PCs *might* still wind up on such a vehicle in a number of ways: being hired by the government, proposing a space venture that the government wants them to now oversee, etc.

Size: This quantifies the general mass and dimensions of the vehicle. Size values range from 0 to 4, and are detailed in the Spacecraft Size Table on page 120.

Note that very slender (or very bulky) designs can offset these values. In the case of orbital systems, a second value is given in parentheses; this is the system's mass in tonnes (metric tons). This is necessary to know, since these systems are launched as payloads by launch systems (i.e., the launch system must have a payload capacity that is equal to or greater than the orbital system's mass in tonnes).

Payload: Payload is measured in tonnes and defines the size of the payload that can be delivered to low Earth orbit (LEO). However, since many craft can deliver payloads to orbits beyond LEO, it is necessary to be able to define the maximum sizes of payloads that can be delivered to those orbits. The following equations (while far from precise) provide these values:

LAUNCH CHARACTERISTICS

<i>Launch Value</i>	<i>Definition</i>
0	None (has no practical launch capability from the surface of any world)
1	Temporary (produces short duration orbit—0.1-10 days)
2	LEO (capable of inserting payload into a stable low Earth orbit)
3	GEO (stable geostationary earth orbit—36,000 km)
4	OEV (orbital escape velocity—used primarily for launching interplanetary payloads)

Tonnes deliverable to GEO=
40% of LEO delivery rating

Tonnes deliverable to Moon=
90% of GEO delivery rating

Tonnes deliverable to Mars/OEV=40% of GEO

Launch Characteristics: This is a broad definition of the vehicle's ability to transfer a payload to

REENTRY

<i>Reentry Value</i>	<i>Definition</i>
0	None (Can't survive reentry attempt.)
1	Terminal (A nonreusable capsule, similar to Apollo.)
2	Glide (This craft is reusable and can control its reentry through aerodynamic properties alone. However, it is very susceptible to unexpected environmental conditions, since once it begins its descent, it is fully committed.)
3	Partially powered (This system combines aerodynamic lifting properties with limited capabilities for powered flight, giving it greater maneuverability—and therefore, security—than a glide-only vehicle.)
4	Powered (This craft may, or may not, incorporate aerodynamic lifting properties. It is very versatile with high survivability in the face of adverse conditions. In-air refueling is possible if extended airborne delays are encountered.)



IN-SPACE TRANSFER

Transfer Value Definition

0	None (unpowered/incapable of in-space maneuver)
1	Slow (low thrust and/or short endurance)
2	Moderate (fair thrust and/or endurance)
3	Fast (brief high-power thrust or extended medium thrust)
4	Very fast (extended duration high-power thrust)

orbit. It defines the practical maximum orbit to which such a payload can actually be transferred. Orbit values range from 0 to 4, and are detailed in the Launch Characteristics Table on page 121.

maximum acceleration (V) and the endurance of its propulsion systems. Generally, depending upon initial vectors, a ship with a higher rating will (eventually) be able to catch one with a slower rating. (See the In-Space Transfer Table to the left.)

Crew: This indicates the number of individuals that may be carried.

Duration: This indicates the number of days that the listed crew can pursue continuous operations with full life-support and power.

SPACE MISSIONS

Many parts of a space mission are routine or computerized, while others rely on the pilot's skill.

Launches

Launches are controlled by computer, unless something goes wrong.

To avoid a potential mishap on launch, roll 9 or less on 1D10. Add 1 to the roll if the launch is rushed, the spacecraft is poorly maintained, or the weather is bad. Subtract 1 if the launch vehicle is a spaceplane. All modifiers are cumulative. If a mishap is avoided, the craft achieves its mission orbit (or escape velocity).

If a mishap occurs, roll 5 or less on 1D10 to avoid an actual system failure. If the roll is successful, the craft achieves its mission orbit (or escape velocity), but the failure of some system on the vehicle is noted. (The backups took over successfully.) If the roll fails, the launch fails.

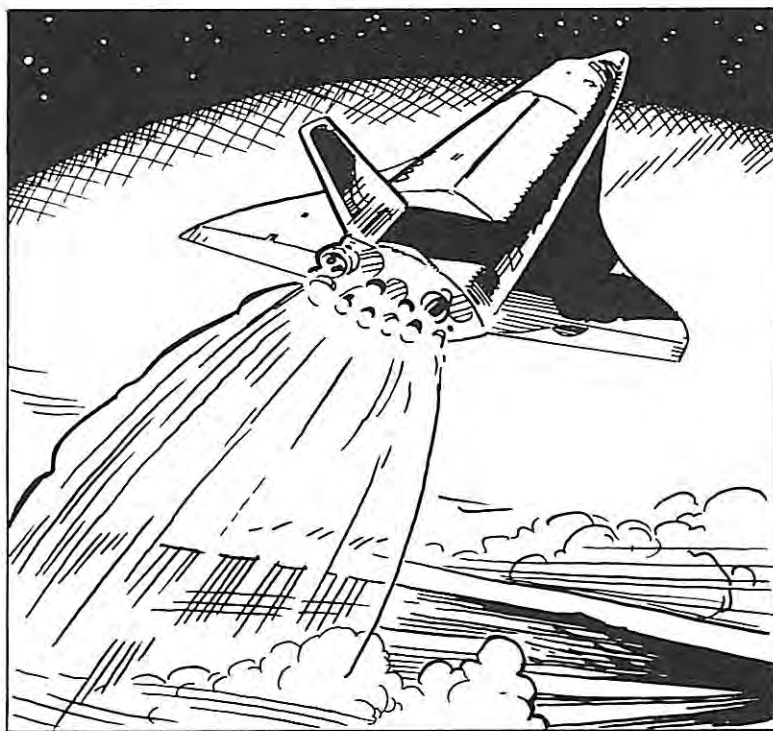
If the launch fails, the launch vehicle itself is destroyed. However, the orbital system being launched may be able to escape the disaster. Total the vehicle's transfer and reentry values and add the pilot's skill level. Roll this number or less to make a successful emergency landing.

If an emergency landing is made, the vehicle will be badly damaged, but the crew will escape serious injury. The vehicle will make its forced landing 1D10 times 100 kilometers east of the launch site.

If the emergency landing fails, the craft is completely destroyed, and only extraordinary intervention by fate (or the referee) prevent the crew's death.

Atmospheric Reentry Characteristics: This measures the spacecraft's ability to enter/reenter an atmosphere. Most launch vehicles will have a rating of 0, since they are expendable (nonreusable) systems that burn up on reentry. (See the Reentry Table on page 121.)

In-Space Transfer Characteristics: This measures the vehicle's capacity for in-space maneuver. The listed value represents both the vehicle's maxi-





Landing

All landings are controlled by computer, unless something goes wrong or the crew deliberately overrides the computer landing sequence.

When making a computer-controlled landing, roll 9 or less on 1D10 to avoid an irregularity in the approach pattern. Add 1 to the roll if the spacecraft is poorly maintained, the weather is bad, or a manual landing is being attempted. Subtract 1 if the landing vehicle is a spaceplane. All modifiers are cumulative. If an approach irregularity is avoided, the craft lands safely. Craft with terminal atmospheric reentry characteristics usually land in water, while glide, partially powered, and powered systems land at spaceports or large airfields.

If there is an approach irregularity, the pilot must correct the reentry path. Correcting the reentry path is an Average task in terminal reentry vehicles and an Easy task in glide, partially powered, and powered vehicles. If the craft is poorly maintained, raise the difficulty level by one.

If the pilot succeeds, the craft lands safely. If the pilot fails, the craft crash-lands. It is damaged and the crew suffers minor injuries. If a critical failure is rolled, the craft crashes. It is destroyed, and the crew will suffer serious or critical injuries.

Powered reentry vehicles may be flown like an airplane.

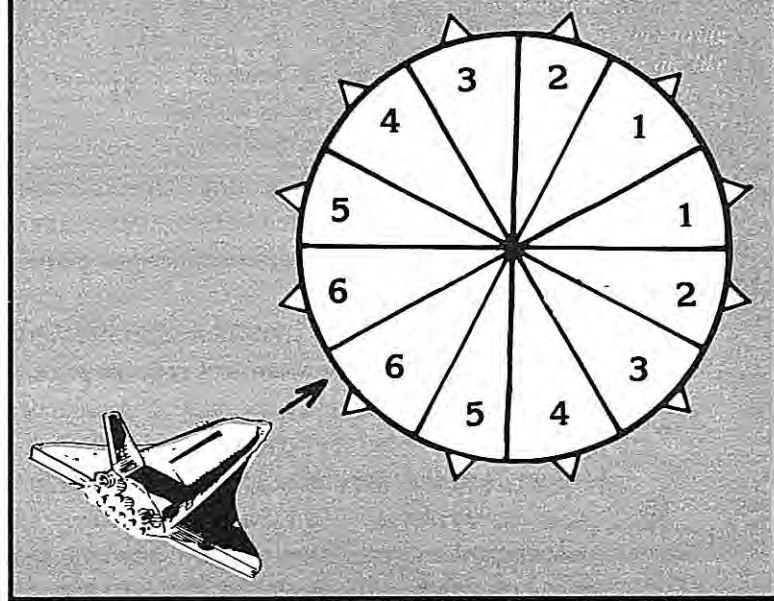
Maneuvering in Space: Avoidance and Intercepts

The difficulty of achieving an intercept with another moving body in space is a function of the intercept angle. It is comparatively easy to intercept bodies moving in the same direction and comparatively difficult to intercept those moving in the opposite direction. The chart above shows the difficulty level (ranging from 1-6) of an intercept based on the direction of travel.

If the referee wishes to determine intercept difficulty randomly, just roll 1D6 to do so.

Each ship then decides whether it wishes to avoid

DIFFICULTY OF INTERCEPT (Based on Travel Direction)



or intercept the other craft. If a ship is attempting to avoid the other craft, then it *adds* its transfer value to the intercept value; if it is attempting to intercept, then it *subtracts* its transfer value.

The slower ship (the one with the lower transfer value) decides first, and alters the intercept value to the degree that it is able. The faster ship then further modifies the intercept value with its transfer value.

Pilot skill can also change the intercept difficulty. Influencing an intercept is a Difficult task using Pilot skill. Success provides a modification of +1 to the intercept difficulty; outstanding success provides a modification of +2. This modification is added to or subtracted from the intercept difficulty, depending on the intent of the pilot.

If the final intercept value is greater than or equal to 1, then intercept cannot be achieved. If the result is equal to or less than -1, then intercept is achieved. If the result is precisely 0, then the ships have matched vector.

In the event of matched vectors, these ships will continue onward indefinitely, unless one of the following circumstances occurs:

(1) One of the ships manages to gain additional transfer value. This ship can then achieve either



MANEUVER TIMES

Distance	Time
Suborbital	Minutes
LEO	Hours
GEO	Days
Cislunar	Weeks
Translunar	Months
Transmartian	Years
Transjovian	Decades

Note that this means that intercepts are very difficult, and impossible when intercept angles are extreme. That is precisely the way it should be; when it comes to achieving intercepts, serendipity is more essential than thrust at these early technological levels of spaceflight. Basically, human craft must commit to a trajectory weeks in advance and then stick with it (plus or minus 0.5%) for weeks to come. Either luck or tremendous superiority in maneuver capability is required to effect intercept. If the initial intercept values are too disparate, it is essentially impossible to "go into reverse" and catch someone.

Intercept and Avoidance Times

The greater the degree of success, the less time is required to achieve it. Therefore, if the final intercept value was -3 , this intercept would take a much shorter period of time than would a similar attempt where the final intercept value was -1 . Conversely, the higher a positive intercept number is, the faster that avoidance can be effected.

Referees will determine what these intervals mean in terms of precise time units. However, the following guidelines are offered for their assistance.

The scale of maneuver will have a great deal to do with the basic time unit to use. If the craft are encountering each other in the course of low Earth orbit maneuvering, the time unit might be hours; at GEO, it would be days; in cislunar space, it would be weeks; within the inner solar system, months; and once one is operating across the vast distances of

intercept or avoidance, as per its wishes.

(2) One of the ships loses some of its transfer value. The other ship can then achieve either intercept or avoidance, as per its wishes.

(3) One of the ships elects to change course. The other ship can then achieve either intercept or avoidance, as per its wishes.

the outer system, it could be years or even decades.

Using these time-to-distance scales as your baseline ruler, reduce the baseline time scale by one step for every additional level of intercept/avoidance success (i.e., less than -1 or greater than 1). Therefore, if a ship manages to avoid a pursuer in GEO space with a final intercept value of 1 , the entire maneuver should require days. However, if the final intercept value was 2 , the time unit used should be *hours* (one less than GEO standard).

Referees can also use this broad relation between time scales and distances to determine the likelihood of intercepts to begin with. For instance, let us say that NASA detects a derelict alien craft nearing Venus, and heading away from Earth. It wants to intercept. Well, even though the NASA craft will be launching from LEO, the time units used must be determined by the *maximum* scale, which in this case is the inner system scale, where the base time value is *months*. Given the limited duration of human spacecraft, they'd better have a tremendous transfer rating if they want to have the faintest chance of pulling off the intercept mission successfully.

Note that this scale also provides a useful yardstick for times to various orbits, with each step upward or downward using the time scale of the next lower orbit. That is, it is minutes to LEO, hours (at most) to GEO, days to the moon, weeks to Mars and the inner planets, months to the moons of Jupiter, and years to the frozen outer worlds.

Launch Vehicles In Orbit

If a launch vehicle were to be transferred to orbit (i.e., as cargo rather than as the launching system), its launch value becomes its transfer value.

Attaining Higher Orbits

At a transfer value of 2 or greater, a spacecraft can attain the next higher orbital (launch) value than its launch took it to. So a craft in LEO with a transfer value of 2 could make it to GEO on its own.

Also, craft that can attain GEO can reach the Moon if their loads are only 90% of their GEO maximum payload or less.



SPACECRAFT

There are two principal types of spacecraft: launch systems and combination (launch and orbital operations) systems. A representative sample of each is shown below.

Launch Systems: Launch systems essentially are large rockets. Their function is purely to launch

platforms into space. They have little or no maneuverability once launched.

Combinations Systems (Launch and Orbital Systems): A combination system is one in which there are both launch and orbital systems, and in which both are essential to the launch phase of the system. They are generally the most complex, and versatile, of all space systems.

Ariane 4

A tried-and-true workhorse, the last models of this system are now being marketed at somewhat reduced rates.

Type: Launch system

Source: Modèles Orbitaux (France)

Price: \$90,000,000 (S/C)

Size: 3

Payload: 11

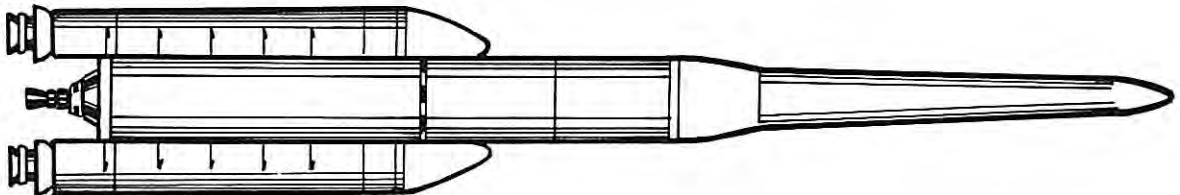
Launch: 2

Reentry: 0

Transfer: 0

Crew: 0

Duration: 0



Atlas

Another American system, which is rapidly showing its age.

Type: Launch system

Source: NASA (US)

Price: \$45,000,000 (C/V)

Size: 2

Payload: 8

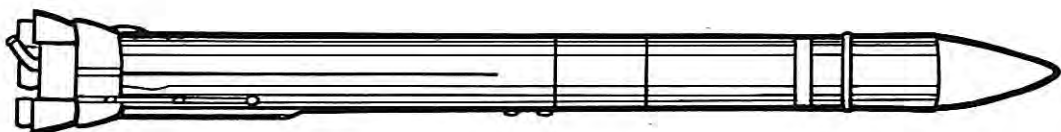
Launch: 3

Reentry: 0

Transfer: 0

Crew: 0

Duration: 0





X-30 NASP

The National Aerospace Plane is the first runway-to-runway spacecraft ever built. New models with exanded cargo and crew capacity are already entering service, but the three X-30s that were built are still an important part of the American space program. Passengers can book seats (without any amenities) for \$15,000 for a ride to LEO. Each X-30 has a landing-launching turnaround time of only one week, so each is capable of 52 missions per year. It is powered by liquid hydrogen and is capable of brief spurts of Mach 25 speed, as well as extended periods of Mach 6.5. It is approximately 60 meters long.

Type: Combination system

Source: NASA (US)

Price: \$2,300,000,000 (—/—) booking for \$15,000 (R/C)

Size: 3

Payload: 0.6 (or one passenger per 0.2 of cargo sacrificed)

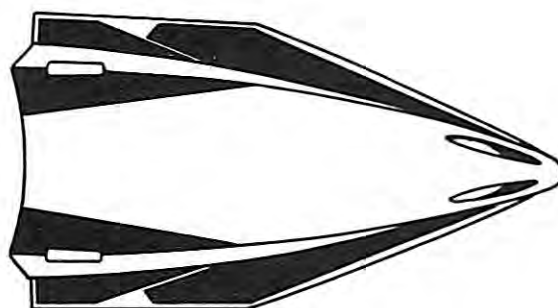
Launch: 2

Reentry: 4

Transfer: 1

Crew: 2 (+up to 3 passengers—see above)

Duration: 5



STS (Space Transportation System)

STS stands for *space transportation system*, and refers to the integrated whole that makes up the American shuttle system. Its performance depends upon the engines on board the shuttle itself. Therefore, it cannot launch payloads that do not include such engines.

Besides the shuttle, the STS consists of a mammoth external tank and two advanced solid rocket boosters (ASRBs). The ASRBs are jettisoned long before orbital insertion and are recovered from the ocean. The external tank burns up in the atmosphere. However, on the last four shuttle flights, the external tank was carried up to LEO. Their empty shells are now being used to expand the capacities of Freedom Spaceport.

Type: Combination system

Source: NASA (US)

Price: \$300,000,000 (—/—)

Size: 3

Payload: 110 (Shuttle or Shuttle-C)

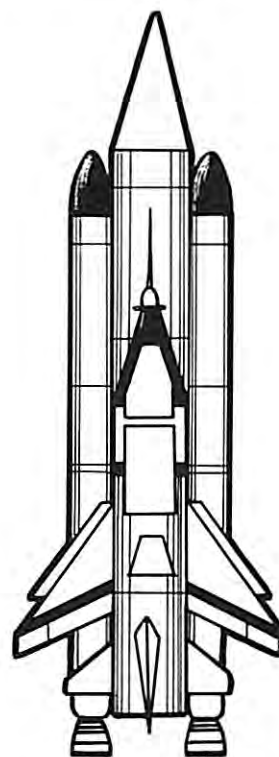
Launch: 2

Reentry: 1/2 (ASRBs are jettisoned while still in atmosphere)

Transfer: 0

Crew: 0

Duration: 0





Shuttle Orbiter

The first fully reusable manned spacecraft, America's shuttles are still flying after well over 20 years of service. With the advent of the NASP and other spaceplanes, fewer shuttle launches are required, but it is still a viable and important system, much prized for its operational versatility and long mission duration.

Type: Combination system

Source: NASA (US)

Price: \$2,000,000,000 (—/—)

Size: ~175 T mass)

Payload: 32

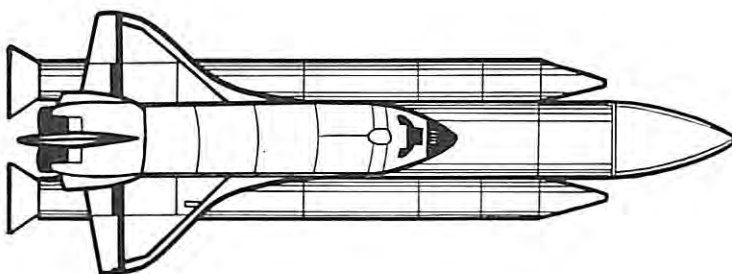
Launch: 0

Reentry: 3

Transfer: 1

Crew: 7 (10 possible with rotating sleep shifts)

Duration: 30 (20 if crew of 10)



Shuttle-C (Cargo Module)

Shuttle-C was developed in the mid-late 1990s as a cargo-only complement to the shuttle. Disposable and requiring vastly less preparation time (due to reduced safety requirements), shuttle-C is now the only true heavy lift launch vehicle (HLLV) currently in use. It is reliable, and several systems are always on standby.

Type: Combination system

Source: NASA (US)

Price: \$200,000,000 (—/—)

Size: 2 (50 T mass)

Payload: 60

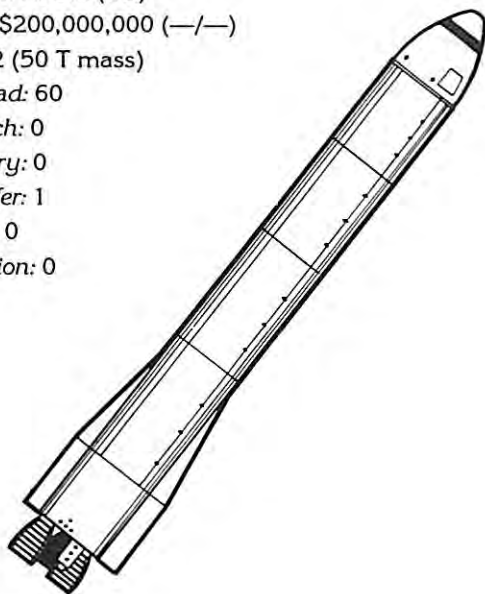
Launch: 0

Reentry: 0

Transfer: 1

Crew: 0

Duration: 0



Zenit

This Russian vehicle was designed for the commercial launch market and never got all its bugs worked out before the Russian Space agency Glavkosmos effectively went out of business. The few Zenits that remain are not in high demand, since their failure percentage is twice the international average. (Count all Zenits as poorly maintained.)

Type: Launch system

Source: Glavkosmos (Russia)

Price: \$55,000,000 (S/S)

Size: 2

Payload: 13

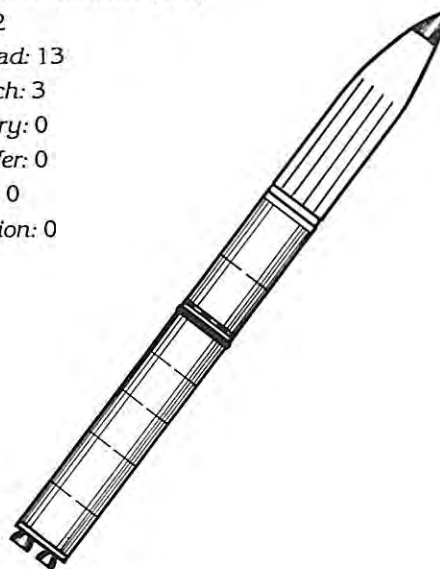
Launch: 3

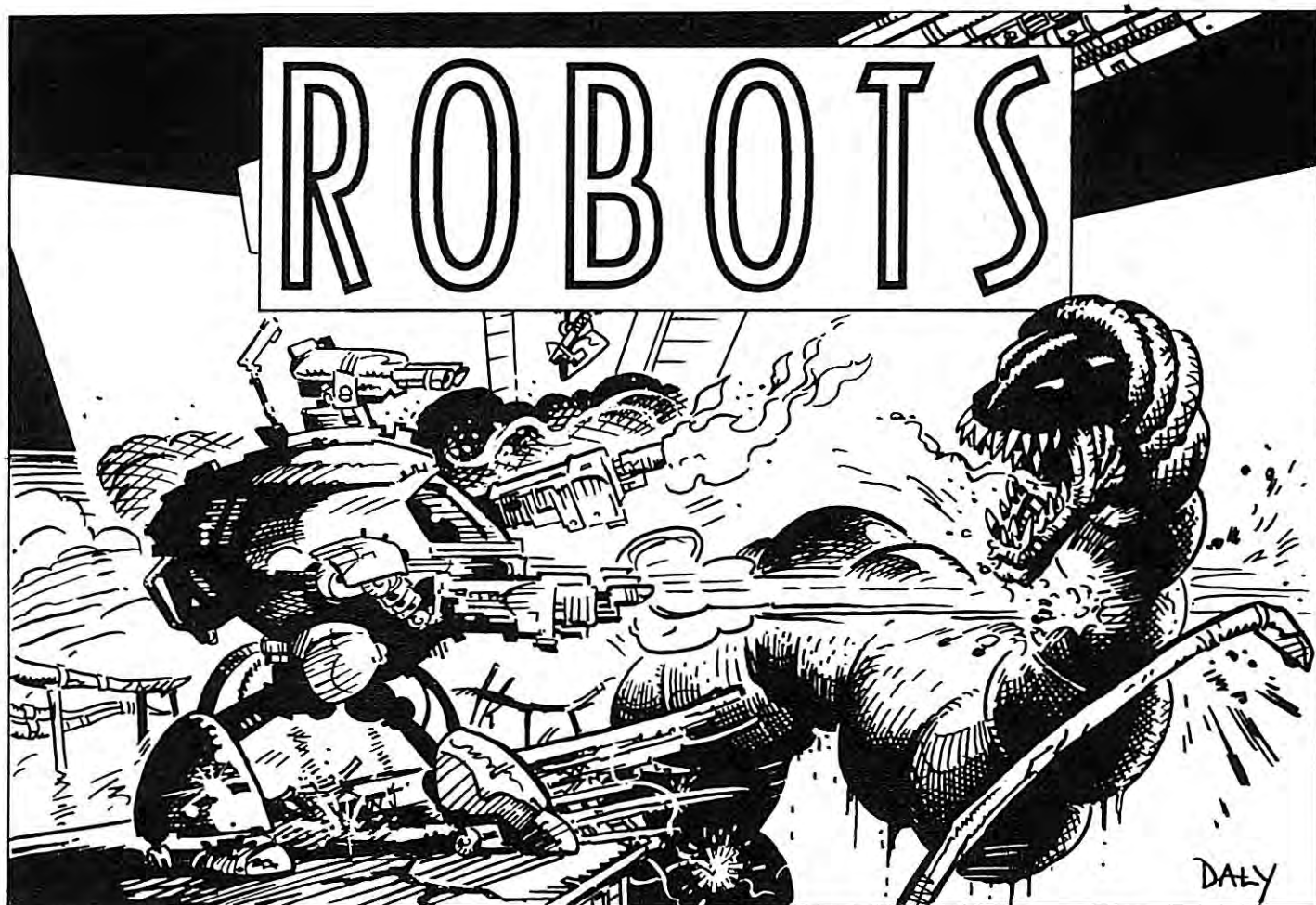
Reentry: 0

Transfer: 0

Crew: 0

Duration: 0





Although originally designed to free humans from dangerous or boring occupations, robots have become increasingly common as corporate “employees” due to their unquestioning loyalty and damage resistance. In *Dark Conspiracy*, robots are treated as a special class of NPC, capable of preprogrammed actions and responses to external stimuli. They are not self-aware, although the more sophisticated ones can simulate self-awareness pretty well. Characters will most commonly encounter two classes of robot: guardbots and drudgebots.

Guardbots: These are robots specially designed to perform security functions. Several varieties exist, varying in cost, sophistication, armament, and armor. A few of the more common versions are detailed in vehicle and robot card section of “Equipment” (robots start on page 313). This chapter covers encounters with them in detail, because characters may come into conflict with them fairly frequently.

Drudgebots: Drudgebots are robot laborers. Some are immobile and work on factory assem-

bly lines; others are multifunctional and completely mobile. We have listed a couple of the more common versions of the latter in “Equipment,” but other types are discussed briefly in this section.

ROBOT BEHAVIOR

Most robots are so strictly designed for a specific task that they are little more interesting than a drill press or a milling machine. Other robots are more wide-ranging in their abilities (butler robots, cleaning robots, etc.), and may *seem* intelligent, but once a person has experienced their repertoire of programmed responses to various stimuli, any sense of “personality” is lost. There are a few robots, however, whose programming is wide-ranging and flexible enough to make them seem capable of intelligent thought (in the same way that a good computer game can often seem alive). PCs should take care not to attribute human emotions to such constructs, no matter how “alive” they seem. A robot’s behavior is dictated by



programming, sometimes augmented by remote instruction by radio. Consequently, even the most "friendly" or innocuous robots can suddenly prove deadly, without warning.

COMBAT

For the purposes of combat, robots are divided into two broad categories: vehicular and nonvehicular. The particular category into which a given robot falls is defined in the equipment descriptions. The normal combat rules apply to human versus robot and robot versus robot fire combat, except as noted below. Melee combat can only be carried out with nonvehicular robots. Nonvehicular robots are assigned attribute numbers to enable their use in melee combat.

Weapons: The weapons installed in robots are identical in performance to those used by characters, except that the magazine capacities are often larger. Ratings for weapons are included with the individual robot entries.

Melee Combat

Vehicular robots may not engage in melee combat. Nonvehicular robots use the normal melee combat rules, with the following exceptions.

Unarmed Combat: Robots may make strike attacks, escape attempts, or grapple attacks. They may not make diving blows. Unarmed attacks by robots are resolved normally, but the robot uses its Agility rating in place of Melee Combat skill.

Armed Combat: Only robots which have built-in melee weapons may make armed melee attacks, and they do so with the characteristic of the weapon. Robots with more than one melee weapon can attack with each of them in every phase in which it attacks, unless specifically prohibited by the robot description.

Melee Ratings: For melee combat, robots have the following ratings:

Agility: This is the robot's chance of connecting with a blow or a grapple attempt, and is a measure

of the speed and agility of their striking/cutting appendages.

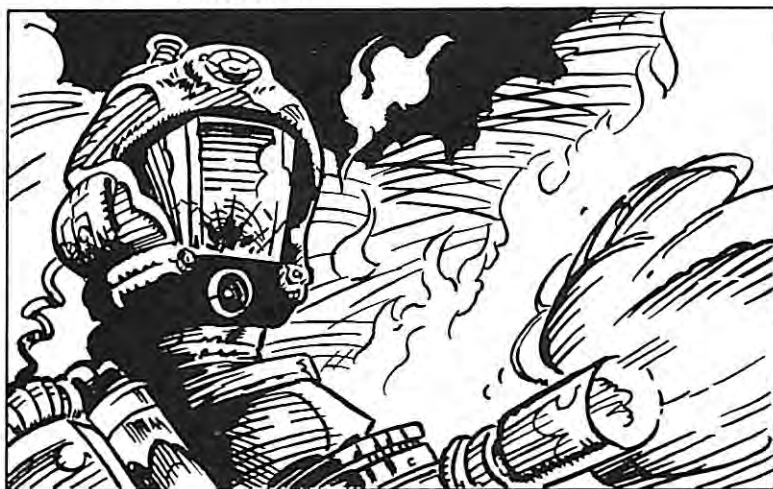
Unarmed Combat Damage: This is the number of hit points inflicted by a blow from an arm or other appendage.

Melee Weapon: Not all robots have melee weapons, but those with drills, screwdrivers, cutting saws, welding torches, and so forth, do. Robots with multiple tools like this may have several weapon listings. If the robot cannot use more than one at a time, this fact is specifically noted. Weapon effects are defined by the following three characteristics:

- **Range:** Either short or long. Long covers things on the end of long servo arms, while short covers things mounted closer to the torso.
- **Hit Modifier:** Some weapons are clumsier than others. Hit modifiers can be -1, -2, +1, and +2.
- **Damage:** This is the amount of damage the weapon does if it hits. (Melee weapons average about 1D6 damage.)

Fire Combat

Fire combat against nonvehicular robots is carried out according to the conventional fire combat rules on pages 82-89. Fire combat against vehicular robots is carried out according to the vehicular combat rules on pages 109-119. Hit procedures are identical to those given in those pages, but battle damage differs, as noted on the following pages.





Battle Damage (Nonvehicular Robots)

Nonvehicular robots sustain damage as if they were people or animals. Each robot's description states which column on the Human/Animal Hit Location Chart (page 322) is to be used for that robot. Bipedal and quadrupedal should not be taken literally, they simply describe the general orientation of the robot. (Note that the scratch damage category does not apply to robots.)

The specific results for robots are:

Head: This represents the electronic center of the robot, and contains sensor systems and the robot's central processing unit (CPU) or "brain." Slight damage has no effect. Serious damage means one sensor system is destroyed. Critical damage means the robot's CPU is damaged, and the robot is "dead."

Right/Left Arm: If a robot has only one arm, the right/left designation is unneeded. If a robot has more than two arms, hits should be assigned to arms randomly, regardless of whether a right or left hit was rolled. Slight damage has no effect other than to cause the limb to make grinding noises; serious damage means the arm loses the use of any tools or attached weapons; and critical damage means the arm has been blown off.

Chest: The chest is where a robot's weapons and ammo (if any) are kept. Slight damage means one weapon (chosen randomly if more than one is present) becomes inoperative for the remainder of the turn. If no weapons are present, the damage has no effect. Serious damage means a weapon (chosen randomly) is put out of action permanently (if no weapon is present, it represents damage to the fuel or batteries in the abdomen, and the robot's speed is halved). Critical damage means that an ammunition explosion has occurred, and the robot is rendered inoperative (dead).

Abdomen: This represents the power plant of a robot. Slight damage means the robot begins to smoke or make grinding noises (but otherwise there is no effect). Serious damage means the robot is

reduced to half speed. Critical damage means the fuel has exploded or the batteries have been hit (drenching the insides of the robot with acid), in either case rendering the robot inoperative.

Right/Left Leg: Legs can either mean a literal leg or another means of propulsion such as a track unit or wheel. As in the case of arms, robots may have a number of legs other than two or four, and leg hits should be distributed at random. Slight damage to a leg/track/wheel has no effect other than to cause grinding noises. Serious damage reduces the robot's speed by half (halved again with each successive leg hit causing serious damage). Critical damage means the robot is immobilized (although all other systems may be operational).

Battle Damage (Vehicular Robots)

With the exception of different specific results, the damage implementation system for vehicular robots is the same as that used in conventional vehicle combat (page 115). The specific results for robots are as follows:

Crewmember/Passenger: If as a result of a hull hit, this represents damage to the robot's CPU. Minor damage means that each task the robot attempts to perform (firing one of its weapons, sending a message for help, etc.) becomes two levels more difficult. Major damage puts the robot out of action—killing it, in other words. If the result is a turret hit, this represents damage to one of the robot's sensor systems, picked at random. Any damage whatsoever puts this system out of action (the type of damage is significant only when repairs are attempted).

Radio: This represents damage to a robot's communications equipment. This means the robot falls back on its default programming, and can no longer receive instructions or communications from elsewhere.

Engine: This represents damage to the robot's power plant (either electrical or internal combustion). Minor damage means that the robot can only



move at half normal speed, and that it cannot move and fire at the same time. Major damage means that the robot may not move, and can only fire one weapon at a time.

Fuel: This represents damage to the robot's power source, either the fuel tank or its rechargeable batteries. Fuel hits are adjudicated as in conventional vehicle combat. Battery hits result in the immobilization of the robot.

Weapon/Ammo: One weapon system is destroyed. If no weapon is present in the location damaged, the hit becomes an ammunition hit. Ammo hits are handled as conventional vehicle combat. If no ammunition is present in the location damaged, the hit has no effect.

Burn Damage

Burn damage against nonvehicular robots is halved, to reflect the fact that machines are harder to damage by heat than are people. Being on fire completely destroys infrared (IR) sensors, however.

TYPICAL DRUDGEBOTS

The following are typical of drudgebots that the PCs may encounter, in the right circumstances. Players should keep in mind that while these robots are usually harmless, there have been instances of them being reprogrammed to attack. Of course, it is theoretically possible that the PCs might do such reprogramming themselves (using, for instance, the ROM burner mentioned in "Equipment").

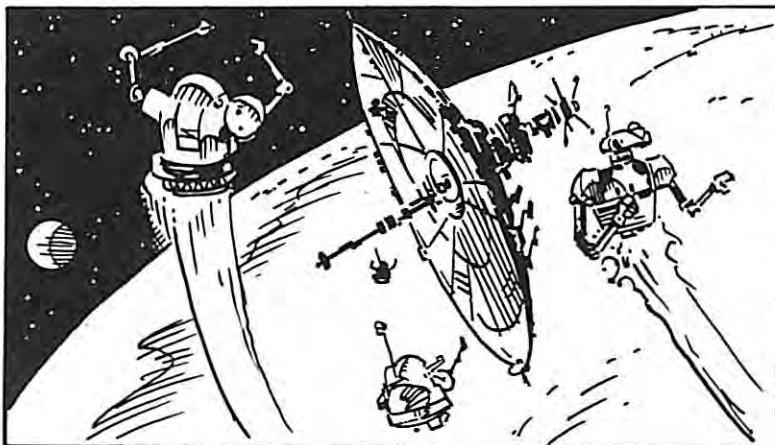
Cleaningbot: This is a small, vehicular drudgebot with several arms (ending in various cleaning and polishing attachments), sometimes found towing a wheeled trash bin.

Butlerbot: This nonvehicular robot resembles a small, four-wheeled cart. It is fitted with serving arms, a sensory arm, and a number of compartments to keep food and drinks at the optimum temperature. Butlerbots take on comestibles in the kitchen, transport them to the dining area, and serve them, accompanied by appropriate phrases ("Dinner is served," "More wine?" and "Would you care for some freshly ground pepper?").

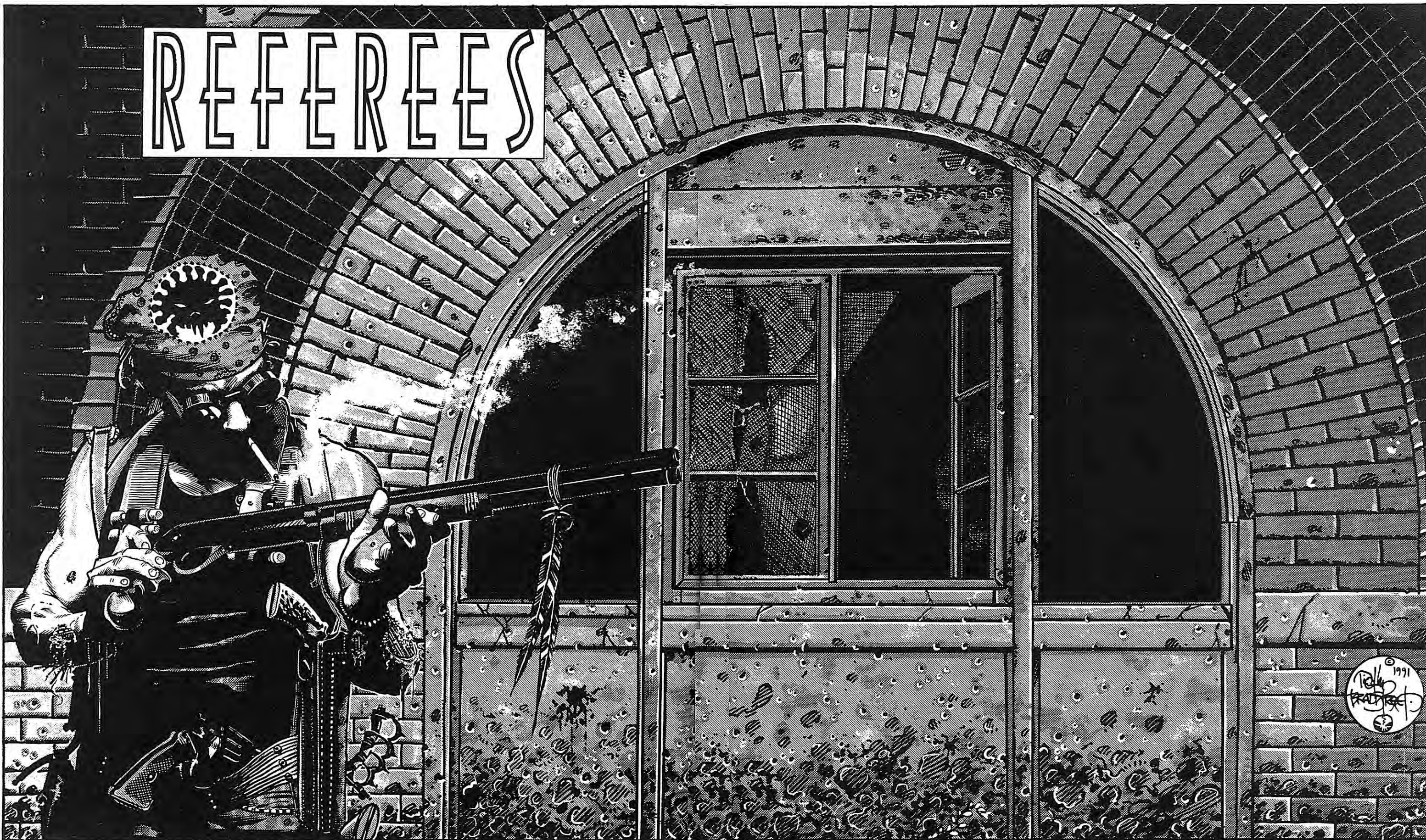
Foodbot: A foodbot is a nonvehicular robot designed to take food orders at restaurants. The machine is equipped with voice-recognition software and a limited number of vocal responses such as "Thank you for dining at Zhukov's! May I take your order, please?" "Would you like to speak to my supervisor?" and the ever-popular "Would you like cabbage rolls with that?" Foodbots are similar to butlerbots, except that they have provisions to accept money and make change from an armored "safe" within their body.

Receptionistbot: This nonvehicular robot is programmed to greet anyone who comes within range and ask their business. The sophistication of this robot's voice-recognition software, and the pattern of responses, varies with the particular duties of the robot. The cheapest versions of this robot look like beverage vending machines (and are extremely rugged). More expensive versions are humanoid in basic shape, and deluxe models may even be equipped with very realistic appearing skin and hair (these can easily be told from real humans by their limited movements and precise "machine" speech, as well as their inability to rise from their chair or move from behind their dais). Needless to say, such models are very delicate, and are reserved for corporate offices and the like.

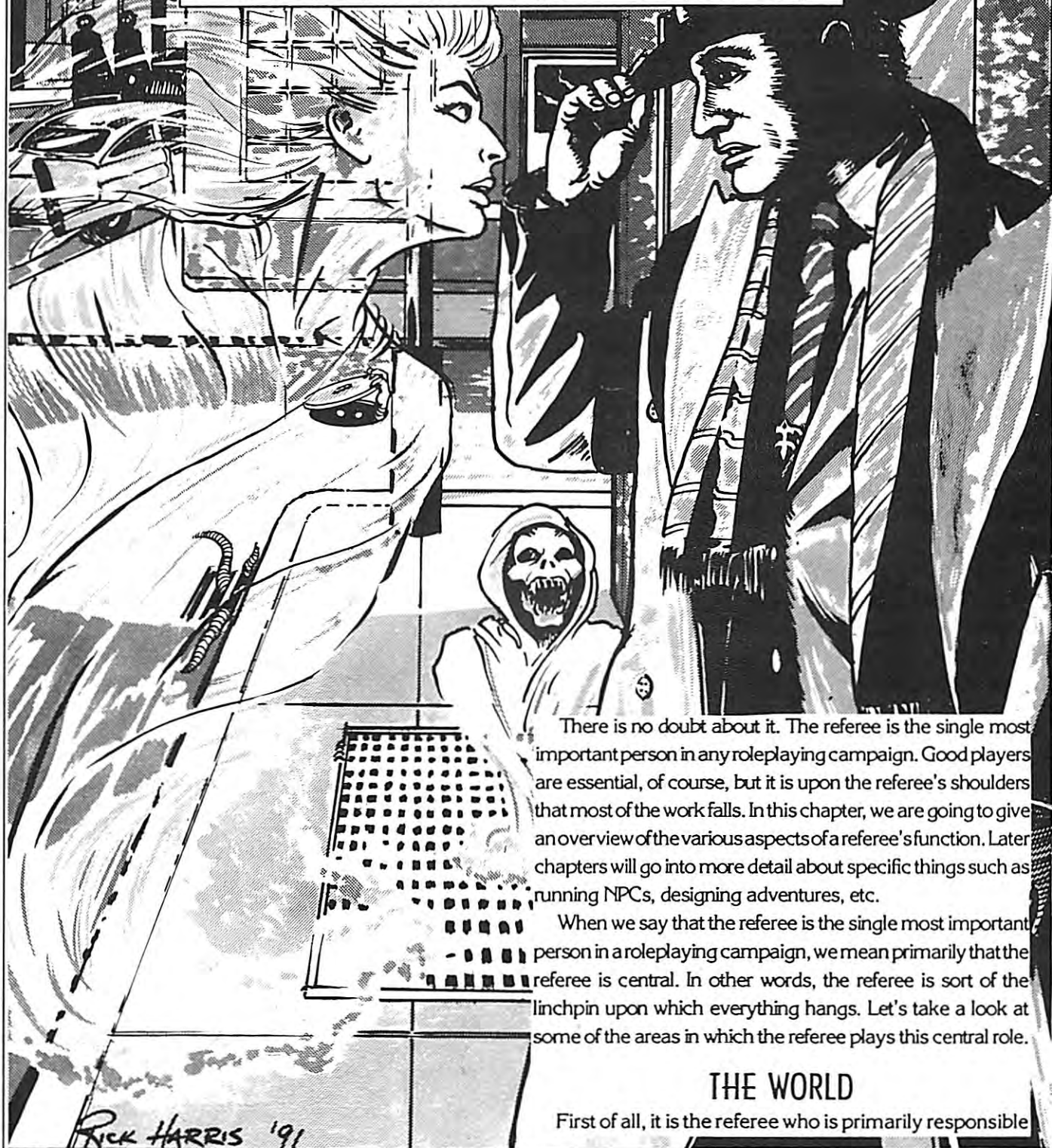
Repairbot: This is a small, squat, nonvehicular drudgebot with several arms ending in assorted tools, intended to perform preventative maintenance and simple repairs on other machinery, including other robots.



REFEREES



REFEREEING DARK CONSPIRACY



There is no doubt about it. The referee is the single most important person in any roleplaying campaign. Good players are essential, of course, but it is upon the referee's shoulders that most of the work falls. In this chapter, we are going to give an overview of the various aspects of a referee's function. Later chapters will go into more detail about specific things such as running NPCs, designing adventures, etc.

When we say that the referee is the single most important person in a roleplaying campaign, we mean primarily that the referee is central. In other words, the referee is sort of the linchpin upon which everything hangs. Let's take a look at some of the areas in which the referee plays this central role.

THE WORLD

First of all, it is the referee who is primarily responsible



for the world in which the player characters live. The referee is the person who is most familiar with the game background, which makes him or her the touchstone for the players' imaginations. That is to say, while each of the players has some mental image of the world in which the PCs live, it is the referee who knows the most about that world, who serves as the shepherd of their collective imaginations.

As such, the referee is responsible for more than just factual information about the game world. Perhaps even more importantly, the referee is also the primary conveyor of atmosphere.

THE STORY

The referee is also, of course, the central force in the individual stories (adventures) that the PCs experience. This is true whether you tend to run tightly paced, episodic adventures or instead just let the players wander where they will. Referees who run pregenerated adventures are certainly the primary force in the story, because they serve to keep the PCs on track with the predetermined plot. But the same centrality is true of referees at the other extreme, who come to an adventure session with next to nothing in terms of notes and run things "by the seat of their pants." In either case, the referee reacts to the PCs' actions, telling the players what their characters see, playing the parts of the NPCs, and just generally *being* the world that the PCs live in.

THE RULES

In the field of roleplaying games, it has long been customary to think of the referee as the final arbiter of the game rules. The earliest roleplaying games characterized the referee as an impartial judge, much like the referee of a sports event. (In fact, that's where the widely used roleplaying term "referee" comes from.) As a consequence, if the player characters encountered some nasty beast and began combating it, the referee was supposed to serve as an arbiter of the game rules, applying them equably to both the PCs and their opponent,

then letting the chips fall where they may. The same thing applied, of course, to other sorts of conflict besides combat.

There are some problems with perceiving the referee in this way, however. First of all, referees could hardly act as dispassionate observers of the battle, considering the fact that they were also responsible for playing the part of (making tactical decisions for) the PCs' opponent. As well, in most cases it was the referee who designed the opponent in the first place and set up the encounter. In other words, while the referee in a sports event is expected to have no part in either team's play, the referee in a roleplaying session has traditionally had to adjudicate the rules while at the same time playing as one of the teams.

Another problem with viewing the referee as an impartial arbiter has come about as a result of changes concerning the ways in which people roleplay. In early roleplaying games, play was much more like a board game in which the PCs were pawns (being little more than a collection of attributes). But with the passage of time, there has been a growing tendency for roleplayers to think of their characters as personalities. As a consequence, continually more of the action in a roleplaying session takes place in the imagination, and less on paper. Less action on paper means fewer hard-and-fast rules, which makes refereeing a less mechanical job.

There is a second important reason why this move toward more fully imagined player characters results in a less impartial referee. That is, the more imagination and emotional energy a player invests in a character, the less easy it is for the player to watch that character die. As long as PCs were little more than numbers with names, a PC death as the result of an unlucky die roll could be accepted pretty easily. But the more fully players identify with their characters, the more painful losing those characters becomes.

This is only natural. Think of it this way: The more fully players imagine their characters, the more roleplaying becomes like creating fiction,



CONVERSION NOTES

Because *Dark Conspiracy*, *Cadillacs and Dinosaurs*, and second edition *Twilight: 2000* are all based upon the same general rules system, it is possible to use elements of one game in either of the others. However, due to differences among the central themes of the games, there may be some slight adaptations to be made. In order to accomplish that, you will need to understand in what ways the rules of *Dark Conspiracy* diverge from those of the others.

Most obvious, of course, has been the addition of a seventh attribute—Empathy—and its related skills. If you wish to use characters from *Twilight: 2000* or *Cadillacs and Dinosaurs* in *Dark Conspiracy*, you may want to allow a chance for Empathy skills to manifest in them at the time of conversion. One way to do this is to roll 1D10–5 to determine each character's Empathy rating, and if that comes up greater than 0, roll again for each Empathy skill, with the skill maximum limited by the value of the attribute. If you prefer, roll 1D6–1 for the attribute, but we recommend 1D10–5 for the skills, nonetheless.

There are a few other skill differences among the games, as well. Because *Twilight: 2000* emphasizes military conflict, it has more militarily oriented skills than *Dark Conspiracy*, with its emphasis on (civilian) horror, and both are different from the technologically more primitive world of *Cadillacs and Dinosaurs*. As an example, while *Twilight: 2000* has a Pilot skill with Fixed-Wing and Rotary as cascades, Pilot in *Dark Conspiracy* also includes Shuttle as a cascade, while *Cadillacs and Dinosaurs* has no Pilot skill at all. When converting from one game to another, referees will have to judge references to skills on a case by case basis, determining what skills overlap functions. Try to be fair to each particular PC's initial concept (don't consider *Twilight: 2000* or *Cadillacs and Dinosaurs* characters to be lacking will just because there is no Willpower skill in the games, for instance), and recognize that skill listings are not intended to define characters' limits, but rather their abilities.

If you wish, you may use career listings from one game to supplement another. For example, in *Dark Conspiracy*, military career possibilities are less detailed than those in *Twilight: 2000*. Marine sniper in *Dark Conspiracy* is subsumed under "Elite Forces," for instance, while in *Twilight: 2000* it is a separate listing. But there is nothing to prevent you from using the *Twilight: 2000* marine sniper career to create a *Dark Conspiracy* character. Just translate the career's Mountaineering listing to Climbing, and allow the character to spend an extra skill level or two for skills per term (*Dark Conspiracy* characters tend to get more skills per term to enhance the game's more cinematic nature). Use the secondary activities list from *Dark Conspiracy*.

Equipment listings among the three games have largely the same statistics, but there are a couple of differences. First, the equipment availability codes mean different things in *Dark Conspiracy* and *Twilight: 2000* (*Cadillacs and Dinosaurs* has no availability codes). In *Dark Conspiracy*, the first letter is availability without a contact, the second through a contact. In *Twilight: 2000*, the first letter is availability to Western forces, the second to Eastern. Referees of one game, using equipment listings from the other, should change these codes as seems appropriate. Second, notice that while *Dark Conspiracy* vehicles have a Cruise Speed listed (which is kilometers per hour), *Twilight: 2000* vehicles have a Travel Movement (kilometers per four-hour period) rating instead. This is because in *Dark Conspiracy* travel is usually by road from city to city, while in *Twilight: 2000* it is generally cross-country and exploratory. Multiply Cruise Speed by two to get Travel Movement (and divide Travel Movement in half to get Cruise Speed). In this way, *Twilight: 2000*'s travel rules can be applied to *Dark Conspiracy* adventures involving long, off-road travel through Demonground or protodimensions, if the referee desires to focus on the hour after hour grind of such travel. By the same token, *Twilight: 2000*'s fatigue rules and vehicle maintenance rules can easily be applied to *Dark Conspiracy* in such adventures. (The referee can extrapolate base maintenance values for *Dark Conspiracy* vehicles by comparing them to similar vehicles from *Twilight: 2000*.)

and no one likes to see the protagonist of a piece of fiction die. PCs are the protagonists of roleplaying adventures.

If the referee's function is becoming perceived less as that of an impartial arbiter of hard-and-fast rules, and is now being thought of more as a stage setter and coach, you might suppose that the task has become easier. After all, there are fewer rules to know. But actually, the job of referee has become, in many ways, more demanding. Fewer hard-and-fast rules mean more demands upon imagination, but it is this emphasis upon imagination that also makes the referee's job more satisfying.

THE HOST

Let's face it. Not only is the referee typically the person who buys the game, learns the rules, and puts a group of players together, it is generally also the referee who sets the time and place for the gaming session. If you think of a roleplaying session as a social get-together, generally it is the referee who plays host.

We'd like to make a suggestion at this point. We strongly recommend that you, as referee, foist off on someone else in your group the job of hosting your roleplaying session. It may be the case that you think it necessary to call the players yourself before a session, to make sure you know who is going to show up. But we urge you to have the session actually held at someone else's home. That way, there will be someone else to answer questions about where the paper cups are, or to point people to the bathroom, allowing you to concentrate on moderating the game.

By the way, getting someone else to take part of the responsibility in this way is a primary step toward establishing a strong sense of community effort in your roleplaying sessions. As we will explain in more detail in the next chapters, this community effort can help to enrich the plots of adventures, bring NPCs more fully to life, translate die mechanics into vivid story elements, and generally make the referee's job much easier while at the same time enhancing enjoyment for everyone.

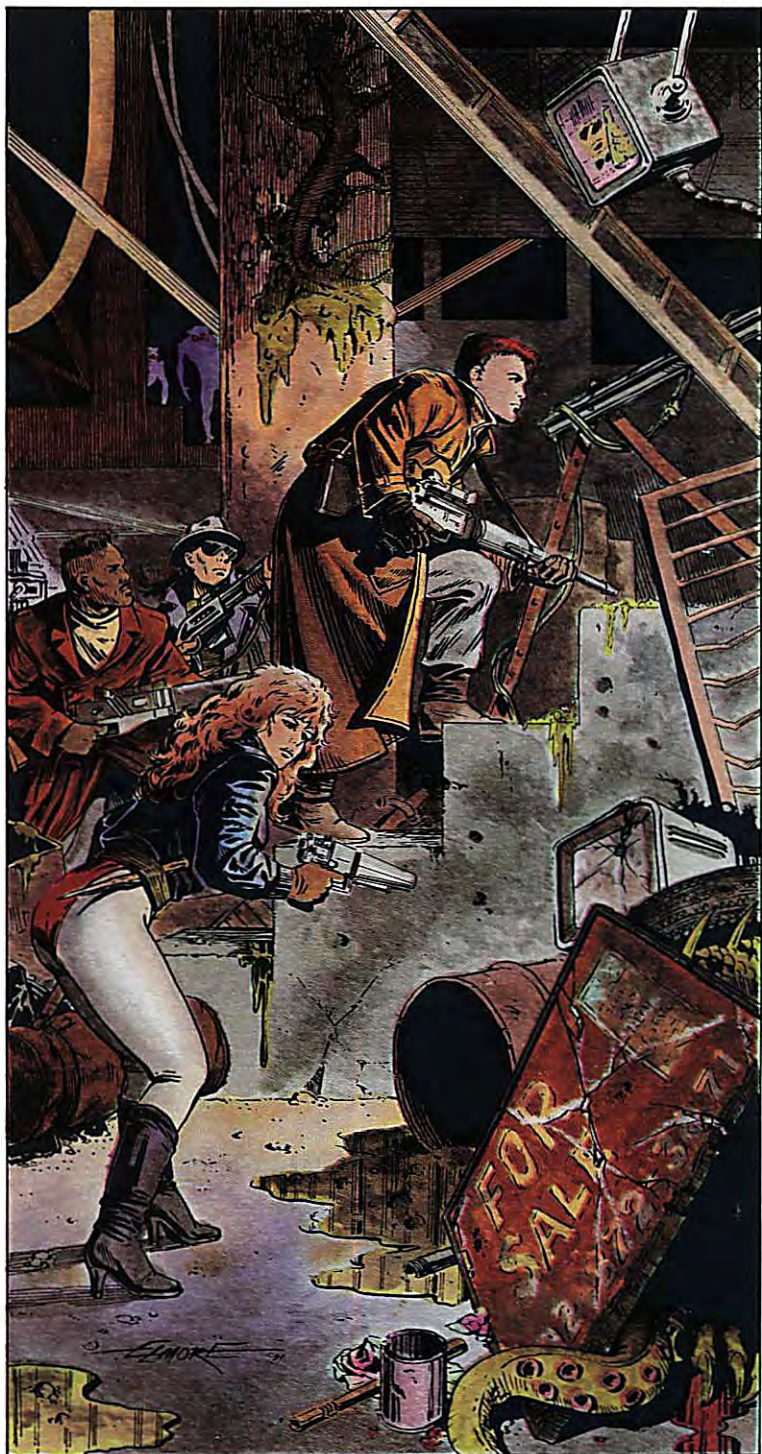
DARK EARTH

As the referee, you will have the primary responsibility for setting and maintaining the appropriate atmosphere in your **Dark Conspiracy** campaign. In order to accomplish that, you need to have a firm grasp of just what **Dark Conspiracy** is really all about. So far in this book, we have worked to *evoke* the sense of mystery and weirdness that makes **Dark Conspiracy** what it is. Now—for referees only—we are going to talk frankly about the ingredients that make up the **Dark Conspiracy** milieu.

Unless you intend to referee, you should refrain from reading the following section. Much of your enjoyment of the first several adventures will come from gradually discovering these secrets, so don't ruin it for yourself.

Dark Conspiracy is set in the near future. But it is a bleak, shattered future. The Earth has changed dramatically in the few years which have passed. Obviously some central event has taken place to alter the normal course of history. As referee you need to be familiar with that event, while players will only know (at first) the results of it. As game time passes, they will gradually piece together the explanation. In fact, solving this mystery will be a major theme in the early adventures of your players, so it is important that, at least at first, you not let the cat out of the bag.

Please do not let this betrayal of secrets kill your own sense of the **Dark Conspiracy** mystique. The material below is intended as a firm foundation upon which you can build your own **Dark Conspiracy** campaign. It is not meant as a marking off of rigid boundaries. In other words, once you are privy to these basics, you can graft your own weird ideas upon them. In later chapters, you will find ample examples of how we applied these basics in translating outside material into **Dark Conspiracy** terms.





WE ARE NOT ALONE

In 1945, a large interstellar exploratory vessel entered the outer solar system. The vessel had been launched nearly 1000 years earlier, hundreds of light-years from Earth. The crew, which was composed of representatives of four different, highly intelligent, spacefaring races, was held in a state of suspended animation, waiting for the time that the ship's instruments would detect a world capable of sustaining life. By early 1946 the ship had penetrated to the inner solar system and had identified Earth as a habitable world, the one-in-1000 chance occurrence for which the ship had been built. It woke the crew, which began to survey and explore the planet.

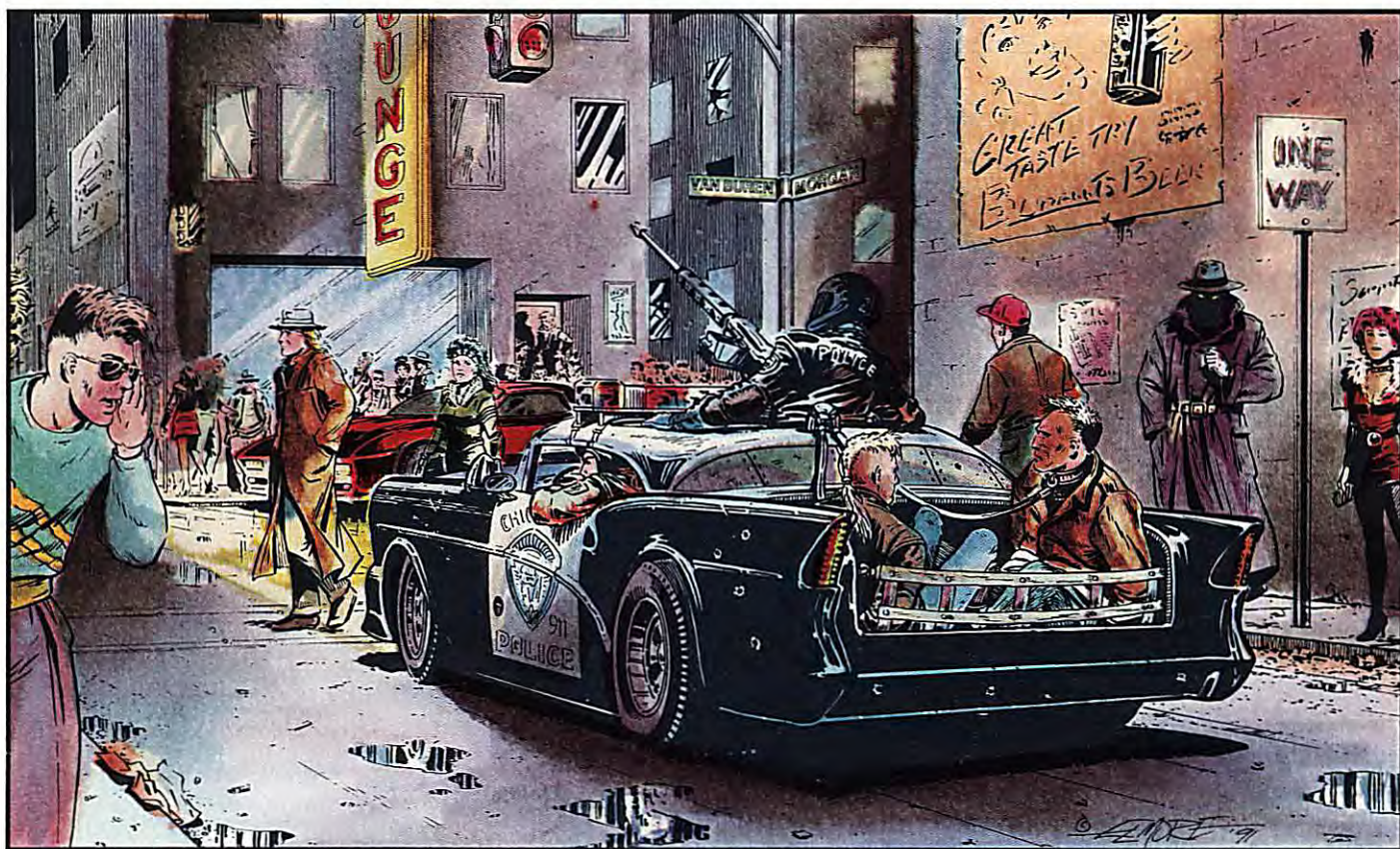
The first probe was launched in mid-1946. While passing over the Pacific Ocean, it recorded the first of three nuclear detonations of the CROSSROADS test series at Eniwetok Atoll.

The news terrified the explorers. It meant that the inhabitants of the world were not only intelligent, but were poised on the brink of the atomic age. Space exploration would follow soon. Furthermore, additional atomic detonations in the atmosphere indicated a preoccupation with weaponry and a near-total disregard for the planetary ecosystem. Study of radio and early television broadcasts indicated a high degree of xenophobia and paranoia, perhaps brought on by the long and costly war recently completed.

While the inhabitants of Earth could pose no immediate threat to the explorers, within decades they would have the ability to do so. If they became aware of the presence of the aliens and made a concerted effort to destroy them, they could easily do so within as short a period as, perhaps, 10 years.

How was this so, given the advanced state of the explorers' technology?

First, the explorers were a small group, no





more than a few hundred beings. They were completely isolated from their home worlds, which were located literally hundreds of light-years away. No help could be expected from that quarter.

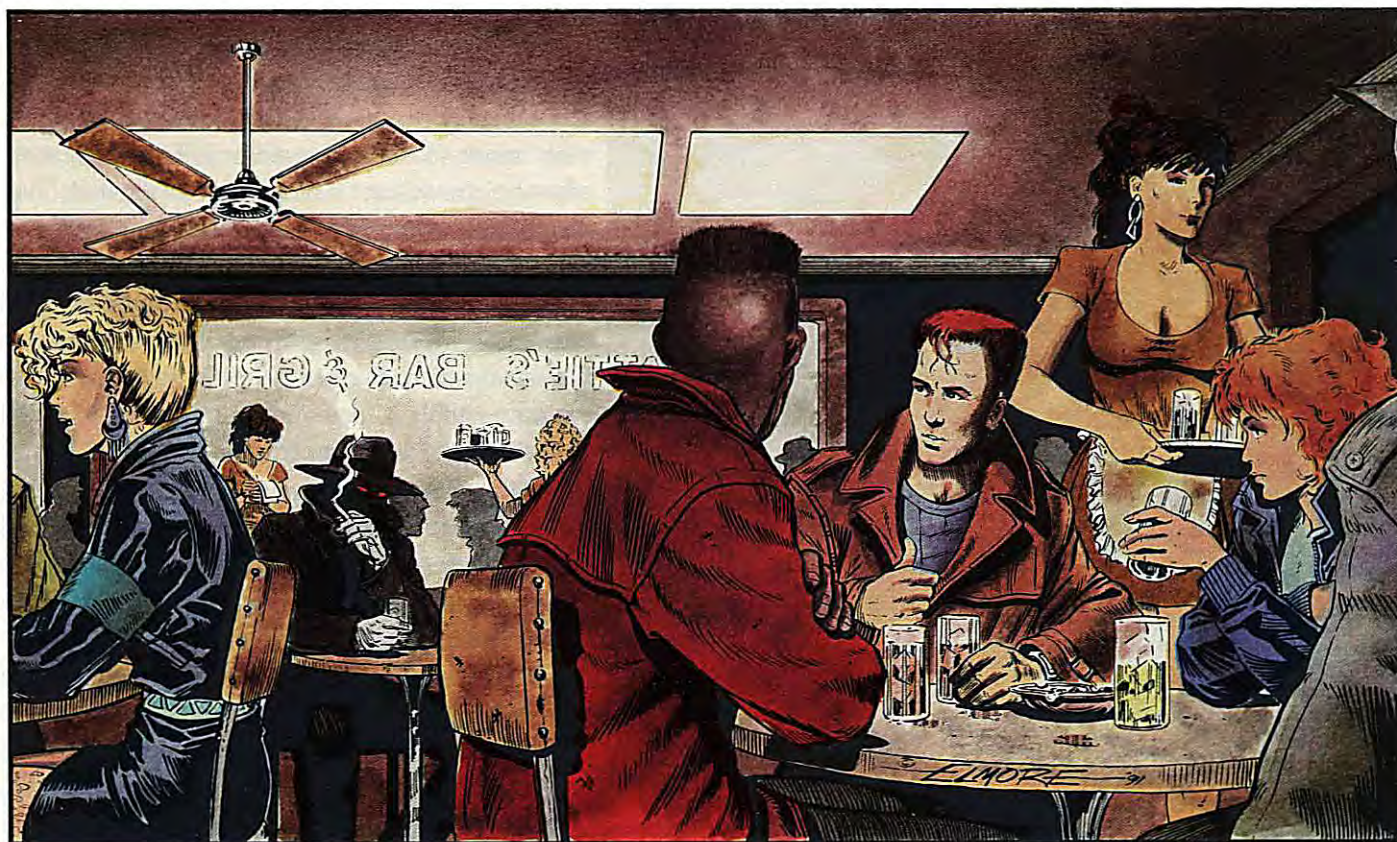
Second, the aliens were, for all practical purposes, unarmed. Since their mission was one of exploration, they had a few side arms for defense against local animal life, but virtually no heavy weaponry. They were certainly unprepared to invade or conquer a planet containing over a billion inhabitants. More to the point, they were unwilling to do so—their intentions had never been aggressive or violent.

The decision was made to continue to survey the planet and the nearby worlds of the solar system, but to do so clandestinely.

In early July of 1947, a scout saucer experienced a complete and catastrophic electrical failure and crashed near Corona, New Mexico. Found in the wreckage were the bodies of two

extraterrestrials. The bodies and the wreckage of the alien craft were taken to Wright-Patterson Air Force Base where they were first studied and, eventually, permanently stored. Very little information was gleaned from the investigation—no more than an 18th-century scientist would discover from the wreckage of a home computer if it were dropped from the top of a 20-story building.

After some time, Air Force and government officials were contacted by the extraterrestrials. This contact was extremely tentative at first, due to a tremendous reluctance on the part of the explorers to make their existence known to the public. They insisted that the government maintain the cloak of secrecy concerning their existence for fear that the resulting public hysteria would lead to an active campaign to exterminate them. Nevertheless, trust gradually grew between the ETs and humans, and a number of friendships developed over the years.





THE DOOR TO HELL

In addition to clandestine surveys of the Earth, the explorers were busy investigating most of the planets and moons of the solar system. In 1983, however, catastrophe struck. A small survey team discovered what were obviously structural ruins of tremendous age on the Jovian moon Io and ventured into the interior. Equipped with high-energy fusion disrupter drills, the explorers tunneled deep below the ruins, unknowingly breaking an energy seal on an ancient portal to an alternate universe.

The details of the encounter that followed will never be known in their entirety. What is certain is that the four extraterrestrial explorers encountered an alien consciousness which was both incredibly powerful and evil beyond the experience of any intelligent race. This was the first direct contact between a sentient race and the Dark Ones, inhabitants of twisted, corrupted alternate realities. Others were soon to follow. Three of the five explorers survived that first encounter, but their personalities were completely dominated by the darkling mind.

The four extraterrestrial races communicated empathically, and were accustomed to opening their minds to their companions. This made possible the catastrophe which quickly followed. Over the course of the next year, the Dark Ones' influence spread throughout the crew of the extraterrestrial exploratory vessel like wildfire, taking over mind after mind. By the time the crew realized what was happening, it had spread too far to stop. Those extraterrestrials whose minds proved too powerful to dominate were murdered by their former crewmates. In the final weeks of the struggle that followed, one of the last surviving uncontrolled explorers offered the following observation to an Air Force lieutenant general: "I fear we have opened the wrong door."

Only a handful of extraterrestrials now remain alive who are not dominated by Dark Ones, and they are desperate, hunted fugitives. All have taken shelter with secret communities of human empathaths, who mentally shield them from the probing thoughts



of the Dark Ones and their minions. Only in this way have they been able to escape detection. The protecting groups of humans carefully guard the secret of their location and even their existence. Even so, word occasionally leaks out due to one careless act or another, and then shambling, bloody horrors descend on the small cell, slaughtering all they find.

Many of the mentally controlled extraterrestrials were driven mad by the experience, although they were seldom reduced to a state of helplessness by their condition. Instead, they began exhibiting bizarre behavior. By 1985 reports began to appear in the news media, particularly the tabloids, of human abductions by UFOs, followed by horrifying biological experiments. Sometimes victims were returned to Earth, their memories erased. Neither the experiments nor the return of the subjects were the acts of rational beings. In fact, the very irrationality and seeming pointlessness of the abductions made it difficult for the victims to gain a public hearing.

A few of the controlled extraterrestrials remained rational (but possessed) and, at the direction of the guiding Dark Ones, began to visit numerous ancient sites on Earth. These sites were locked portals to other dimensions, dimensions which were only pale, dark shadows of our own, inhabited by twisted, perverted beings. For countless millennia, the portals had been locked by energy barriers too powerful for the Dark Ones to overcome. Now, with the aid of the technologically sophisticated drilling tools of the extraterrestrials, they were able to breach barrier after barrier.

The mental efforts of these Dark Ones throughout the ages to bridge the gap between our dimension and their own had left their marks on humans in the form of mental impressions. These impressions had resulted in myths and legends: werewolves, vampires, zombies. In earlier times minions of the lords of these dark dimensions had slipped through the portals, but had eventually been either exterminated or driven into remote areas. Now, however, they have reemerged and have been joined by new monstrosities from beyond the dimensional portals.





THE CITIES

The cities of *Dark Conspiracy* are teeming, dangerous places. Many small towns have disappeared, and the largest cities have now mushroomed into sprawling metroplexes, each with millions of inhabitants. Most cities are made up of varying amounts of the following seven distinct types of areas:

Dreamland: Usually the heart of the city is dominated by the plazas of the largest and most important megacorporations. This area is called Dreamland by most city inhabitants, as the standard of living inside its walls is far beyond anything they could aspire to.

Each of these plazas is surrounded by a sturdy wall (often decorated with colorful mosaics or murals) and typically covered with a geodesic dome, similar to those over many sports arenas. There is considerable park land in the plazas, as well as open spaces.

Corporate facilities are housed in massive towers. These have shops and restaurants on the lowest levels, followed by middle-income apartments (for corporate employees), followed by the corporate offices themselves, and surmounted by the living quarters of the highest executives of the company. Security is more exacting at every level. Corporate security provides virtually all law enforcement in Dreamland.

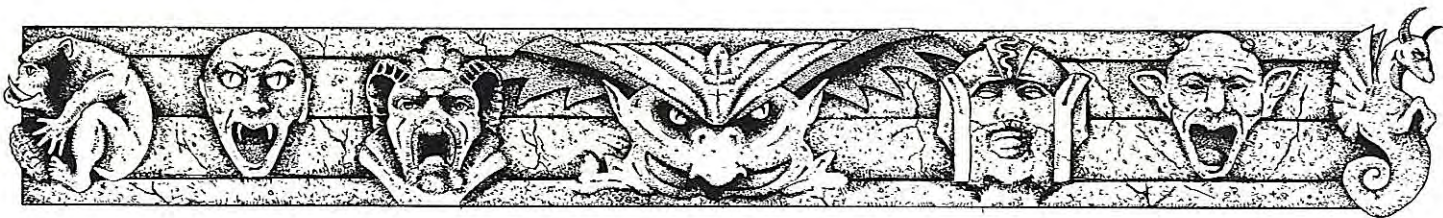
Living quarters at the top are palatial. Indoor personal swimming pools, sound-activated fountains, personal and robotic servants, and holographic entertainment rooms are only a few examples of the luxuries enjoyed by corporate leaders.

Mike-Town: Mike-Town is taken up with independent shops and modest-income housing. It has the look of a crowded and slightly run-down inner city neighborhood, but it is vibrant and full of people making it on their own (if just barely). Municipal police patrol Mike-Town on an irregular basis, but local volunteer community groups (a.k.a. vigilantes) supplement their efforts.

There is considerable night life in Mike-Town, as well, and most business deals are, by tradition, negotiated over drinks at noisy, poorly lit bars. Bars in Mike-Town can be tough, but are usually not deadly.

'Bot City: Most industrial production is carried out in automated factories. These are usually concentrated in





industrial areas of the city, called "Bot City" (due to the extensive use of robots). There is little residential housing (all of it very bad), and the only people usually found here are police, corporate security, maintenance technicians, and delivery personnel.

Precincts: Since passage of the Voting Rights Act of 1997, megacorporations have amassed tremendous political power by buying the proxy votes of financially destitute people. Many of these so-called "ballotmen" live in corporate-supplied housing, similar to the "projects" of the late 20th century. Most of these projects house the equivalent of about one municipal precinct's worth of voters, hence the name.

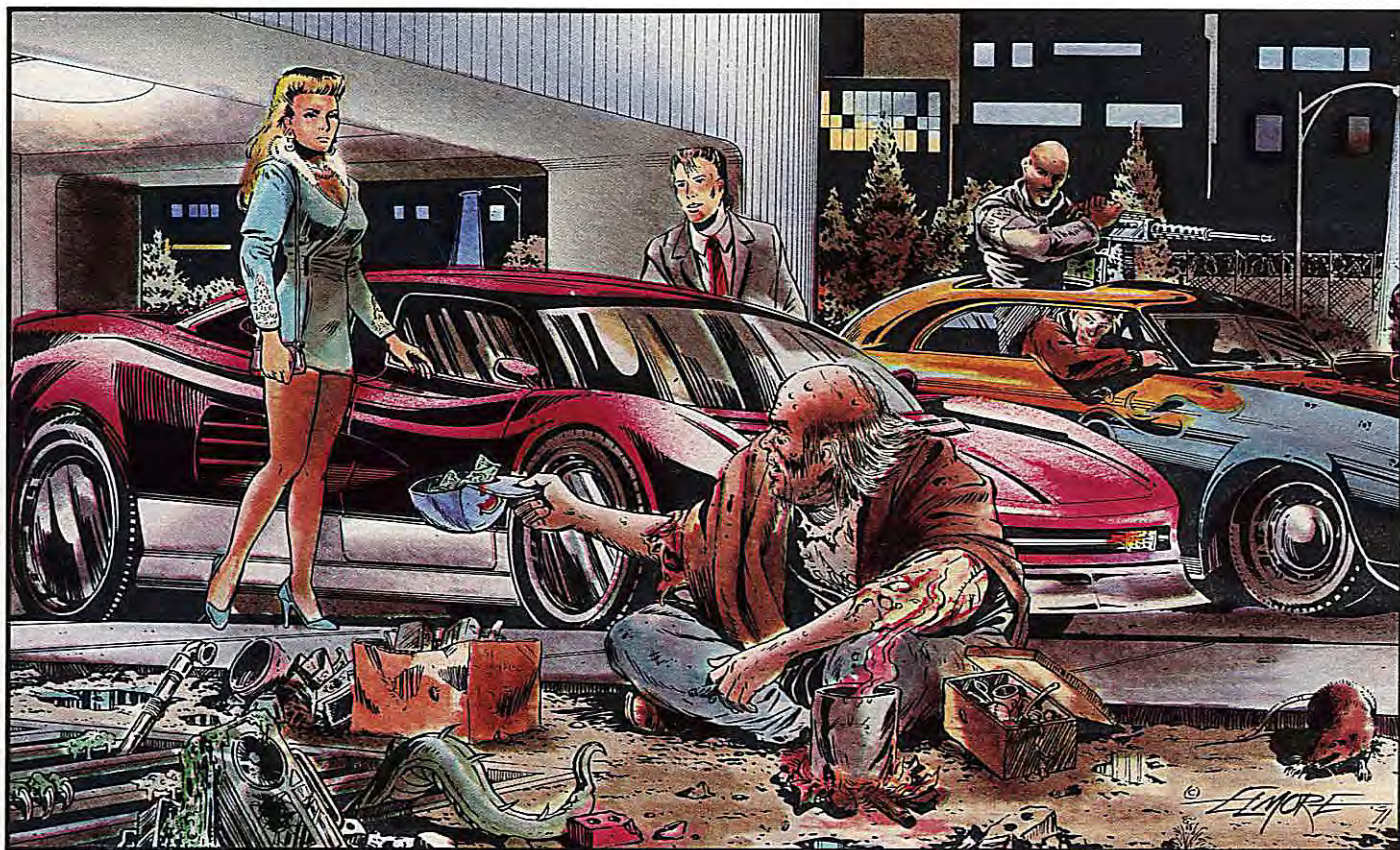
Ballotmen receive a corporate dole consisting of small amounts of spending money, regular shipments of clothing (paper coveralls), food (similar to combat rations, typically Russian), and some luxuries (soap, eyeglasses, etc.). They spend their days in barracks-style apartments, watching free corporate cable TV, and their nights in the ramshackle sin-mills that surround them.

Ant Hills: Ant hills are the densely populated, low-income (and no-income) slums of the city. Many buildings are collapsed, and those standing are heavily damaged. (Only lucky inhabitants have running water, electricity, and intact windows.)

Crime is rampant, and violence an accepted means of interpersonal interaction. Many Ant Hill areas are no longer patrolled by the police, and are posted "You Are Now Leaving A Controlled Area." Occasional police sweeps (growing less frequent) are supported by helicopters and armored vehicles. Some are now officially police free fire zones, with 24-hour curfews.

'Burbs: The suburbs are also populated by the otherwise homeless poor. While there is occasional opportunity for employment closer to the city center, the suburbs are all but abandoned except by the destitute and mad.

Demonground: Urban Demonground consists of areas of the city now deserted by humans and inhabited by Dark Ones. These areas have been altered into habitats more familiar to their new residents.





THE COUNTRYSIDE

Before the Greater Depression, nearly every inch of arable land in the world was devoted to producing crops, with high-tech farm machinery, high-yield hybrids, and advanced fertilizers, herbicides, and pesticides all working to maximize production. Now, a few enormous agribusiness conglomerates have taken over crop production, and with their coming a number of significant changes have occurred.

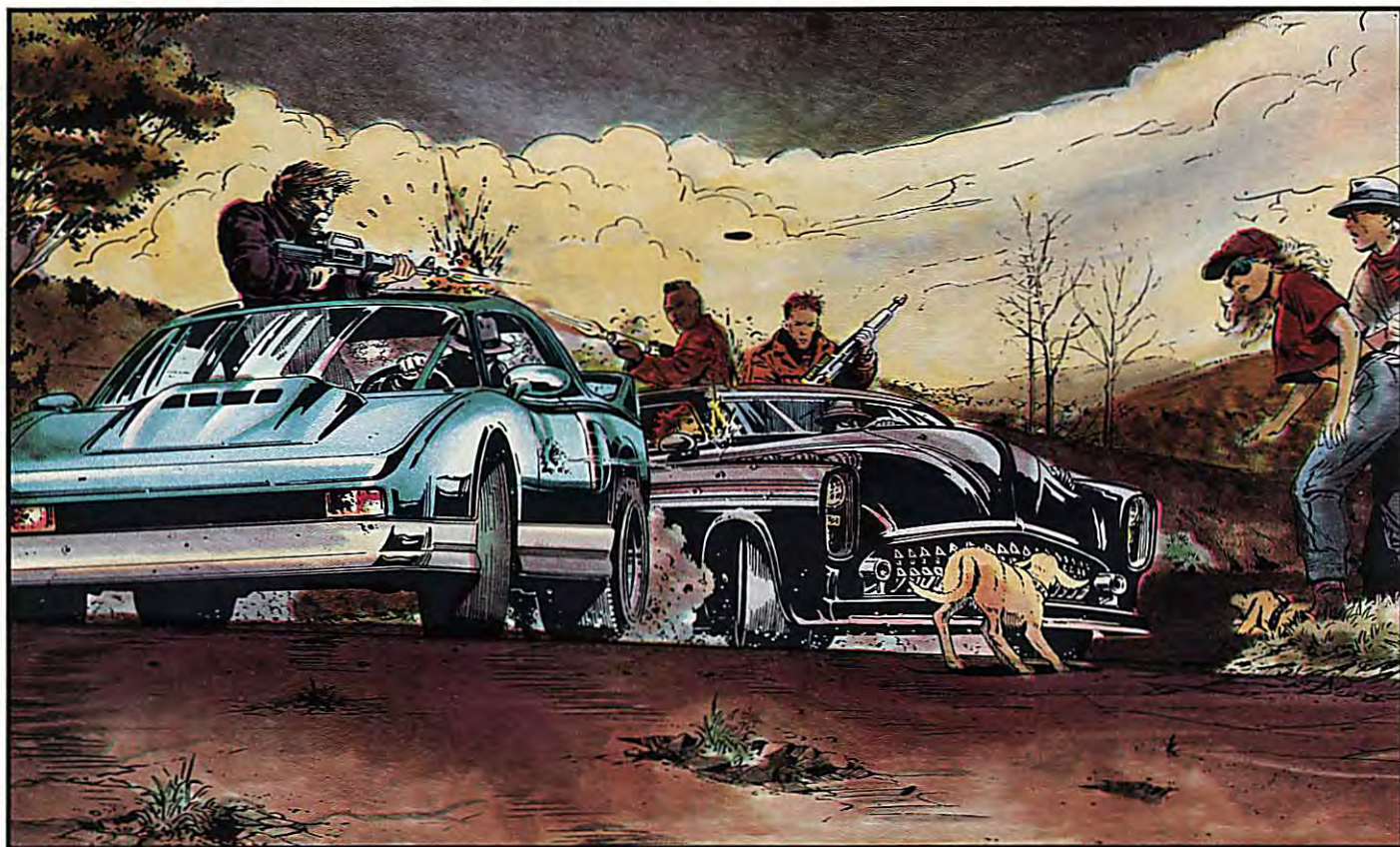
First, only a portion of the old farmland is in use any longer. The agricorps produce such high yields that most smaller operations have gone completely out of business. But the corps cultivate only a small portion of the possible land, so the rest lies fallow, producing (at best) thick tangles of weed and brush where once food crops flourished.

Second, the agricorps work by force-growing experimental hybrids with yield-enhancing

chemicals, and by tilling the fields with no regard for erosion. After a few seasons of this intensive agriculture, the land becomes unusable, transformed into a chemical-stinking morass of clay and mud, worn to raw bedrock in spots. Then the agricorps move on to new fields and start the process all over again.

One result of all of this is an accelerated depopulation of rural regions. Only a relatively few die-hards remain. Some are farmers who refuse to leave their land, working to produce enough to feed themselves, with enough excess to barter with their neighbors or trade in the shrunken towns and villages. They also supplement their diets by hunting the new wilderness of abandoned fields.

If it were not for modern problems such as acid rain and radiation leakage through the Earth's riddled ozone layer, these rural populations would seem to have stepped backward nearly a century in time.





Corp Farms: Dotted across the landscape are huge agricorp farm complexes. These vast tracts of land are mostly roadless, as giant robot plows have obliterated most of the gravel, dirt, and blacktop roads which once linked farmhouses to the main highways. The farm complexes have machine shops, barracks for maintenance workers, a helipad (helicopters are used to inspect the land and move maintenance personnel to repair broken-down machinery), and crude recreation facilities.

Towns that lie on the periphery of these corp farms are both blessed and cursed by the corporate presence. Corporate workers are discouraged from mingling with the local population, but they often frequent town bars and dance halls for diversion. Relations between the town populations and farm workers are strained at best, and more often downright hostile.

Rural interstates are still maintained, to an extent, and patrolled by state police cars. Nevertheless, travel along the highways is dangerous, particularly at night. Megacorps which use the interstates to haul bulk cargo by truck maintain guarded fuel and rest stations along the road, but independent drivers are forced to purchase fuel, food, and lodging in local towns, often at exorbitant rates. Also, local sheriffs and police in the small road towns are notoriously brutal and corrupt.

The Out-Law: Just as there are parts of the cities no longer patrolled by the police, there are large stretches of the countryside which are officially out of any legal jurisdiction (except for the federal government). These areas are called the Out-Law. State law enforcement has long since been limited to highway patrols, and local law enforcement exists only where there is a permanent, gainfully employed, tax-paying population. Since large stretches of the countryside no longer meet that criteria, there are no police.

Much of the Out-Law is genuinely uninhabited. As it is a favorite toxic dumping ground for the megacorps, parts of it are also nearly unin-

"Many things just aren't what they used to be. A weekend in the country is fairly high on that list."

—Zena Marley
(Early 21st-century mercenary-philosopher)

habitable. But other parts are sparsely inhabited by various groups of people estranged from society for one reason or another.

Biker is a generic term for the most dangerous of these, and it refers not so much to mode of transportation as to a brutal, violent life-style. Bikers travel in groups of from one to six dozen. Some ride motorcycles, but many ride heavily modified trucks and cars. These gaudily painted vehicles often have improvised armor and light weapons mounted on them, as well as having bizarre decorative additions. Bikers live by hijacking truck convoys, terrorizing local towns, or sometimes hiring out to the agricorps as local muscle.

Nomad covers a variety of less dangerous (usually) inhabitants. Nomads live off the land by hunting and foraging, and generally resort to violence only in self-defense. Nomads include Native Americans attempting to reestablish their bond with the land, eco-utopians practicing a simpler and less destructive life-style, men and women pursued by powerful corporations who have fled to the countryside, and a startling array of genuine eccentrics and crazy people.

Overseas: In Third World nations, where the countrysides were never so well developed, rural populations have been affected somewhat less severely than elsewhere. But urban areas have become even more economically depressed than ever before. As well, in portions of Africa, the Middle East, and Central America, vast stretches of land have been rendered uninhabitable due to residues from nuclear, chemical, and biological weapons.



TECHNOLOGY

One of the reasons that *Dark Conspiracy* has been set in the *near* future is because that allows the referee to use familiar concepts for basics, against which to contrast the world's strange twists. Technology in *Dark Conspiracy* is an excellent example of this.

RetroTek: Basic, everyday technology in the world is very much like that of the 1990s. For instance, people use telephones, not futuristic vidphones, nor archaic telegraphs, for long-distance communication. Televisions look like televisions, autos look like autos, there are still corner laundromats, and so forth.

But there are several quirks to that modern technology. First, one effect of the economic depression has been a general deterioration of what is

commonly considered modern. Most consumer goods available to the common man and woman are no longer produced by corporations in Japan, Germany, or the US, but instead by the less technologically advanced corps in Mexico and the Eastern European states, and they resemble products from the US's '50s and '60s. So telephones are once again bulky, black things, rather than the sleek, colorful, lightweight plastic ones we are familiar with. Autos are boxier, a tendency reinforced by a 1940s retro-style movement. TV screens are smaller (and often black and white rather than color); radios are bigger. In fact, because of a growing shortage in semiconductors, many consumer electronics have reverted to vacuum-tube technology.

HiTek: But the second technological quirk runs in direct contrast to the first. That is, for those who can afford them, there exist virtual technological miracles. It is this market that Japanese and German megacorps now target. The wealthy can purchase pocket-sized portable computers with multimegabyte memories, holographic projectors rather than TVs, programmable home appliances (such as self-powered vacuum cleaners that follow programmed routes and schedules), ultra-sophisticated electronic security systems, and even high-quality mechanical replacements for failing organs, or cloned replacements, if they prefer. A variety of robots are coming into use as well, although most of the mobile varieties are the result of military research and thus tend to be used for security tasks. In any case, the abundance of ultra-cheap labor has made personal servants affordable and fashionable for wealthy individuals.

The "Equipment" chapter contains examples of high-tech items the players might desire for their PCs. But referees are also encouraged to keep an eye open for experimental technologies described in news publications and make up game descriptions of them. Players should be surprised at what they find should they enter the living quarters of a high-ranking corporate official.

DarkTek: The third technological quirk involves the technology of the extraterrestrial explorers, who are, almost without exception, in the service of the Dark



Ones. This is one of the sources of cyborgs, for example. They also build organic computers composed of thinly sliced brain tissue. This is explained in greater detail in the "DarkTek" chapter. The thing to remember at this point, however, is that their technology is bizarre and quasi-organic in appearance and function.

SpaceTek: One area where technology has advanced slightly is the space program. Spacecraft in service consist of old versions of craft presently in use or on the drawing boards in the 1990s. Lack of funding has slowed adoption of new designs and greatly limited manned flights. Several small research stations are in orbit, however, all with major industrial and military applications as well.

Conveying Tech Differences: So how do referees convey the technology of Dark Conspiracy? First, remember to think of the bulk of it in '50s and '60s terms. Fast food comes from toaster ovens, not microwaves; home telephones are less prevalent and tend to be out of order a lot. Similarly, when PCs purchase weapons from a street source, what is available should be out-moded models stolen from a closed-down National Guard armory. Once that technologically degenerated mood is firmly set, start letting the PCs catch glimpses of how the wealthy live, or have them encounter an alien ray gun. Many real-world publications occasionally mention experimental devices and technological developments that you can incorporate, in final form, in your campaign. In each case, make sure to play up the contrast between this ultra-tech and day-to-day technology.

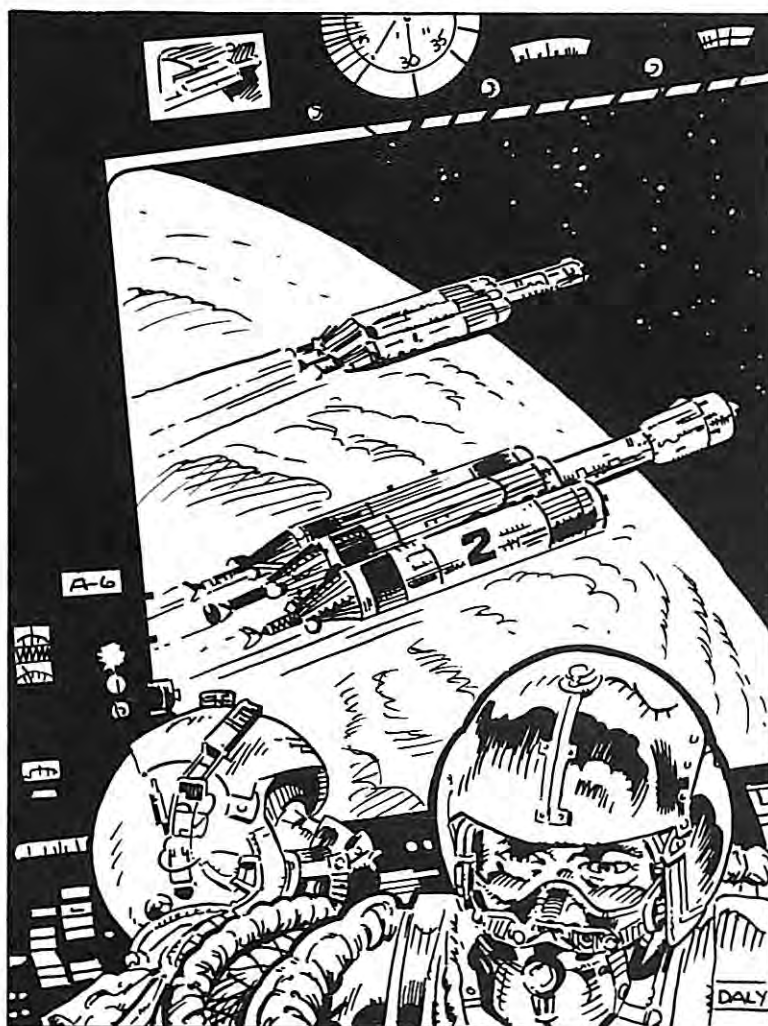
Global Production: There remains one final topic to be discussed concerning technology in Dark Conspiracy. That is the division of production among the nations.

It has been mentioned previously that Mexico and the Eastern European states have taken over the basic consumer market. In general, the East Europeans have a lead on Mexico in terms of production facilities, but Mexico has made advances in plastics manufacturing, due to its petroleum resources. Most of the world's packaged food comes from these two nations, as well, even though the US still

leads the world in agricultural production. Both Mexican and Soviet corporations purchase crops from the US for their processed food operations.

The US has greatly decreased emphasis on consumer goods production, concentrating instead upon high-intensity agriculture, large aerospace and ground transportation equipment, and high-tech weaponry. Most of the wars that rage on the Earth find both sides equipped with weapons purchased from the US.

Japan and Germany, on the other hand, now concentrate upon competing for the attention of the ultra-rich. Most of the world's advances in consumer technology were developed by these two nations, and most gnome high-tech consumer toys are manufactured in one of these two countries.





THE DARK ONES

For as long as humanity has walked the face of the Earth, the Dark Ones have been with us, if only in our dreams. The Dark Ones are the masters of alternate, but parallel, physical universes, which brush against ours in only a few remote places, called conjunction points. The dark universes are, by comparison to our own, small and twisted versions of reality. Each is unique, and is dominated by a single, powerful life force—a Dark One.

Dark Ones have occasionally slipped tendrils of power-thought through the dimensional barriers

which lie between the universes, and the memory of their influence is reflected in legends of demons and monsters which are remarkably similar from culture to culture. Occasional humans caught glimpses of these universes and lived to tell the story, their nightmarish descriptions forming the basis for the human conception of Hell.

But it was highly advanced technology, in the form of a fusion drill used by alien archaeologists on the Jovian moon Io which finally broke the dimensional barrier and released the complete essence of a Dark One into our universe. Since then, captive spacecraft have visited other conjunction points and opened the dimensional portals to other Lords of the Dark bent on further exploiting our universe.

Although there are variations in the physical laws of the different dark universes, one thread which binds them all together is the power of life energy, which is the spiritual essence of all living beings. The power of the Dark Ones derives from their ability to channel and control this powerful source of energy. The mightiest Dark Ones live off the life energy of lesser beings, feeding on their spirit as earthly predators would feed on their flesh, thriving on the powerful energy discharges generated by pain and anguish.

For this reason, the Dark Ones use their powers sparingly, and always with the goal in mind of creating torment and misery. They do this in several ways. However, their thought and reasoning processes are so different from those of humans that many of their plans seem to make no sense. Many of them, in fact, do *not* make sense. The Dark Ones are cruel, implacable, nonrational beings.

Corruption: The Dark Ones have no bodily manifestation in our own universe. If capable of assuming one, they would probably (but not necessarily) be large and grotesque. However, their physical power would be little more than the average human's, and they would be vulnerable to physical injury and destruction. Consequently,



there is no reason to ever assume such a form.

Instead, the Dark Ones influence the world by twisting the thoughts and motivations of others. The rampant greed and brutality that permeates the Dark Conspiracy world is the result of weak-willed individuals giving in to the corrupting siren song of the Dark Ones.

Some of these humans have no belief in the supernatural, and merely think of themselves as realists. Others have joined covens or satanic cults, thinking that they have made a pact with the biblical Devil.

Whatever the belief structure of these humans, they wittingly or unwittingly serve the purposes of the Dark Ones, and thus are part of the Dark Conspiracy. Sometimes this will take the form of a detailed, purposeful plan. At other times, the end result will be ruin and misery for all concerned, including the human dupes. The Dark Ones do not care whose spirit feeds their boundless appetites.

Extraterrestrials: The members of the four spacefaring races who travelled to our star system decades ago, coming in peace and in search of knowledge, are the most pitiful of the souls captured by the Dark Ones. As their principal means of communication was empathic, their minds were extraordinarily open to capture and corruption. Now most of them are helpless slaves of evil, and many of those have been driven mad by the experience.

The extraterrestrials are extremely important to the Dark Ones, due to their mastery of technology. The Dark Ones themselves have virtually no ability to understand the principles of technology, and no patience for its systematic, routine demands. However, the technology practiced now by the captive-spirit extraterrestrials is a horrible, blasphemous perversion of their original science.

Dark Minions: The Dark Minions are the very embodiment of our worst nightmares, and for good reason: It is they who are the basis of our legends of vampires, trolls, werewolves, zom-



bies, and demons. They are the dark fey folk of faerie legend, the lurkers in the shadows, the evil creatures of all our myths. And they are cruel beyond imagining.

The Dark Minions are the minor creations of the Dark Ones, fashioned from their own life force and sent out into the physical world to spread terror and destruction. Many of them can feed off of flesh or blood, thus allowing the Dark Master to consume all of the life energy of their victims. Others live off of life energy as well, but generate enough additional horror and suffering to make this investment of life energy worthwhile to their Dark Masters.



DEMONGROUND

Wherever there are portals into a dark universe, the surrounding countryside has been blighted and infested with the lower forms of Dark Minions, who serve as guards to keep wandering humans away from the portals (or kidnap the unwary and drag them in). Humans who enter such areas seldom return. Humans who know of these areas call them a variety of things, but in North America the most common name is *Demonground*.

Urban Demonground: Because the police have so much trouble with thugs raiding out of uncontrolled areas and then fleeing back to their Out-Law fortress blocks, the police seldom ask questions when the raids from an area suddenly stop. Since these areas were already Out-Law, there is no reason for the authorities to ever investigate them again, and they have many other demands on their resources.

While buildings still stand in these areas, they are now often linked by bizarre tubes and tunnels, constructed of a black or dark gray substance which is a cross between epoxy and cement. Some tunnels are several meters in diameter, others less than one meter (and humans can only crawl or wriggle through these). These now link buildings, sewers, and subway tunnels into an intricate maze-like hive. Many Dark Minions of the lower, less intelligent, sort

lurk in these areas.

Occasionally, the very centers of the corporate towers of Dreamland have secretly been transformed into hellish environments suited to the particular Dark Ones who control the megacorp. These particular parts of Demonground are usually accessed by way of the tower penthouses, but they then snake their way clandestinely through the heart of the building and down to the sewers below.

Rural Demonground: While urban Demonground is seldom larger than several dozen blocks, the rural form can extend for dozens of miles. These areas were usually barren and heavily polluted before the portals were opened, and are now even more desolate. There is virtually no vegetation aside from scrubby weeds, twisted thorn bushes, and a few blackened, blighted trees. Invertebrates are the most highly developed natural life forms remaining. Usually only worms and insects are seen.

There are seldom any structures in rural Demonground. Most former human habitats have been torn down and the wreckage scattered, as if in an orgy of destruction. The Dark Minions who inhabit the region live in very primitive shelters, such as earthen burrows, coves, and rotting hollow trees.

Occasionally a building or two is left standing, but usually for some specific purpose. It may cover the actual dimensional portal, or it may merely be





intended to attract the curious, who will then become the next meal.

EMPATHY

Another major element of the Dark Conspiracy milieu is the incidence of empathic powers among humans. In response to the increased psychic activity on the Earth, many humans have begun to manifest extrasensory abilities, abilities that are closely tied to that natural world.

How powerful, potentially, is empathic power? At this time humanity has no inkling, but there is a growing suspicion that we have only scratched the surface. As a referee, you know that this is the case, as the entire means by which the Dark Ones interact with and manipulate the universes around them is by the psychic power humans label empathy.

Empathy, as described in *Dark Conspiracy*, amounts to the ability to sense and, in some cases manipulate, the life energy which is the spiritual essence of all living beings. Humans with empathic powers draw on their own life energy as well as the Earth's life energy field, which is generated by all native life forms, but particularly the higher forms of animal life. This shared life energy between higher life forms is the reason for the strong bonds between humans and animals, particularly mammals.

The Dark Ones resent, and even fear, this rise in human empathic powers, and even more than before seek to separate humans from their natural heritage. This is the reason, for example, that they have long been working toward making the higher forms of animal life extinct. The fervent desire of most of the Dark Races is to transform the Earth into a polluted, mechanical travesty of itself, with virtually no native living beings other than humans, on whom they will feed.

When incorporating empathic powers into your adventures, remember that they do not manifest in many people, and that even among those people with empathic powers, they are often so minor as to seem little more than an advanced intuition. Empathic powers are not publicly recognized as valid, but instead are the subject of speculation and

"The Dark Ones gained their freedom, and suddenly there were more empathically active humans. Sensing the threat, the Dark Ones hunt us.

"Most problems in nature are ultimately self-correcting. The question is, which of us is the problem, and which the correction?"

—Zena Marley

(Early 21st-century mercenary-philosopher)

conjecture, when they are discussed at all. Of course, tabloids claim that there are people who can predict the future by reading the lines in a cracked windshield and other such things, but few people give them much credence.

Below the surface of everyday society, however, there is an empathic community, composed of people from all walks of life and all parts of the globe, who know that these powers are on the rise and know something of how to use them. There have even been some secret facilities established to study the phenomena—some created by official government agencies, and others by private concerns. (This is the reason for the psychic test subject career, for example.) Among the entire empathic community, there are even a good number who also have at least some inkling of the Dark Ones' invasion, as well.

In day-to-day happenings, then, characters with empathic powers should be treated as mysterious. If they flaunt those powers, they are likely to get into all sorts of trouble, from locals who fear them or suspect them of fraud, from agencies that would like to collect them for experimentation, or from the Dark Ones who find them threatening and want to destroy them. Let your players know that empathic powers must be used subtly if they are to be effective.

R U N N I N G ADVENTURES & CAMPAIGNS

There is quite a lot involved in running adventures and campaigns. In the previous chapter, we filled you in on background secrets of the **Dark Conspiracy** world. In this one, we speak more specifically about the mechanics of running adventures.

BEGINNING A CAMPAIGN

When you begin a **Dark Conspiracy** adventure campaign, there are a couple of things you can do to make it run smoothly.

First, find out what your players want out of roleplaying. Some people enjoy solving mysteries; others like the chance to act; and still others just want to shoot big holes in things. As referee, you will have your own preferences as well. By talking with players individually before beginning a campaign, you will be best prepared to make things fun for everyone. You can also use this pregame time to talk about the players' characters. This can help you fit the PCs' histories into the world, allow you to establish PC links to one another, and familiarize you with the PCs' abilities, so that you can design fitting adventures.

RUNNING AN ADVENTURE

There are a few general principles that will help make an adventure session enjoyable for everyone.

Before the Session: Once you have decided upon an adventure, make certain that you are familiar with it and with any special rules it may involve. Also, be sure you have all the materials you will need: from floor diagrams and NPC stats, to pencils, paper, and dice. Ill-prepared referees have trouble running enjoyable sessions.

During the Session: After your group has gathered and everyone has had a few minutes for chitchat, you need to focus their attention upon the adventure at hand. A good way to do this is to have your players recap the last session. This accomplishes several things: (1) It gathers everyone's attention; (2) It reminds everyone of what the PCs have discovered so

far; (3) It helps set the scene for the adventure to come; and (4) It allows you, as referee, to learn what aspects of the last adventure the players remember, what they enjoyed, what they thought important, and what significant items they might have missed.

Once everyone is focused, you can begin the adventure itself. During play, be careful to balance the attention you devote to each player. Make certain you keep everyone involved. One way to do this is to consciously rotate your attention around the table, spending only a few minutes at a time on each player. If the PCs have split up for some reason, have your temporarily inactive players suggest events occurring to other PCs (and maybe let them play NPCs their friends meet).

After the Session: When it gets near time to quit, decide upon an appropriate stopping point. Make sure that you leave time for players to wind down after play. Generally, you should give out experience points now, so that before the next session players can think of how those points affect their PCs' abilities.

MAKING ROLEPLAYING A COMMUNITY EFFORT

Many players have no idea how much labor is involved in refereeing. While they run only one character, you have to run a whole world full, and players expect that world to be both full-fleshed and consistent. At the same time, many players will expect you to be expert with all the rules while they know only those that apply specifically to their own characters (and some not even that much). They may perceive you as a champion of the rules (since you're probably who suggested this game in the first place), expecting you to defend or change rules they dislike (often a spur-of-the-moment dislike as their characters are about to suffer the rule's effects). Finally, some players are so wrapped up in having their own fun that they take little thought of others. In a nutshell, some-



times players work against the referee.

There is a general solution to all of these problems, and that is to train your players to think of roleplaying as a shared responsibility. It is surprising just how many things you can afford to let players take a hand in, from looking up rules, to scene setting, to plot suggestions. The more fully you involve your players, the more satisfying your sessions will be for everyone.

SETTING THE SCENE

As the primary storyteller, the referee is the players' window on the world. Everything the PCs see, hear, feel, smell, taste, or otherwise sense is conveyed by the referee. One of the most important ways of building drama in the game is by carefully playing upon all of these senses, painting a rich word picture that projects your players into the **Dark Conspiracy** world.

When you begin a description, take a moment to picture it clearly in your own mind. Then convey it to the players as it appears to you. Remember to start with their strongest sensory impression. If the first thing the PCs notice upon stepping into a room is the stench of decaying bodies, that is what you will want to tell them first, then fill in their other senses. "There are two bloated corpses lying on a stained drop-cloth in the middle of the floor, illuminated by light from a grimy picture window across from you. You can hear the buzzing of scores of flies. Glancing around, you see that there is no furniture, just a painting on the left wall. Even from the door, you can tell it has been mutilated." If you want to heighten player tension, toy with their two main senses: sight and sound. Sometimes you will want to rob them of those senses; at others, to overload them. And nothing gets players' interest like a hint of danger. Even if there is no immediate threat, you ought to drop a mysterious hint or two just to keep their paranoia high.

Also, save the most important for last, so it has the most impact. Don't make your players wait through the rest of your description before they can ask about that important detail, or they will be distracted from your description, and they will mistake the significance of the scene's details. In the room description above, for instance, players' attention will naturally be drawn to the mutilated painting as

being somehow significant, and the importance of the bodies is played down.

HEIGHTENING HORROR

One of a referee's main tasks is to maintain an atmosphere of horror, by which we mean a sense of brooding menace, punctuated by moments of intense fright. There are a number of ways of achieving this.

Striving to be dramatic, as mentioned above, is important part of maintaining horror. Careful setting descriptions and NPC characterizations do wonders for helping to achieve a horrific atmosphere.

Next, remember that while you may not want to kill off player characters right and left, with NPCs you can afford to be ruthless. One way to enhance the PCs' own sense of danger is to have the creature they are investigating kill off lots of NPCs, beginning with strangers and working steadily closer to the PCs. With this sort of a progression, the players will feel the danger growing ever closer, enhancing their horror.

Finally, recognize that we humans are just not constructed to maintain one emotion unrelievedly. We need a change now and then, and when we return to the original emotion, it is fresh once again. Levity makes a good break from the oppressiveness of horror. For example, imagine that a PC named Mark Douglas is at home and hears strange scabbling noises coming from the next room. Cautiously, he works his way to the doorway and peeks inside. Suddenly, his little sister leaps up and screams, "Boo!" Mark jumps with fright, maybe gets angry, but when she collapses in laughter, he finally relaxes and starts tickling her to get even. Suddenly she looks over his shoulder and screams horrifically, and Mark turns to find a humongous thing, all muscles and teeth, looming over him. The end result is more terrifying than if the thing, rather than his sister, had startled him in the first place.

MAINTAINING MYSTERY

One of the things that can ruin enjoyment of a role-playing game is for the players to discover all of its secrets. After the PCs have encountered a particular creature a few times, the players become familiar with



its statistics, and it ceases to seem like a living being any longer. Eventually, after all of the creatures have been encountered, all of the PC types have been tried, and all of the standard plots have been spun, the game can begin to seem mechanical. But that doesn't have to happen. As long as the game world seems boundless, as long as the challenges the PCs face are always new, in other words, as long as there remains a powerful sense of mystery, player interest will stay high. Maintaining that sense of mystery isn't really that difficult to do. You just need to stay away from rigid definitions and to avoid tying things off completely.

That is why some things in *Dark Conspiracy* are left only partially defined. For example, somewhere in some other-dimensional space the Dark Masters plot humanity's downfall. What are those Dark Masters like? No one knows. They are too elusive, too distant for the PCs to ever actually encounter them. After all, they've been working behind the scenes for millennia; it is unthinkable that any group of investigators would ever fully penetrate their secrets. The Masters, then, are the embodiment of mystery.

But even the Dark Minions are only provisionally defined. Real-world myths and legends reveal a great confusion of details concerning the supernatural. Just because the PCs encounter a vampire, for instance, that doesn't mean their next vampire will be anything like the first. In fact, it is your job to make sure that the next *isn't*, to maintain the mystery.

PROMOTING PARANOIA

Closely related to this rule of keeping the players guessing, is another of playing on their paranoia. Just as they can never be certain of a Dark Minion's plans or abilities, they cannot guess which of their fellow humans is an "Igor" (from the typical name for demoted lab assistants in many "B" movies). But the PCs have many other reasons to be paranoid. For one thing, they are travellers in a world in which locals mistrust outsiders. Often, they will experience as much trouble from locals as they ever would from Dark Minions. Also, because laws vary dramatically from locale to locale, the PCs are almost guaranteed to transgress some of them. Referees can enhance player paranoia by having strange figures follow the

PCs when they arrive in a new town. Just mentioning that a man at another table in the same restaurant has looked at them several times can be enough to make the PCs feel suspicious, in which case they will act suspicious, thereby drawing even more attention.

PREPARING ADVENTURES

When you create an adventure, it may help to think in terms of major elements of the task.

Adventure Concept: Generally, the first thing to do in creating a new adventure is to come up with a concept. It may be that you want to do one about a particular creature. Or perhaps you have a basic plot idea in mind. Good sources for either of these are myths, modern fiction, and tabloids. Once you have the basic concept, it is time to begin fleshing it out.

Adventure Location: Next, you need to choose a location for your adventure. Let imagery and familiarity be your primary guides. For instance, once we had set our sights on the vampire adventure (see "Adventures," page 258), we decided to place it in Dayton, Ohio, partly because Dayton seems so innocuous, and we wanted the bizarre imagery of vampirism in such an unlikely location. But our author also chose it to demonstrate the value of familiarity. Having grown up in the Midwest, he felt most comfortable about using a Midwestern city, especially as this allowed him to extemporize freely during actual play.

Of course, location doesn't only mean geographical. It also includes things much smaller in scope. Perhaps you want to set part of the adventure in a meat-packing plant, or a mental institution. We started ours on Dayton's downtown streets and ended it on a farm outside of the city.

Adventure Plot: Now that you have your basic idea, it is time to develop a basic plot. First, you need to come up with a very basic sequence of events. In our vampire adventure, for instance, it was decided that first the PCs would hear rumors of cannibalism in Dayton. Assuming that they followed those rumors, they would most likely stake out the downtown streets, whereupon they would encounter the vampire's followers, precipitating a fight. One of the followers would die, and his uniform would point the PCs to the Wright-Patterson Air Force base northeast



oftown. That location would turn out to be a red herring, but from it, the PCs would be pointed to the University of Dayton's ROTC program, which would in turn lead them to a private farm, where the vampire was hiding out. Having only encountered the minions, and having bested them easily, the PCs were expected to be overconfident about their abilities, but would be rudely awakened by the surprising power of the vampire behind it all. Finally, another investigator would show up with ultraviolet lasers capable of destroying the creature.

Notice that in this synopsis, we have determined how to get the PCs involved at the beginning, what their most likely courses of action are through the middle, and how they can succeed at the end.

Other Things to Consider: When you create an adventure, design it to fit your player characters. Plant exciting equipment in it, for instance, to satisfy players who like to collect such things. In "Ravens Wolves," we have the UV lasers, for example. Similarly, we have included an important battle at the end, to satisfy the shoot 'em-up players. Players who enjoy a good mystery ought to be intrigued by the question of just what these creatures in Dayton are.

Next, referees should recognize that the illusion of great danger serves much better than actual danger. For example, when the PCs first encounter the "cannibals" in the adventure, they are outnumbered about five to one, which ought to make them very tense. The referee knows, of course, that once the first of those creatures falls, the rest of them will flee, so the PCs are actually in little danger, but the players have no way of knowing that.

Also, when you are designing adventures, make certain that the players always feel their characters are fighting a personal enemy, not merely struggling versus an impersonal environment. Suppose, for example, that you want to have them climb a particularly difficult mountain at one point in the adventure. But for the players, besting an abstract thing such as Nature is just no fun, and it is especially disappointing to lose a character to something as impersonal as a rock slide. However, if the PCs are on the mountain because of a personal opponent, then the rock slide takes on significance as a tool of the enemy, and the players will feel proud when their characters survive it.

A DETAIL OF CORRUPTION

In an overview such as this, it is impossible to give all of the details of an ecologically ruined Earth. But there are multitudinous real-world examples that referees can use for color. For instance, because of swelling population in the Norfolk, Virginia, metropolitan area, landfill reclamation has become an absolute necessity. In particular, there is a city park that has been built upon a landfill, which has to be evacuated on some days because of the gasses it gives off.

This is a relatively minor example, when compared to the infamous Love Canal, where toxic wastes that had not been buried deeply enough began to surface in what had become a suburban residential area, forcing the area to be evacuated.

As referee, you should keep your eyes open for examples such as these, which can be used as scene- and mood-setting details for your *Dark Conspiracy* adventures.

Another thing to remember is to include things in the adventure that have little or nothing to do with the primary plot, so that your players will not be able to predict precisely what is going to happen, as they could if they knew that everything their characters experienced was completely significant. Plant a red herring or two. Have people show up from previous adventures (a hit man sent by an earlier opponent makes an interesting diversion, for example). If you have other adventures planned out ahead, you can plant the initial hints of them in the present adventure.

Finally, in order to make certain that all of your players are getting equal satisfaction from your adventure sessions, you may wish to design each new adventure to sort of "star" a different PC. In other words, if your group consists of a computer empath, a bounty hunter, a Mexican auto mechanic, and a video star, you could design a first adventure centered on computer work, a second involving the recapture of an escaped convict, and so on. Passing the attention around in this way not only encourages all of your players to feel completely involved in the campaign, it can also give you some adventure ideas you might not have thought of otherwise.

TIME AND MONEY

Remember that in *Dark Conspiracy* the emphasis is on story. We don't intend for you to keep track of



every day of the PCs' lives, nor of exactly how much money they earn between adventures, nor of exactly how much they spend on meals and the like during adventures. Instead, we suggest you handle your campaign something like an anthology of stories. During each adventure, you know exactly how many days go by. But between adventures, the characters return to their careers for several months.

When an adventure begins, decide how much money each PC has available (based upon the character's career, and roughly how many months have passed since the last adventure). A good rule of thumb is to divide the career's listed money per term by 30, and then multiply that by the number of months since the last adventure). But don't nitpick about money during the adventure. You'll want to charge the PCs for major costs, such as hotel rooms, travel expenses, and the like, but don't keep track of the price of every single meal they eat, every stamp they buy, etc. Excessive bookwork slows down the pace of play and kills the drama. Just assume they have enough pocket money to pay for such things. (Of course, in a particular adventure, you might want to strand the PCs somewhere with only a few bucks. In that case, it is perfectly reasonable to make them keep track of every penny they spend, because their momentary poverty is an important part of the adventure situation.)

Character aging can be kept track of in a similar manner. If the PCs are getting in two or three complete adventures per year of their life, for example, then after about nine or 10 adventures, they will have aged one term, which means that someone will likely have to check for deterioration of attributes. If you prefer not to have them check so often, you can increase the number of adventures that can be fit into one term.

REWARDS AND EXPERIENCE

When your players complete an adventure session, their characters ought to receive suitable rewards. There are lots of things that can serve as rewards, depending upon the circumstances of the session. The PCs might get specialized equipment, or money, or favors, or perhaps they have made new contacts.

Be careful to make the rewards match the PCs'

accomplishments. Don't go overboard. Remember, if you give them too much, not only are they going to tend to feel dissatisfied, you will also have more of a problem giving them challenging adventures later on. In general, it is a good idea to start out stingy, because you can always make up for it in later adventures as you gain a feel for how fast the characters are progressing. But if you start out too generous, it is very difficult to take things away later.

Skill Improvement: One of the most significant rewards of an adventure session is a character's increased experience. Among other things, this includes improvement of skills. Skill ratings are increased by use of experience points. In general, you should award one experience point per adventure session to anyone who survives. Bonus experience points can be awarded in one of two ways.

Referee Determination: A bonus point can be awarded for any skill that was used repeatedly or in a particularly dangerous situation. An additional bonus point or two can be awarded to a player who is particularly good at staying in character during the session or who performs a notably heroic deed.

Peer Determination: If you feel uncomfortable with judging your players' performances, you may want to rely upon your players to determine bonus points. To do this, simply have each player secretly write down two or three praiseworthy things that other players did during the session (they cannot vote for themselves). Then collect those notes and read them aloud. Every time an event is mentioned in those notes, that character who performed the action receives a bonus experience point. (Referees have the option to veto any event that they don't believe sufficiently exciting or important to gain an experience point.) This peer determination of bonus points helps make certain that players are rewarded for actions the referee might have forgotten, and it also encourages a shared sense of responsibility in the campaign.

Initiative: Referees should award one Initiative experience point for each session in which there is a life-threatening battle, awarding an extra point for a particularly outstanding shot or a superior feat of hand-to-hand combat.

ENCOUNTERS

In many roleplaying games, the referee is provided with a set of tables from which he generates random encounters by rolling dice. This is appropriate to many games, but is less so to *Dark Conspiracy*. The main reason that die roll-generated encounters are not appropriate is that they are too random. Most encounters in *Dark Conspiracy* should be deliberate.

This is so for two reasons. First, the referee should always use encounters to further his own goals, these goals being establishment of mood, advancement of the story, and maintenance of tension. Encounters suit this purpose very well.

Second, players should never know for certain whether the encounter is threatening or not. They should not be certain whether an event is related to the current mystery or not, so that they won't come to assign significance to absolutely everything that happens to them. That's because you don't want them to be hostile to and suspicious of absolutely everyone they meet; not only is that not true to life, it also means that you have no hope of ever fooling them that someone is trustworthy who actually is not. You need to keep your players off balance, if you are to have enough freedom to make the adventure world rich.

So every adventure needs to have a mix of encounters which relate to the story being played out as well as a number of others which are not related to the current plot, but which serve to add to the mood and make the players uncertain as to which events are significant. It is best to invent these encounters to suit the circumstances of the particular adventure taking place. But all of us need a spur to creativity now and then, so in this section we provide you with several encounters that you can use to add intricacy to your adventures.





IN THE CITY

The urban metroplexes of Dark Conspiracy embrace an array of different environments, and a wide variety of encounters are possible.

Abduction: Late at night, in an Ant Hill section of town (see "Dark Earth"), the characters find themselves near a seemingly deserted section of the city. As they pass by, they hear screams from the rubble and weeds of the abandoned block. Other passersby ignore the screams, and refuse to even look at the area. The vacant area is actually Demonground, and a human victim is being dragged away by Dark Minions.

Bigwigs Take Precedence: One good way to give the PCs a distraction is by having their plans delayed while some high-up mucky-mucks get priority treatment. It may be just that the bigwigs get served before the PCs, or perhaps they take the last hotel room, the last seats on a flight, the last table at a restaurant, or something similar.

Blackout: One minute the city is operating perfectly well (at least as well as normal) and the next the electrical power goes out completely. In blackouts, some people get stranded in elevators, while others use the opportunity to loot storefronts. If the PCs are headed for some place in a great hurry, a blackout can work wonders to elevate their stress level. Blackout can also refer to a sudden loss of headlights on a winding mountain road, if you like.

Eco-Commandos: You run into a band of eco-commandos preparing to make an assault on a major industrial facility. They are armed and may have a considerable amount of explosives they plan to use to disable the manufacturing complex, or blow up the computer records section. They may try to attack the PCs, thinking that they are a corporate security team, or just to keep them from leaking word of their activities. On the other hand, if the PCs are invading the same corporate stronghold, they may make useful allies.

Gang War: In this encounter, the PCs are minding their own business, when they stumble unexpectedly into a gang battle for a contested turf. That's

what comes of not knowing the locale.

Health Alert: Loudspeaker trucks move through the streets announcing emergency anthrax inoculations. Inquiry will reveal that a cloud of biological toxins used in a war in Asia has blown across the Pacific Ocean and threatens infection in certain parts of the United States.

Elaboration of this encounter into a series of continuing background incidents is possible. Once inoculations start, part of the vaccine may prove to be defective, which will lead to some death from adverse reactions. When the defective vaccine has been disposed of, there is not enough left to inoculate the city's entire population. Very soon there will be riots at hospitals and hijacked vaccine shipments will begin to show up in the hands of various city gangs at outrageous prices.

Mugging: If you find a PC alone on the street in a city, why not have that PC get mugged? Muggings can range anywhere from something as serious as a severe drubbing to as little as a purloined wallet. If you are nice, you might even face the PC with a very minor talent, then allow the PC to turn the tables on the mugger. After all, the encounter is really only for entertainment value.

Protest Marchers: There is a lot of civil unrest in the world of Dark Conspiracy, and many people act that unrest out by conducting public demonstrations or protest marches. Sometimes these marches turn violent, especially if confronted by gangs hired to break up the marches by politically motivated corporations.

Random Shooting: Someone cracks from daily pressure and machineguns a shopping mall, bazookas a bus, or wires him- or herself with dynamite and threatens to take a restaurant full of people with him. Unfortunately for the PCs, they happen to be in the vicinity at the time.

Robbery: There are few things in life more disturbing than being caught in a dangerous situation entirely by accident. Such is the case of being an innocent bystander at an armed robbery. This encounter can be run when the PCs enter a shop of any kind; but it is especially nice in a bank, where



the amount of money to be gained is so much larger and the lives of bystanders seems so much cheaper by comparison.

Rogue Robot: A security robot has gone rogue, either due to mechanical failure or some sort of deliberate tampering with its programming. It begins shooting randomly at pedestrians and vehicles passing by on the street. This could as easily be a servant robot which suddenly drops the parcels it is carrying and attacks its owner.

Security Sweep: A squad of well-armed corporate security goons sweeps through the slum area the PCs are in. They are looking for someone else (probably), but are none too gentle in their methods or considerate in how they handle the locals. They are also afraid, which makes them especially dangerous.

Shadow: The player characters aren't the only investigators in the world. There are always local talents lurking about, trying to make sense of the world, as well. These include local police, of course, plus private detectives, news reporters, and even neighborhood crime watches. Any and all of these will take an interest in the PCs when they show up and start nosing around. Of course, the PCs are

likely to get nervous when they notice that they are being followed, considering the creatures they are themselves tracking.

Solicitation: Someone wants to sell the PCs something, and the PCs don't want it. The something can be anything from drugs, to stolen watches, to cult pamphlets, to beauty products. What is important is that the someone doing the selling is as pushy, obnoxious, and tenacious as possible. This can be a great encounter to foist on the PCs when they are trying to stake out a place surreptitiously.

Street Thugs: These are merely punks waiting on a corner with nothing to do but watch the PCs. Of course, the players can only assume that their attention is purposeful. If, however, your players do not panic, the street thugs may actually be a good source of information.

Terrorist Bomb: As the PCs are walking down the street, a vehicle or storefront on the other side of the street suddenly blows up. The destroyed facility could be a travel agency, airline, or information bureau for an unpopular foreign government, a restaurant which caters to the rich and powerful, a bookstore selling books which some group finds objectionable, or it may be without obvious motive.





TRAVEL BY HIGHWAY

Most road travel is via the interstate highway system, which is all that remains in good repair. There are few towns left off of the highway.

Abandoned Vehicles: The players pass by a stretch of road where there are many abandoned vehicles. Most of them are rusty. Windshields are smashed, upholstery torn or rotted away, tires gone. Many of the vehicles have bullet holes or were burned out.

Army Convoy: A military convoy passes the players on the highway. It consists of half a dozen to a dozen vehicles travelling at high speed. The core of the convoy is several massive flatbed trucks hauling strangely shaped cargo (covered by tarps). At each end of the convoy are military police pickup trucks with blue lights flashing and loaded with heavily armed soldiers in camouflage fatigues.

Bridge Out: A major highway bridge across a river has collapsed recently, and has not been rebuilt. This will necessitate a long detour.

Detour: A major toxic waste spill has contaminated a length of the highway and the PCs are forced to detour around it. The roadblock will be manned by police and EPA personnel in "moon suits" who will point out a safe route on a road map. The route will carry them well off the normal interstate system, perhaps through parts of the Out-Law.

Ghost Town: A small town along the road appears to be abandoned and collapsing. It may offer shelter for the night to the players, but other wanderers or creatures may have come to the same conclusion.

Hijacking: The PCs come across one or more trucks pulled over onto the shoulder of the road. The truck drivers have their hands up and are being held at gunpoint by one or more thugs, while half a dozen to a dozen more search through the semi-trailer to inspect or off-load the cargo. Several armed and heavily modified vehicles are parked nearby. If the PCs slow down, the hijackers will fire warning shots to encourage them to keep moving.

Police Roadblock: In this encounter, police officers, or agents of some other official agency, are looking for someone or something, and the PCs just happen to be in the neighborhood. The power of this encounter is in the guilt and fear it generates in your PCs. Of course, to keep that alive, you may actually need to have them arrested for something occasionally.

COUNTRYSIDE

These are possible events the players might encounter when travelling off the beaten track.

Agricorp Troubleshooters: A small party of armed guards, perhaps escorting an engineer or mechanic, fly over the PCs by helicopter. They may land or just keep going, depending on the mission the referee assigns to them and, perhaps, to their NPC motivation result. If they land they may warn the players away from agricorp land, attempt to intimidate them, or actually attack.





Animals Flee: Something spooks all animals in the PCs' vicinity and sends them scurrying for safety, or maybe even makes them flee the locale entirely. Only penned creatures remain. You don't have to explain this to the PCs at all—just let them wonder.

Biker Gang: There are virtually no law enforcement agencies patrolling the back roads anymore, and biker gangs roam freely. All of them are armed and willing to defend themselves against other gangs, and many live by extorting food and money from the remaining local residents. A few enjoy robbing and murdering passing travellers.

Cultivator: Cultivators are huge automated mobile farm machines programmed to plow, plant, fertilize, spray, or harvest crops. (See the Kraus Maffei-Deere Auto-Farmer on page 313.) Most have obstacle avoidance visual and radar sensors and laser cutters to enable them to remove trees and rocks which might damage their cultivating equipment.

Cultivators will not normally react to the presence of the PCs, but if a cultivator has gone rogue (see Rogue Robot on page 159) it will pursue them and attempt to kill them. It is not very fast (16 meters per combat phase) and has a very low Initiative rating. Also, many of its attempts to kill will be misdirected and ineffective. It may, for example, attempt to spray the players with insecticide, or "weed" them (pick them up and drop them in a mulching chamber, from which the PCs can escape fairly easily).

Local Law: A local sheriff's deputy demands that the PCs stop and submit to a search. He may arrest them on trumped up charges, attempt to extort a bribe, or simply let them go on their way, depending on his NPC motivation result.

Nomad Tribe: A clan of nomads suddenly appears, or the PCs stumble across their encampment. This can be anything from a Native American tribe living in their original life-style to a '60s-style hippie commune, complete with rusty Volkswagen microbusses and naked children named Moon-beam Love.

Nomads will be suspicious of any outsiders and may react with violence or panic. If their confidence



can be gained, however, they may prove to be a valuable source of information and even assistance.

Road Out: The back road the PCs are travelling simply stops. One of the giant agricorps has decided that it has no need of the road and so has just plowed it under. As the road emerges from a copse of trees, the players see only miles of muddy, plowed fields stretching out before them. Even a four-wheel-drive truck will have difficulty crossing it.

Toxic Dump: While making their way through a remote area of the countryside, the players come across a secret toxic dump site. This may be very old and abandoned or it may be new and still in use. Perhaps it will form the basis of a new adventure.

Wandering Mystic: A wise (or crazy) man or woman is encountered. He or she lives off the land and leads a solitary existence to better attune him or herself to the land and its natural creatures. The mystic will be very familiar with the area and its dangers.



ANYWHERE

These encounters can be added to any of the above lists.

Dog Pack: Whether in a city or in the country, an attack by a pack of starving animals can be a wonderful way to get the PCs' heart pounding. These need not be dogs—rats and other creatures work nicely, too. (See "Beasties," pages 177-201, for statistics.)

Doldrums: For some unexplained reason, empathic characters find their empathic powers halved, or even negated entirely, for hours or days, as if a wave of mundaneness swept the world. Fortunately for the PCs, the Dark Minions are affected just as strongly.

Freak Accident: A wheel bearing goes out unexpectedly on the PCs' vehicle, or maybe a tire goes flat and throws them toward the ditch. Lightning strikes a tree nearby, or a brick from a chimney falls and almost hits one of them. Storm sewers wash out the soil under a section of road and it collapses under them. A twin-engine plane loses power and crashes

into their hotel room. All of these are examples of freak accidents that have actually happened to someone, sometime. Why not have one happen to your PCs? They are certain to believe there is a mastermind behind the event.

Hit Man: An enemy has sent someone to do the PCs in. It need not have anything to do with the PCs' present mission.

Natural Disaster: This is something like "Freak Accident," above, but it involves events of a grander scope, affecting more creatures. Earthquakes, tornados, blizzards, hurricanes, forest fires, volcano eruptions, tidal waves, and even meteor strikes are examples. The exact disaster will usually depend upon the PCs' geographical location.

Ozone Hole: Weather forecasts in *Dark Conspiracy* include more than just temperature and precipitation. They also include reports on the Earth's ozone layer. Sometimes the ozone will thin in a particular spot, forming a hole that lets dangerous radiation through for days at a time. When this occurs, citizens are warned to stay indoors for the duration. Long-term exposure to the radiation can not only foster cancer, it can also damage the retinas of eyes, leading to blindness.

Unexpected Ally: Not all random encounters need to be negative. The world contains some helpful people, too. In this encounter, the PCs meet someone who offers them unsolicited help, perhaps just in the nick of time.

Visions: For some unexplained reason, empathic characters find their powers effectively doubled for a period of hours or days. It may be that the Earth is giving its defenders a boost, or that the Dark Minions have weakened the fabric of reality. In the latter case, the PCs won't be the only ones with enhanced powers.

Wild Hunt: If the PCs are having too easy a time of figuring out who is behind the current mystery, throw a wrench in the works by having a completely different Dark Race attack them in a random sweep through their area. Dark elves might be looking for new playthings; ETs might be collecting lab specimens; other creatures might just be hungry.

HUMAN NPCS



Yuri kept the van running while Hadyn and I went in to find the girl. I forget exactly why, but we'd all decided the time had come to check out Col. Leeds' country estate. Only problem was, we had just the vaguest idea where to find it. All we knew was that it had a Rural Route 5 address, which meant it was somewhere southwest of the city limits.

That's where the girl came in. She'd told Hadyn over the phone that her boyfriend had given her directions to the place, for the weinieroast where he and all his buddies had disappeared. Fortunately for us, she hadn't gone to the festivities, or she'd be missing, too.



The girl told Hadyn to meet her that evening at a frat house party just off campus. Like I said, Yuri stayed with the van while Hadyn and I went in. The noise was incredible. We heard the stereo thumping from two blocks away. Inside the building it was deafening. People were jammed elbow to elbow around the walls to make room for dancers, and still they had to shout for their neighbors to hear them. I took a glance around, decided I wanted to keep my hearing for our trip to the Leeds' place, and signaled Hadyn I'd wait for him outside. He nodded understanding and started pushing his way through the crowd; apparently, he'd spotted the girl.

It was cold outside, felt like it might start spitting snow anytime. I was getting chilly just standing there waiting on Hadyn. We'd bought some bottles of garlic extract for our little mission, and just for something to do, I broke one out and started daubing it on my clothes. But my fingers were stiff, and I ended up spilling most of it down my pant leg. Now I was not only cold and wet, I also stunk to high heaven. I guess I was sort of irritable, too, 'cause when this big, blond guy leaving the party

made a remark about me sleeping in a pizzeria, I threw the rest of the bottle on him. He drew back for a punch, and I brought my fists up, squaring for a fight, but then Hadyn came back out and started shoving me toward the van. I hollered at the big guy all the way, which made me feel somewhat better, at least until Yuri started razzing me about stinking up the van enough to make his eyes water. We drove out to the Leeds place with the windows down. Of course, I got all the wind in the back seat, while Yuri and Hadyn had the heater blowing on them in the front.

With the girl's directions, it didn't take long to find the farm. It was along a secondary country road, one of those kind that twist and turn every few hundred feet to follow a creek or avoid a pasture, changing randomly from cracked asphalt to thin gravel and back again. We turned a corner, and there on the right was an old rain barrel with a mail box up on top. In the moonlight we could clearly see the name "Leeds" stenciled across the front. A narrow lane led off the road and disappeared into a weedy grove of elms. The whole place was fenced in like it had been used for pasture or





something in the old days.

Not wanting to arouse suspicion, we drove right on past and stopped about half a mile down the road. We checked our gear—Yuri had his AKM, I had a pump-action shotgun, and Hadyn carried an Uzi and some infrared goggles—and everybody but me splashed on some garlic extract, then we got out and clambered over the fence. Yuri caught his pants on the line of barbed wire on top and tore his inseam open, scratching his leg in the process. Even in the darkness, I could see a trickle of blood against the paleness of his thigh, but he just grunted and moved on.

We'd gotten about a dozen meters into the woods when Hadyn stopped us with a curse. He said he'd picked up a couple dozen human-sized heat sources approaching through the trees ahead. He and Yuri had a quick consultation and decided we were way outnumbered, that we'd better go back. "Sorry, guys," I whispered, "but that's gonna be kind of tough. We got more company coming up behind." They were close enough to spot even without the goggles.

We couldn't go forward, and we couldn't go back, so the only way to go was sideways, toward the open field that bordered Leeds' land. Yuri and Hadyn squeezed off some bursts of fire to discourage pursuit, and we hightailed it. I could hear screaming, so I knew somebody'd been hit, but Hadyn took one last look with the goggles and swore the rest were right behind us. I discovered I could run even faster than I thought. I swear I vaulted the fence, then I spun to cover my buddies as they climbed it. The grove was full of pale shapes with glistening eyes and teeth. One of the things was right behind Hadyn, and my first shell took it in the head. My second and third caught two more just as they left the trees. After that, Yuri and Hadyn were over, and we started a fighting retreat in the direction of the van. The creatures kept coming, but after we dropped eight or 10 of them, the rest ducked low in the weeds. We couldn't see them, but we could hear them howling to each other as they closed in on us.

My heart was hammering to beat the band. I

remember screaming "Run!" but it was no use. We had only taken a few steps when we discovered that there were more of the things laying in ambush between us and the van. I emptied the shotgun at dim shapes, never certain if I was firing at enemies or at shadows, then pulled my knife and prepared to sell my life dearly.

They came loping at us, screeching like madmen. I remember slashing one across the face, then I was blinded by a spotlight bouncing toward us across the field. My eyes felt like they had been stabbed with ice picks. I could hear an engine racing, and the light kept getting brighter, but I couldn't really see anything. "This is it," I thought. "It's Leeds come to run us down, and I can't even see to get out of the way."

The vehicle stopped just a couple of meters away, and the spotlight swept across the field. "Get in, quick." I heard somebody say, and I obeyed. I could just make out that it was a pickup truck, and as I climbed in the back, I saw that it had black lights strapped on all around. Yuri jumped in beside me, then cursed as Hadyn dropped in on top of him. "Hang on" the driver shouted, and we started jouncing across the field, back toward the road, plowing through whatever got in our way. A few minutes later, we were headed back into town, with a new ally to help us fight the creatures.

And that's the story of how we met Fred Brody.

As we've explained earlier, while the players in a roleplaying adventure have only to concentrate on playing a single character, the referee has to play the part of an entire world of NPCs. In the narrative example above, for instance, while the players concentrate on Hadyn, Yuri, and Marcus (the narrator), the referee must play the part of the girl Hadyn speaks to, the crowd at the frat party, the guy who insults Marcus at the door, the hordes of creatures at the Leeds farm, and the driver of the rescue vehicle. But this narrative provides only a tiny view of the work that is involved. What Marcus sees doesn't reveal the referee's efforts at being true to all the NPCs' motivations, nor the headwork



involved in keeping track of the NPCs' positions in the fight and the wounds that individual NPCs suffer.

Of course, considering the multitude of NPCs that appear in most any adventure, it just isn't feasible for everyone of them to be generated in the same detail as are PCs. Nor would it actually be helpful, because the referee would easily become lost in such detail. For this reason, the vast majority of NPCs in *Dark Conspiracy* are kept track of in a sort of shorthand notation, with the most important ones receiving the most detail. This shorthand notation makes them easiest for the referee to use during the heat of play.

When player characters first meet new acquaintances, the first thing that they should notice about them is their appearance, just as in real life. Then they will come to learn something about their personalities and major abilities, discovering more the longer they know the NPCs. For simplicity's sake, however, let us discuss these things in reverse order, beginning with combat statistics as a framework upon which to hang the rest.

NPCS IN COMBAT

In terms of combat statistics, the majority of NPCs are ranked as one of four levels of experience—Novice, Experienced, Veteran, and Elite—and these experience levels dictate their Initiative, attributes, and combat skills. The table below reveals those stats for each experience level. On this table, *Level* refers to experience level, *Initiative* refers to the corresponding Initiative rating, *Attributes* indicates the average attribute level, *Skill* refers to the average rating of the NPC's combat skills, and *Damage* indicates the number of wound points the NPC causes in an unarmed combat attack.

NPC STATS

<i>Level</i>	<i>Initiative</i>	<i>Attributes</i>	<i>Skill</i>	<i>Damage</i>
Elite	5	7	6	4
Veteran	4	6	5	3
Experienced	3	5	4	2
Novice	1	5	2	1

Note that while these attribute and skill numbers reflect the average for an NPC of a particular level, referees who desire more detail may choose to raise or lower a statistic for a particular NPC. For instance, an Experienced street gang member has an average combat skill of 4, but actually would likely have a Heavy Weapons skill of 0, and might (if the referee desires) even have an Archery or Melee Combat skill of 5 or 6. Similarly, that gang member has an average attribute level of 5, but might have an Education of 2 and an Agility of 8. The point is that these average stats are intended to help make the referee's job easier, not to lock referees into a fixed set of numbers.

NPC Panic: NPCs use the same panic system as PCs. This means that while PCs can reach an Initiative of 6, in which case they never panic, even Elite NPCs have some chance of panicking.

NPC Hit Capacity: It is entirely too much of a headache to keep track of multiple wounds and their locations on every NPC. For this reason, NPCs, regardless of experience level, are assumed to have a standard, overall hit capacity of 20, divided into two rows of 10 (see the standard NPC form on page 331). When an NPC first takes a wound, he or she is considered slightly wounded and suffers a -1 to Initiative. Once the first row is filled, excess points are marked off the second row. With the first point marked off the second row, the NPC is considered seriously wounded and takes an additional -2 to Initiative. As well, seriously wounded NPCs must succeed at a percentile roll versus Constitution every phase in which they attempt to act, or they become unconscious (just as with player characters).

Note that NPC damage is not assigned to specific hit locations, as it is for PCs. However, hit locations should still be rolled for two reasons. First, if an attack on an NPC strikes an armored hit location, the armor takes effect normally. Second, if any attack strikes an NPC in the head, damage for that attack is doubled. This reflects the fact that hits to the head by firearms are especially deadly. Also, it allows PCs to aim melee attacks to the head, trading a more difficult attack for increased damage.



Note also hit points for beasties and dark races are not always divided into equal rows.

OTHER NPC SKILLS

Of course, the combat skills listed above will not be the only skills an NPC has. In fact, for many NPCs (perhaps most), the player characters will never have occasion to know their combat skills. Instead, they will be known for their expertise in some other field. These skill levels should be assigned by the referee, as seems appropriate to the situation.

For example, if the PCs have sought out an expert chemist, that character can be assigned a Chemistry skill of perhaps 8 or 9. If it turns out that the chemist has some cause to use a computer while the PCs are present, the referee can assign the NPC an appropriate amount of Computer skill. Note that these skill levels need not even be decided upon ahead of time, but can be set during play, allowing the referee to create new NPCs at a moment's notice.

Also note that the expert chemist might only be a Novice in terms of combat.

NPC MOTIVATIONS

By NPC motivations, we mean the drives that guide an NPC, giving that character a reason for acting as an individual. In many cases, the motivations of NPCs are either obvious or unimportant. The referee need not work up detailed motivations for a cabbie who merely takes the PCs to an airport, or for every member of a lynch mob. Obviously, the cabbie's motivation is to do a job and make some money, and the lynch mob members all share a common motivation to string someone up. Of course, if the cabbie is actually a Dark Minion stooge who is tracking the NPCs, or if one of the lynch mob members is actually a government agent waiting for an opportunity to free the mob's victim, then these NPCs have slightly more detailed motivations. But even these motivations are fairly straightforward. For most NPCs, then, motivation will depend upon the role the character plays in the adventure.

But some NPCs play such a large part in the player characters' experiences that details of their



personalities become very important. In such cases, referees have one of two choices. They can invent the NPC's motivations themselves, based upon what they think the NPC should be like, or they can generate the motivations randomly with a deck of playing cards, using the system described here.

To generate an NPC's motivations, draw two cards from a standard deck of playing cards. The card with the highest value determines the NPC's primary motivation; the lower reveals the secondary motivation. Each card's suit dictates the direction that motivation takes, and its face value determines the motivation's strength or its particular bent.

Aces and face cards indicate special motivations. If a special card is drawn, it is automatically the NPC's primary motivation. If two special cards are drawn, the NPC has two primary motivations competing with each other for dominance.

The various possibilities are summarized in the



Spades: Ambition

table on page 331 and explained below.

Spades: Ambition

These NPCs seek personal power and influence. A "somewhat ambitious" NPC will be inclined toward boastfulness and a desire to impress other people. "Moderately ambitious" NPCs are driven to attain positions of high responsibility. A "very ambitious" NPC will be overwhelmed by a desire to manipulate and control others.

Jack, Pompous: Pompous NPCs are conceited and arrogant in their dealings with others. They consider themselves to be clearly superior to everyone around them, and they make no secret of that conviction.

Hearts: Sociability

Queen, Ruthless: This NPC will let nothing stand in the way of achieving any goal and feels no concern for the needs of others. Such NPCs can feign affection, devotion, sincerity, or anything else that serves their purpose, but actually they feel nothing.

King, Deceitful: The NPC has no respect for honesty. Depending upon the referee's decision, deceitful NPCs may be pathological liars, or they may use the truth

deceitfully, giving just enough information to guarantee their victims are misled. The actual direction of their deceitfulness will generally depend upon their secondary motivation.

Ace, Charismatic: The NPC is a charismatic leader to whom others are naturally drawn. Often, such NPCs have high empathic skills. Some of these NPCs are honorable and just, others are cruel and manipulative. The referee can decide based upon the adventure situation and/or the particular NPC's secondary motivation.

Hearts: Sociability

Such NPCs are highly influenced by their love of people. They tend to be friendly, loyal, and just. A "somewhat sociable" NPC will be amiable, talkative, and cooperative with most everyone. "Moderately sociable" NPCs will have a strong sense of duty and loyalty to their group. A "very sociable" NPC will have a strong commitment to justice and the welfare of all people, and will react with anger to injustice and brutality.

Jack, Wise: The NPC is unusually wise, either as a result of years of experience, or simply because of astute observation. Such NPCs almost always exhibit good judgment and, if asked, offer sound advice.

Queen, Loving: This NPC loves some other person devotedly, perhaps a spouse, parent, child, or close friend. Such NPCs would willingly sacrifice themselves for the one they love. Alternatively, the NPC may be loving toward absolutely everyone. The choice is up to the referee.

King, Honorable: Honorable NPCs are scrupulously honest in their dealings with everyone. In many cases this is not so much from any concern for others, but from pride in saying that their word of honor is their bond. Such NPCs will typically carry out their promises and social obligations even if it means facing death. In this, they can be as difficult to deter as a stubborn NPC (Club Queen). Honorable NPCs have utter contempt for liars and oathbreakers.





Ace, Just: This NPC sees justice as the greatest virtue a person can display and the only truly important consideration in deciding upon a course of action. Such characters have no respect for cheats and swindlers, and they will wholeheartedly assist any attempt to right an injustice.

Clubs: Violence

These NPCs have a greater likelihood of reacting with violence than do most people. A "somewhat violent" NPC is not frightened or intimidated by threats of violence and will not hesitate to use force if the situation seems to warrant it. A "moderately violent" NPC is aggressive and inclined to view violence as the preferred means of resolving disputes. A "very violent" NPC loves a good fight and either is or wants to be a warrior.

Even a high violence rating does not, however, necessarily indicate that the nonplayer character is brutal or a bully. For example, a "very violent" NPC who was also "very sociable" could be described as friendly, good-natured, and loyal, but also a good person to have with you in a fight.

Jack, Murderous: This NPC is subject to sudden, uncontrollable, murderous rages. Chances are, such NPCs have already killed at least once in a fit of rage. If not, it certainly will not be long before someone crosses them at the wrong time and dies...

Queen, Stubborn: Such NPCs are so stubborn that once they have made up their minds about something, it is nearly impossible to persuade them differently. They tend to scoff at innovation and insist that the "old ways" of doing things are best.

King, Brutal: These NPCs are sadistic brutes who enjoy causing other people pain and grief. They often serve as tools for the Dark Minions, most of them without ever realizing it. Frequently, they are dupes who find themselves propelled to power, seemingly because of unassailable luck, but actually because of Dark Minion manipulation. Just when they think they are most secure, however, their unseen masters suddenly bring them to ruin, and the victimizer becomes the victim.

Ace, War Leader: The NPC is an unusually good

leader in battle, able to inspire confidence in others, and receiving complete obedience from followers. In terms of combat rules, treat such NPCs as having an Initiative of 6 (they never panic), and allow them to predict their opponents' general strategy and be prepared for it.

Diamonds: Greed

The NPC wants to be rich. A "somewhat greedy" NPC will be fairly easy to convince to take a particular course of action as long as money is involved. A "moderately greedy" NPC will drive a harder bargain, but will actually be more willing to take larger risks, provided the payment is sufficient. A "very greedy" NPC will do virtually anything for money, but will insist upon very high fees, and will perhaps attempt treachery if it seems that even more money can be gained by doing so.

Jack, Coward: This NPC is a total coward and will run from danger at every opportunity. (You might say such characters are greedy about their own safety.) If escape is impossible, a coward will cower and refuse to fight.

Queen, Lustful: These NPCs are driven by lust for the opposite sex. Depending



Clubs: Violence



Diamonds: Greed



upon the circumstances, the referee may interpret this as an impersonal lust for all members of that sex or as an obsession for a particular person.

King, Selfish: A selfish NPC never helps without demanding payment and will never give away anything. Such NPCs are convinced that everyone else is just as selfish as they are. As a result, they will demand higher payment than they are due (believing their employers to be holding out on them), and they will jealously guard their own possessions (convinced that everyone else is just waiting for an opportunity to steal them). NPCs this selfish are likely to steal what other people do not guard very closely.

Ace, Generous: In terms of the Dark Conspiracy world, these NPCs are extremely generous. Those who have another heart card as a secondary motivation are so generous that they will gladly give away anything they have to others in need, even if this leaves them with nothing. All others will tend to make generous deals and will refuse payment for favors, unless those favors directly relate to their normal line of business.

NPC APPEARANCE

When you describe an NPC's appearance to the players, you should keep in mind two main goals: You want to make the NPC seem truly alive, and you want the NPC description to help develop or maintain the mood you've set for the adventure. There are a number of things to be considered in doing this.

First, it will help if you take a moment to build a mental picture of the NPC in your own mind. If you can accomplish that, you probably have already succeeded at pretty much everything else we are about to tell you about NPC appearance. Once you have that mental picture, you need to begin thinking about the most dramatic way to convey it to your players.

Generally, this will mean painting a scene, not merely a description of the NPC. After all, characters have to be somewhere when the PCs encounter them. Now paint the basics of that scene in broad

strokes, working in snatches of mood-setting detail. Don't forget to appeal to other senses as well as sight. Sound, smell, touch, and even empathy all add to the impact of a scene. As you continue, work inward from the setting to the NPC, giving details of background before giving details of the character. And add a sense of mystery—something unexplained—to make it obvious that there is more to the character than merely what the PCs sense, that the NPC did not suddenly come into existence just when the player characters arrived, but was living a life long before they came along.

Stereotypes are fine, especially because they serve as a sort of shorthand, getting a lot of information across to the players with a limited number of words. The basics of an NPC's appearance, for instance, will have a lot to do with the NPC's attributes and skills. And once you've appealed to a stereotype in your description, any details that break with that stereotype will become all the more firmly fixed in the players' minds. Along with this, realize that the description you give will do a lot to determine what the players think about that NPC from this point on. Just as in real life, first impressions *do* make a major difference.

Finally, recognize that knowing when to avoid detail can be as important as knowing when to include it. The players are likely to be much more nervous about a figure that their characters can't quite see than about one they can see clearly, however hideous it is.

STOCK NPCs

As we have mentioned, in describing NPCs it is often helpful to appeal to stereotypes to most quickly sketch out the most important information. As a matter of fact, there are a number of types of NPCs that will be encountered so often that it just does not make sense for referees to envision them from scratch each time. We'll call these NPCs *stock NPCs*. They work something like extras from central casting and include such things as gang members, innocent bystanders, and security guards. Descriptions (and illustrations) for a number of these sorts



of characters are appended to the end of this chapter. Referees may wish to create standard descriptions for others that they find recurring frequently in their adventures.

MAJOR NPCs

For the vast majority of NPCs, the type of stats, motivations, and descriptions discussed above will be sufficient. Occasionally, however, an NPC will be so important that the referee may wish to create that character in more detail. This is especially true if the NPC is to be one that the player characters encounter in more than one adventure. In such cases, referees can create the NPC using the full player character generation rules.

Note that such major NPCs should be created with as much thought as is devoted to player characters. Motivations, for instance, should arise out of the NPC's history, rather than being chosen at random. Of course, the referee may still wish to use the playing card system above as a sort of personality notation, perhaps even choosing more than two cards to represent the character.

Also, a player may decide to abandon an old PC and design a new one, in which case the referee might wish to have the old PC take on NPC status. Such characters will often become either major NPCs or important contacts. Contacts are explained below.

CONTACTS

When generic contacts are converted to solid ones, they can be generated with whatever level of detail the referee desires, just as with other NPCs. In general, though, the more important the contact is to a PC, and the more frequently that contact shows up in the adventure campaign, the more detail will be required for that contact.

It is suggested that the referee allow players a strong hand in designing the histories for their contacts. After all, in some ways a contact's history is part of the PC's history. But it is suggested just as strongly that players not be allowed to know exact



numbers for the contact's attributes and skills. To a player, the contact should seem like a living personality, not a collection of numbers that can be exploited. Ideally, then, a contact's basic description will be generated by the player whose character has established that contact, and the referee will then create appropriate attributes and skills to match the description.

In designing a contact's history, a player should justify why that contact would have established a tie with the PC. For example, let us assume that Dara Schwartz (the first sample character at the end of the "Character Generation" chapter) has gotten herself into a terrible mess in an investigation, and the referee has decided to let Dara's player convert one of her generic contacts into a solid one to help. The player says she'd like to convert Dara's first government contact, from her character's initial career as a public employee. During Dara's generation, the player had decided that public employee meant for Dara working at a federal income tax office in her hometown. You will remember that the player's reason for choosing that career was to allow Dara double secondary activities, reflecting her taking adult education courses to prepare for college. After



Beat Cop

college, Dara went on to law school, and from there to a federal law enforcement career.

With all of this in mind, the player suggests to the referee that her initial government contact was a federal law enforcement agent who came to the income tax office on a case and was very impressed by this young woman who was pushing herself so hard to get

a degree and become a federal law enforcement agent herself. He told Dara that if she ever needed a favor, she should give him a call, and eventually, when she finished her degrees, she asked his advice on what federal law enforcement agency to apply to. Ever since that time, he has been keeping tabs on her without mentioning it, letting her develop her skills, but watching to make sure she didn't get in over her head. Now that she is in hot water, he jumps in to help.

Of course, it is the referee who determines just how old this contact is, what his attributes and skills are, and just how much clout he has in his field. If we assume that the NPC was in his mid-20s when Dara first met him, he will now be in his early 40s (five terms have passed for Dara). That and the fact that he is in a position to keep an eye on her would indicate that he has attained a position of some authority, perhaps even a regional directorship. With this all in mind, we can look down the skill list for appropriate skills, or we can simply define him as a Veteran NPC, making up any necessary skill levels as the need arises during play. It just depends upon how much time and energy the referee wants to spend on the NPC.

SAMPLE STOCK NPCs

Each of these characters has a short description, an experience level that determines attributes and combat skills, and a notation of any special skills or abilities not related to the experience level. The referee should give them whatever equipment seems appropriate for their skills and the current situation.





Beat Cops

With the constant rise in urban populations, local police forces have returned to putting walking patrols back on the streets. Beat cops patrol in pairs, at a minimum, and they live in the neighborhoods they patrol.

These cops do not try to deal with every crime they see. Rather, they think of themselves as something like dampening rods in nuclear reactor, keeping the reaction from running completely out of control. Nonetheless, they are heavily armed and armored, and they are under constant radio surveillance by their headquarters.

Few citizens are foolish or deperate enough to start a battle with their neighborhood cops.

Level: Veteran.

Skills: As per Veteran NPCs, plus Leadership 6, Interrogation 4, Observation 6, and Streetwise 6.

Normal Armament: Flak jacket and pistol, with a pump shotgun or assault rifle available in their vehicle (if any).

Bikers

The breakdown of law and order in rural areas has led to an increase in brigandage. Due to the poor state of most rural roads, motorcycles are natural sources of mobility, because of their off-road capability. These gangs, usually including one or two dozen bikers (roll 4D6), are well-armed and murderously violent.

Level: Veteran.

Skills: As per Veteran NPCs.

Normal Armament: Knives, pistols, shotguns, and occasional submachineguns.

Cultists

One consequence of the worldwide depression has been the rise of literally millions of street-corner prophets, each teaching their own brand of apocalyptic "truth." As a result, the streets are filled with religious disciples of every stripe. Some few hold to justifiable teachings of tolerance, kindness, and hope. But most just devote themselves to blindly

following a highly charismatic leader, many even to death.

By *cultists*, we mean the latter type. They tend to be fanatically evangelical, forming barricades across city streets and accosting citizens as they pass by. Generally, they have two messages for their listeners—the first is that love and peace can be found in their leader, and the second is that they need money to spread the message.

Unfortunately, their peace and love cannot survive far from the presence of their leader. If these cultists are separated from their group, they tend to become panicked and confused, then despondent or even suicidal.

Level: Novice.

Skills: As per Novice NPCs, plus Persuade 2.

Normal Armament: None.

Derelicts

Derelicts are the unemployed and homeless who have given up any hope of regaining a normal life, but who lead a solitary existence, rather than joining a corporate sanctuary or cultist enclave. They can be of any age; many are alcoholics, drug addicts, or mentally ill.

The main secret of living as a derelict is to know how to avoid trouble. One way of doing this is to avoid drawing attention to oneself. If that fails, then the other method is to move on to somewhere else.

Successful derelicts can be wellsprings of information, if



Biker



Cultist



Derelict



Gidget

Eco-Warrior



Ganger



they trust someone enough to tell what they know.

Level: Novice.

Skills: As per Novice NPCs, but additionally with Act/Bluff 4, Luck 6, Observation 7, and Stealth 5. Some also have Foreboding 3.

Normal Armament: Knife or club.

Dobies and Gidgets

In almost every society, there will always be some

people who never look outside themselves. They blithely accept whatever they are taught by those in authority, and they never even get a hint that there are other cultures that see things differently.

In earlier times, these people were called "clods," "peasants," or perhaps "good old boys." In the world of Dark Conspiracy, such men are called Dobies (after "Dobie Gillis," an American sitcom of the '60s), and such women are called Gidgets (after a series of popular movies from around the same time period).

Because of the reduced travel of the Greater Depression and the increased suspicion of outsiders, most villages, towns, and even small cities can be considered to be populated primarily by Dobies and Gidgets.

Level: Novice.

Skills: As per Novice level, plus one career skill (referee's choice) at level 4.

Normal Armament: None.

Eco-Warriors

With any cause, if victories are slow in coming and the general public turns a deaf ear, the people of the cause begin to become militant. Such is the case with ecowarriors.

These people have devoted themselves to halting humanity's ruination of the Earth, with violence if necessary. Of course, as that violence escalates, the ecowarriors find themselves forced to adopt ever more advanced, and more destructive, weapons. Eventually, many of them become so caught up in the battle that they lose sight of what they are fighting for.

Pretty much every city and town in Dark Conspiracy has a clandestine group of ecowarriors. In most places, they operate as terrorists, blowing up politically important facilities to pressure local governments to meet their demands. Note that the facilities targeted are not necessarily ecologically harmful, nor are the ecowarriors' demands always concerned with improving the ecology.

Level: Veteran.

Skills: As per Veteran NPCs, plus Demolitions 5, Heavy Weapons 6, Lockpick 4, and Vehicle Use (Wheel Vehicle) 6.

Normal Armament: Pistol and submachinegun. Explosives are often used as well.

Gangers

If anything, street gangs in the Dark Conspiracy future are even more widespread than in the present. That only makes sense: the cities are fuller, and a higher percentage of the populace is unemployed and hopeless of a brighter tomorrow. The need to belong to something, and the need to release frustration, give rise to street gangs.

Gangs always have some flashy name, and they usually have a uniform of some sort, even if it is only a colored scarf or an emblazoned jacket. Members are considered "family," like pre-modern clans, and gang wars tend to concern either clan territory or vengeance for clan deaths.



Most of the time, street gangs only battle each other. But sometimes, just for fun, they will terrorize neighborhood citizens who are not gang members.

Level: Experienced.

Skills: As per Experienced NPCs, plus Stealth 6 and Streetwise 7.

Normal Armament: Knives, zip guns, revolvers, and occasional submachineguns or assault rifles.

Gizmoids

Gizmoids are bright people with a natural talent for mechanics, electronics, or biology (choose one), but who, for one reason or another, do not have a steady job in their field of expertise. For some of them, it is because they couldn't get official training. For others, it is because they have some personality quirk that prevented them from keeping a job once they got it. (Possible personality quirks might range from inability to take orders to such brilliance that they are always working on something new instead of finishing the job at hand.)

Most gizmoids satisfy themselves with working at their field of interest as if it were a hobby, supporting it with some menial job, or possibly even selling enough specialty gizmos to keep themselves solvent, if barely. The latter are seldom picky about working on illegal equipment, whether building or repairing.

Gizmoids tend to be careless dressers and social klutzes. They also tend to wear thick glasses.

Level: Novice.

Skills: As a Novice NPC, plus Biology 8, Electronics 8, Mechanic 8, and/or Physics 8. Also generally Business 4.

Normal Armament: None.

Good Samaritans

For Dark Minions, one of the most frustrating things about humans has been that in the very worst of times is when many of them become the most selfless and loving. In every locality, there are people who are open-handedly helpful, just for the sake of making the world a little brighter for others. This is

what we mean by the term "Good Samaritans."

Good Samaritans cannot only offer player characters material aid toward accomplishing their missions, but they can also offer them hope, reminding them that there are still bright spots in the world and that the Dark Minions have not yet won. As personalities, they tend to be tolerant of others and full of hope.

In terms of adventure pacing, Good Samaritan NPCs serve to relieve players from a constant sense of impending doom (which, perversely, can make that sense of doom fresher when the players return to it).

Some examples of Good Samaritan NPCs would be the faithful village priest and the warm-hearted old couple who take in strays.

Level: Novice.

Skills: As per Novice NPCs, but often with high empathic and Medical skills, as well.

Normal Armament: None.

Government Agents

Generally well dressed and always coolly impersonal, government agents stalk the streets, constantly seeking information that can be used to shift the balance of power into the hands of their agencies. These NPCs can show up with no prior warning, whether to lend the player characters an unexpected hand in their cur-



Gizmoid



Good Samaritan



Government Agent



Igor

Level: Elite.

Mother Earther

Skills: As per Elite NPCs, plus Act/Bluff 7, Dis-

rent mission, or to warn them off. In either case, though, government agents are likely to treat the player characters as rank novices who would screw things up completely without the help they offer.

Government agents tend to have lots of nifty equipment to pass out when the going gets tough, but they are likely to be very picky in their judgment as to when that time has arrived.



Security Guard

although they may be cunning, and are brutal, sadistic, selfish, and completely dishonest, much like their masters.



Igors

Igors is the term commonly used among Dark Minion hunters when referring to humans who serve the Dark Minions. These servants can be of nearly any sort, but most are of less-than-outstanding intelligence,

Igors often work in groups, especially those who are too stupid or cowardly to accomplish much on their own. Every city has its share of Igors lurking in the shadows, just waiting for a chance to do some mischief for their masters.

Level: Experienced.

Skills: As per Experienced NPCs.

Normal Armament: Various.

Mother Earthers

Despite the collapse of a widespread farm economy, many people have refused to leave their farms or villages. They remain on the land that their families have owned for generations, raising gardens large enough to support their own needs, and hunting the abandoned fields around them for wildlife. As a result, they have regained a number of skills that had been largely forgotten in the 20th century.

In general, these people have come to be called Mother Earthers. They tend to be wary of strangers, but if convinced of a traveller's harmlessness, they can be very openhanded in sharing what they have. As well, most are more than willing to help out in any sort of task against the corporate farms that financially ruined them.

Level: Experienced.

Skills: As per Experienced NPCs, plus Mechanic 3, Medical 2, Navigation 6, Observation 5, Stealth 5, and Tracking 7. Some, at the referee's option, may have moderate empathic skills (average level 3).

Normal Armament: None.

Security Guards

One of the most plentiful occupations in the Dark Conspiracy world is that of security guard. For one thing, valuables require much more protection than before. For another, the turnover rate among security guards is high, and not because of retirement—it's a dangerous job.

Like beat cops, security guards are almost always found in pairs, and they tend to be heavily armed and armored. While cops are concerned with maintaining some level of civic peace, however, security guards are concerned only for protecting two things—their posts and their lives. Often, their motto is "If in doubt, shoot it."

Level: Veteran.

Skills: As per Veteran NPCs.

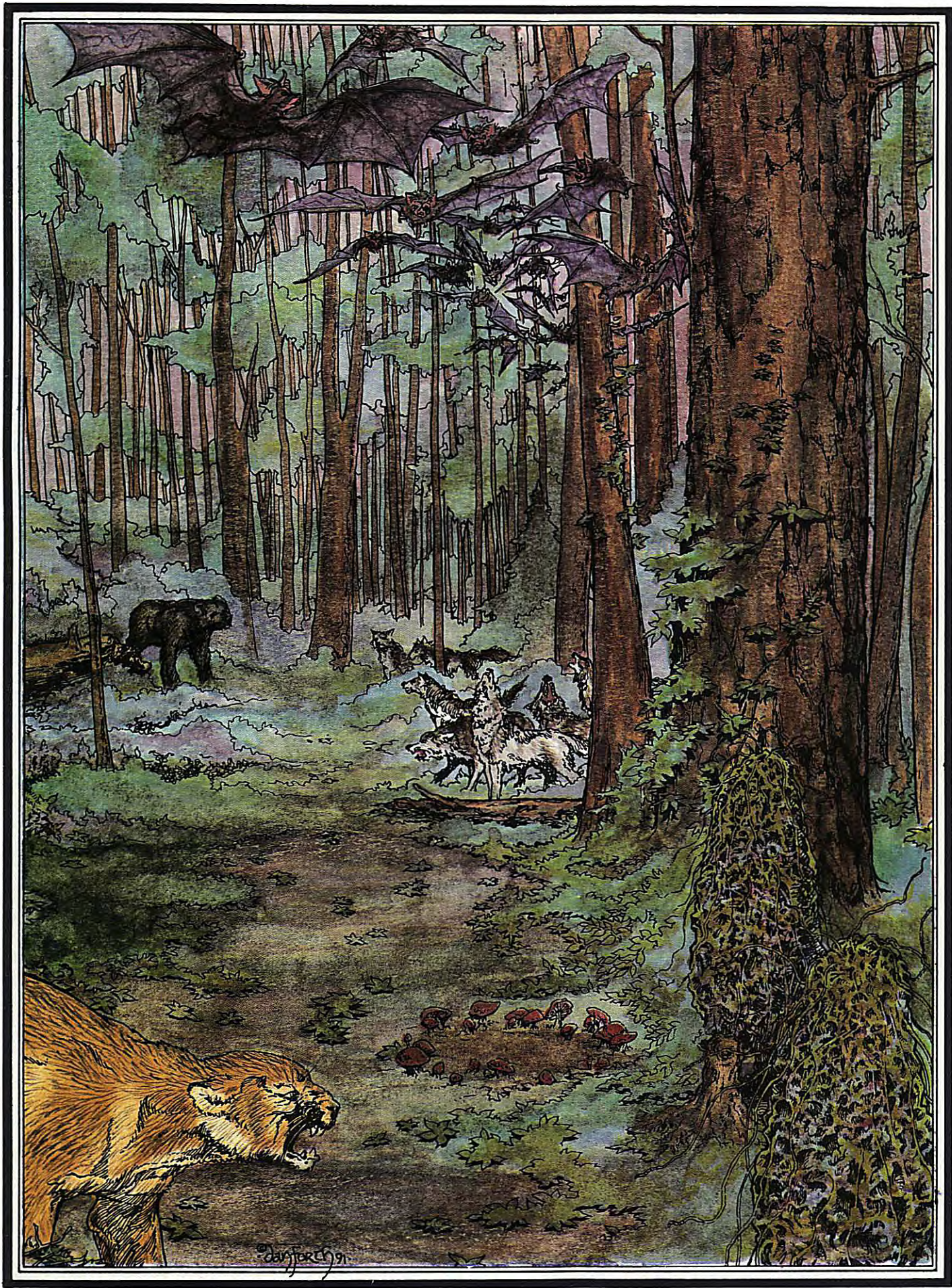
Normal Armament: Flak jacket, pistol, and either an assault rifle, shotgun, or submachinegun.

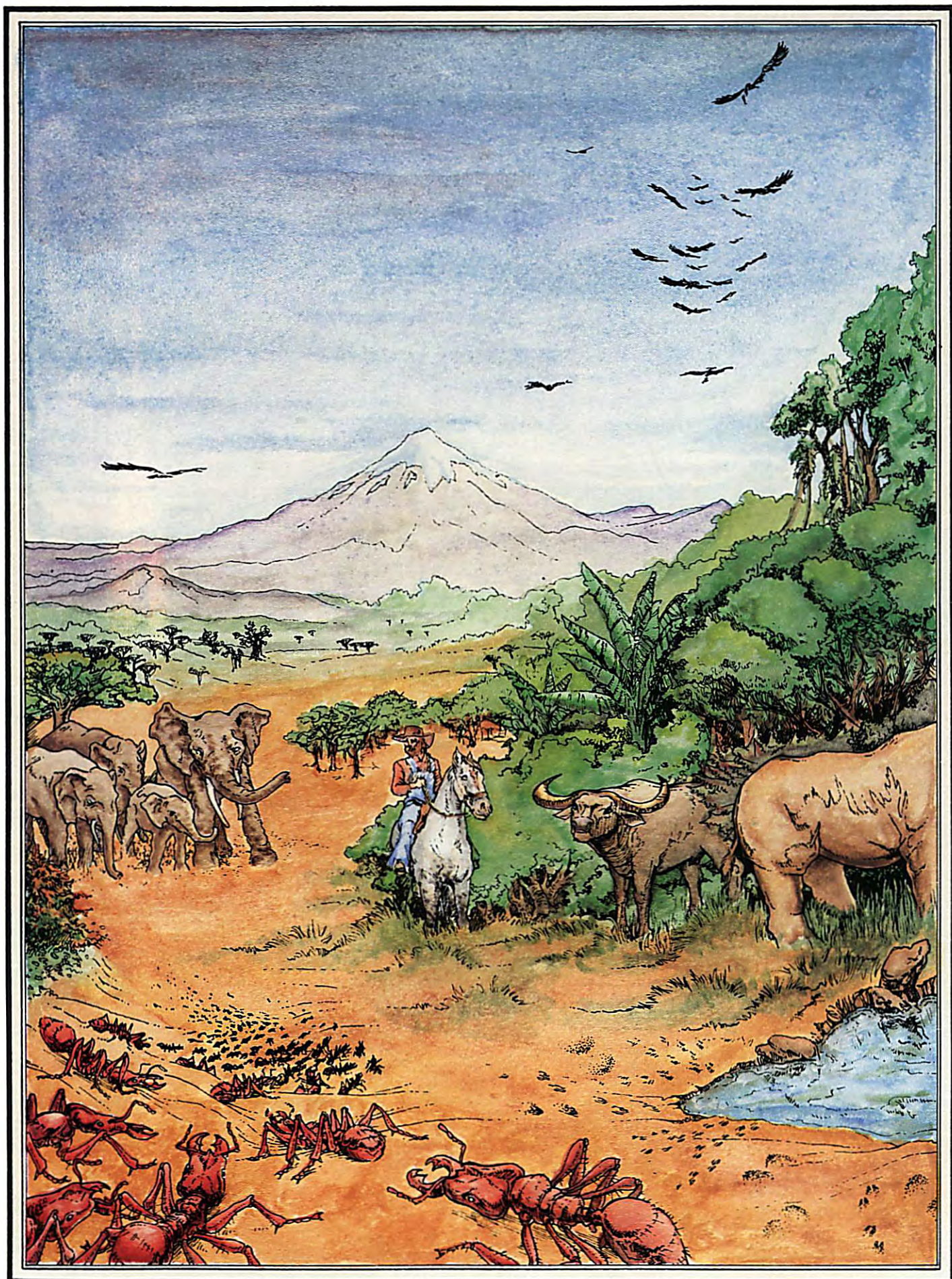
BEASTIES

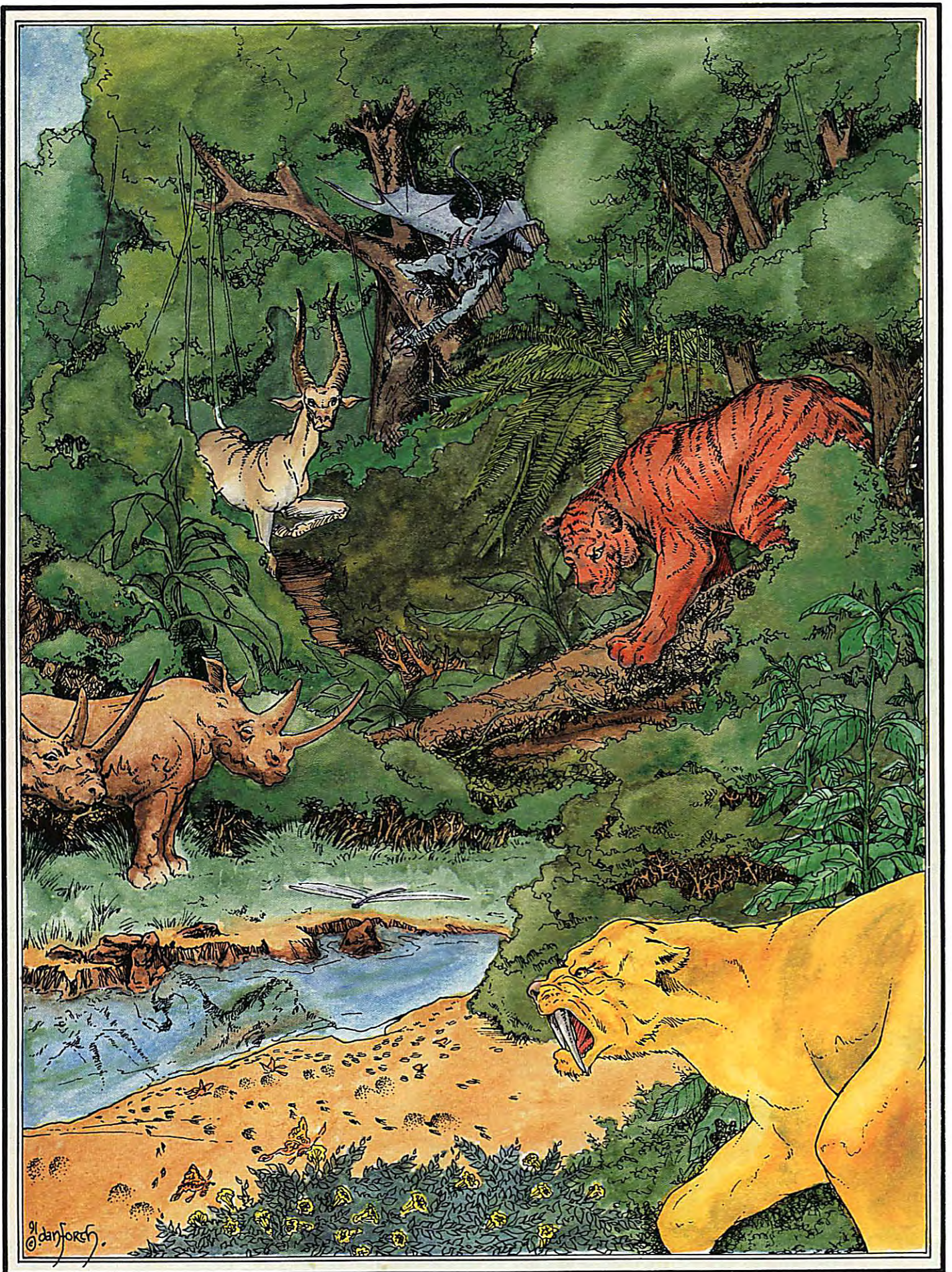
It is not quite accurate to call the collection of creatures in this chapter *animals*. While most of them are animals, there are also some evil plants and some mechanical creatures included in the mix as well. When referring to all of these creatures collectively, then, we use the term *beasties*.



















Beasties can come in handy in several different ways for **Dark Conspiracy** referees. For one thing, true animals can serve as a referee prop to pass warnings along to the PCs. Imagine, for instance, that the PCs are about to enter a Dark Minion-infested area. One of the more empathic PCs might scan the area for animal presence. If that PC senses that there are no native creatures within the area, the PCs will be alerted to be on their guard. Similarly, a pet dog who accompanies the PCs might bristle and growl upon being taken into the area. In either case, the referee has been able to use animals (or the lack of them) to convey important information to the adventurers.

Those same examples demonstrate another important use of beasties in **Dark Conspiracy** adventures, however. That is, they can be used to help set atmosphere. Whatever mood native animals demonstrate is naturally passed on, at least to some degree, to the PCs. In the examples above, the PCs will feel a sense of ominous menace hanging over the area, and that mood will have been communicated much more effectively than if the referee had simply said, "You feel a sense of ominous menace."

Of course, another major way of using beasties to convey the foreboding of **Dark Conspiracy** adventures is by using mutated creatures, or alien ones. Alien creatures can portray the sense of otherness desirable in **Dark Conspiracy**. Mutated terran creatures can do not only that, they can also convey a sense of ruination brought about by the Dark Minions. Their warped condition can play upon the PCs' emotions of pity and righteous anger: pity for the despoiled creatures, and righteous anger to thwart the Dark Minions' future plans.

Beasties also help bridge the gap between impersonal circumstance and personal enemies. That is, animals can be as implacable as any natural force, but if handled correctly, they can also convey the sense of malevolent personality necessary to make players feel satisfied when their characters have bested them. It all depends upon how the referee portrays them. If the referee tries to get inside a beast's mind, to feel its desires and fears as much



as with any other NPC, that referee's portrayal will be much more effective and entertaining than if the creature is merely played mechanically.

That brings us to our next point, which involves the reason for putting beasties' statistics and combat rules here, rather than in the "Combat & Damage" chapter of the players' part of this book. If the players do not know exactly what abilities and numerical ratings a particular beastly has, they will be much more likely to picture it as a living being than if they know its every secret in game terms. Remember, the more involved players are with story, and the less they're involved with numbers and mechanics, the more the essential sense of mystery is preserved.

Finally, it might be helpful to think of beasties as low-grade NPCs. Generally, they will be easier to best than human or Darkling opponents. Even if the beasties are physically powerful, the PCs should be able to outsmart them, or at least the PCs will have the advantage of special equipment and firepower.



Beasty opponents can give the PCs a chance to develop their skills before taking on more formidable foes.

This chapter includes all sorts of beastly listings, from natural terran animals to entirely otherworldly creatures. From these examples, referees will be able to extrapolate others for their own game worlds, thus keeping those worlds ever fresh and changing. Before looking at those listings, however, let's go over some general rules for using beasties in combat situations.

BEASTY COMBAT

Basically, beastly combat follows the same rules as human melee combat, with the following exceptions and clarifications. Note that, as with normal combat, all distances here are calculated in meters.

Beasty Movement

In general, beasties have three different movement rates: walk, trot, or run (although some beasties are not able to run, and some swim or fly). The number of meters moved at each rate depends upon

the type of creature, and is listed with that creature's statistics in the descriptions below.

Mounts in Combat

Riding a draft animal is considered an action in the same manner as driving a vehicle. The referee should refer to the vehicle movement rules on pages 109-112 for details.

Horses, mules, camels, and the like may be ridden in combat. A walking animal can be ridden safely by virtually everyone. Riding a trotting animal requires an Easy test of Agility for characters without Horsemanship; those with this skill pass this test automatically. Characters with Horsemanship skill have a maximum safe speed on a horse equal to 20+Horsemanship. For these characters, riding at or under the safe speed is automatically successful. Riding at greater than the safe speed—up to 40 meters per phase (full gallop)—is done at the risk of falling off. To avoid a fall requires an Average test of Horsemanship or a Difficult test of Agility, rolled once per phase. Failure results in a fall, 1D6-3 hits being suffered to a randomly rolled hit location. Critical failure results in some serious injury to horse and/or rider, as determined by the referee, based upon the exact situation in which the mishap occurred. Injuries to a horse might include breaking a leg in a chuckhole, tearing a muscle during a leap, or becoming bogged in mud in such a way as to cause injury. As well, it is likely that the rider has fallen and suffered damage as per a normal failure.

Beasty Attacks

In general, beasties attack as if engaging in armed melee combat. This means that a beastly attack cannot be blocked by an unarmed character, but may only be blocked with a melee weapon. Some beasties attack with diving blows, which cannot be blocked but can be dodged. Some beasties have poison attacks. Poison is covered in the "Combat & Damage" chapter.

Beasty Morale

Whenever a beastly first suffers damage from a combat, there is a chance it will flee. Each beastly



has a chance of attacking listed with its other statistics. This is the likelihood that the creature will attack when first encountered if the PCs stumble upon it accidentally. (Of course, if the referee planted the creature intentionally, whether it attacks or not is entirely dependent upon the referee.) That chance of attacking serves also as the likelihood that the beastly will continue to attack even if wounded. By the same token, when a beastly is killed or rendered unconscious, an equal chance exists that any other beastlies in its group will flee. This die roll is made each time a beastly is killed or rendered unconscious.

BEASTLY LISTINGS

The listings below give information necessary for running any particular beastly, including basic statistics and special rules applicable only to that creature. The creature entries are listed in alphabetical order. The statistic headings are explained as follows:

Appear: Some creatures are typically encountered alone, others in groups. The *# Appear* listing gives either a number or a die roll to indicate how many of a particular type of beastly will be together.

Attack: This heading gives referees an indication of what the chances are that the creature(s) will attack if encountered. However, referees should not feel bound by this notation. Specific circumstances may make the creature(s) more or less prone to attack, at the referee's option.

The *Attack* number is also the percent chance that the creature(s) will continue to attack after being wounded.

Move: The first number listed under "Move" is the beastly's walking speed, followed by its trotting speed, and then its running speed (if any).

Initiative: This is the beastly's Initiative number in combat. It operates exactly as do human Initiative ratings.

Strength: Obviously, this gives a Strength rating for the beastly. It is useful in determining effects of diving blows, etc.

Constitution: Just as obviously, this gives a Constitution rating for the beastly, which is also useful for determining effects of diving blows, as well as for saves versus poison, etc.

Agility: Again, not surprisingly, this refers to the beastly's Agility rating. It is useful for determining such things as whether or not the creature avoids a diving blow.

Skill: This number represents the beastly's ability to hit an opponent in melee combat.

Dam.: An abbreviation for "Damage," this identifies the amount of harm a beastly does with a



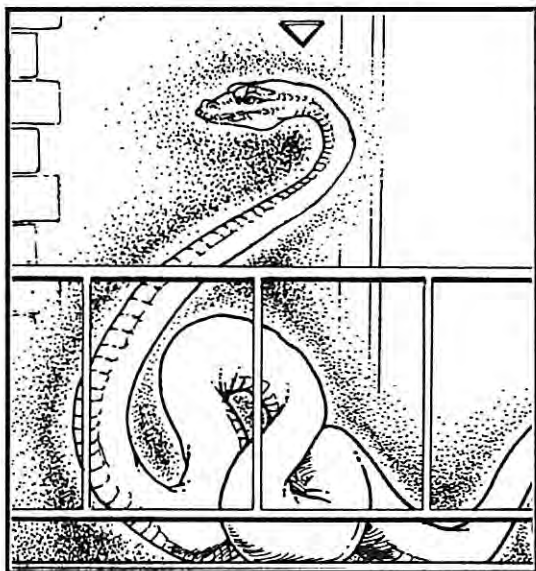


successful melee attack. Note that while PCs have a set number for their unarmed combat damage rating, many beasties have a die roll. (Some even have a poison damage notation, as explained above.)

Hits: Beasty hit points are split into two sections: The first number listed is the first section; the second one is the total number of hit points. Any damage is a slight wound, and once damage has begun on the second section, it becomes a serious wound. When the last point of damage has been crossed off, the beasty is unconscious or dying.

Apeps

# Appear: 2D6	Initiative: 4	Agility: 10
Attack: 95%	Strength: 6	Skill/Dam.: 5/1D6
Move: 10/30/80	Constitution: 10	Hits: 4/8



According to Egyptian legend, apeps were snake-like creatures that exuded pitch darkness and prowled tombs to guard them from robbers. Nowadays, they prowl the mazy, organic corridors of Dark Minion corporate constructs, guarding them from intrusion by outsiders.

Apeps are roughly of a size with the largest pythons. They are highly empathic by nature, with incredible skillfulness at the use of Human Empathy and Project Emotion. This latter skill is used primarily to project a conviction of blindness, preventing the apeps from being seen, but if an apep elects to forgo a normal action, it can also project panic into its opponents. Targets of these attacks get a save versus Willpower to resist the effects: to save versus panic is an

Average test of Willpower, and to save versus blindness is a Difficult test of Willpower.

Creatures fighting blind against an apep do so at one level increased difficulty. Aimed fire has no effect (you can't hit what you can't see) but auto fire operates as normal, with the exception that range is treated as being one band greater than the actual distance.

Army Ants

# Appear: 3D10	Initiative: 6	Agility: 3
Attack: 90%	Strength: 0	Skill/Dam.: 8/1
Move: 2	Constitution: 1	Hits: 1

One of the results of global warming has been a poleward migration of equatorial creatures, especially insects. Army ants have been encountered even in some parts of the United States, for example. When these creatures are encountered, they will be on a feeding frenzy, eating everything organic in their path.

In combat, the referee should describe them as a carpet of insects that begins at one side of the map and sweeps steadily toward the other. When a character first enters a square containing army ants (or vice versa) that character suffers attack by a number of ants equal to the "# Appear" notation. That many dice are rolled for combat, and for each success, the character takes one point of damage to a random location. Each phase thereafter, another roll is made for "# Appear," and that number of attack dice are added to the previous total.

Hits on army ants are automatic, with the character destroying a number of ants equal to his or her unarmed combat damage rating.

Obviously, fighting army ants is a losing proposi-





tion. However, characters can easily outrun them, unless they find themselves trapped somehow.

Assassinoids

# Appear: 3D6	Initiative: 4	Agility: 4
Attack: 100%	Strength: 1	Skill/Dam.: 5/1p1
Move: 12/24/36	Constitution: 2	Hits: 3/5



Assassinoids are small (hand-sized), multi-legged robot guards programmed to recognize a particular type of creature (typically humans) and attack it. They are created by some undisclosed government agency which uses them primarily to protect top-secret facilities. Vary rarely are they encountered anywhere else. The only way to stop an assassinoid, other than by destroying it, is to turn it off by means of a special code word that its electronic brain will recognize. Of course, usually this code word is changed regularly, to enhance security.

In combat, assassinoids attempt to leap onto their victims (treated as a diving blow). Once they succeed, they cling to the victim and try to inject their poison into it. (See the poison rules, in "Combat & Damage" for details.) Hit locations can be rolled as normal, representing the assassinoids' clambering over their victims in search of an unprotected location. Once an assassinoid has successfully injected its victim, it drops off and flees.

Most assassinoids are loaded with a standard, killing toxin, but occasionally some carry a sleeping drug instead. This drug does no real

damage. Rather, the victim must keep a separate account of "wounds" it causes. The effects of the drug are the same as for regular wounds, but the wound level never progresses beyond serious, and sleep drug-induced damage wears off completely after 10 hours.

Generally, if an assassinoid is damaged it is destroyed. However, if it is reduced to exactly 0 hit points, it can be repaired by a Difficult check of Electronics, and it can be reprogrammed to attack a different type of creature or to recognize a different code word if a successful Difficult check of Computer Operation is made. It may be necessary for the creature's injector to be re-filled, however (it is a Difficult test of Chemistry or Medical to manufacture more of its toxin).

Bats

# Appear: 3D10	Initiative: 6	Agility: 8
Attack: 30%	Strength: 1	Skill/Dam.: 5/1
Move: 10/20	Constitution: 1	Hits: Special*

*When a bat is hit, roll 1D6+2 (round down). If the damage it received exceeds the result of this roll, the bat is dead; otherwise, no effect.

Bats have a long tradition of involvement with horror plots, and Dark Conspiracy adventures are no exception. As insects have proliferated in abandoned rural areas,



creatures that feed on them, including bats, have greatly increased in number, as well. Now, bats are as common in the night skies as birds are during the daytime. And occasionally those bats will swarm to attack animals and even humans.

In combat, a flock of bats will swirl around the characters, individually swooping to attack at ir-



regular intervals, (roll 1D6-1 for each character, to determine how many bats attack the character in that phase) then dodging away. Because of this, it is virtually impossible for the referee to keep track of hits on individual bats. That is why the "Hits" listing for bats has a variable number and a note. As the note says, whenever a bat takes damage, the referee should roll 1D6+2 (round down), and if the damage received is greater than this number, the bat is dead. Otherwise, the bat is injured insufficiently to take note of.

Bears, Common

Appear: 1D6+2 Initiative: 4 Agility: 4
Attack: 40% Strength: 13 Skill/Dam.: 6/2D6
Move: 10/20/40 Constitution: 13 Hits: 20/40



If the PCs spend any time in rural areas, there is a chance that they may encounter dangerous wildlife: bears, for instance. A bear makes two melee attacks per combat phase: one with its claws and one with its jaws. After the first successful claw attack, later claw attacks become grappling attacks instead. (Remember, grappling attacks cannot be

blocked.) This grappling attack is special, inflicting not only controlling hits upon its target, but also causing 1D6 points of damage to the target's chest. As well, once controlling hits have completely subdued the target, the bear's jaw attacks hit automatically and do double damage.

Bears, Grizzly or Polar

Appear: 1 Initiative: 3 Agility: 4
Attack: 45% Strength: 27 Skill/Dam.: 7/3D6
Move: 10/25/50 Constitution: 27 Hits: 25/50

Brown bears and black bears can be dangerous enough, but characters might also have the misfortune of meeting a grizzly or, if in the arctic, a polar bear. Like normal bears, grizzlies and polar bears make two melee attacks per combat phase—one with their claws and one with their jaws—and after

the first successful claw attack, all other claw attacks become grappling attacks. (Remember, grappling attacks cannot be blocked.) This grappling attack is special, however, and inflicts both controlling hits on the target and

2D6 damage points to the target's chest. Once controlling hits have completely subdued the target, the bear's jaw attacks hit automatically, doing double damage. Kodiak bears count as grizzly bears.



Bloats

Appear: 1 Initiative: 2 Agility: 9
Attack: 95% Strength: 1 Skill/Dam.: 6/1D6
Move: 16/32 Constitution: 3 Hits: 5/10

Bloats are amphibious creatures about the size of a human fist, housed in a leathery black shell and covered on all sides with tough, barbed spines which are about four centimeters long. First reported in the

Great Lakes region of North America, bloats are evidently a form of life new to this planet.

The creatures have no evident external sensory organs, and speculation is that they sense vibrations through their quills. (Among the empathic community, it has been hypothesized that they are at least





slightly empathic as well.) On land and water, bloats move by rolling across the surface, which they can do quite rapidly. Under water, they move much more slowly (one-quarter the listed speed) by stroking with their spines. The creatures can also leap as much as three meters straight upward by means of flexing those quills.

Bloats get their name from their manner of feeding. Typically, a bloat will attack some small creature, up to twice its size, impaling the victim upon the quills and slowly sucking body fluids from it. After the victim has died, the bloat will remain attached to the decaying carcass, continuing to take sustenance from the bloating corpse while waiting for carrion eaters to arrive. The bloat then attacks those creatures as well, beginning the cycle once more. In the water, it is not uncommon for a bloat and its victim to be swallowed whole by a larger creature, which then finds its life being drained from the inside.

In combat, a bloat attacks by leaping at larger opponents, continuing to do so until it has made a successful hit, which indicates that it has fastened onto its victim. Damage from that point on is automatic until the bloat is destroyed. Any attacks that miss a bloat once it is attached automatically hit the bloat's victim instead. The only time a bloat will not attack creatures that encounter it is when it is attached to a victim that is not yet quite dead.

Blood Vultures

# Appear: 1D6	Initiative: 4	Agility: 6
Attack: 40%	Strength: 3	Skill/Dam.: 4/1D6
Move: 20/40/80	Constitution: 4	Hits: 5/10



The only real difference between blood vultures and regular vultures is that blood vultures do not wait for dead prey. They attack the living, even the unwounded (although 20% is added to the listed chance of attack if the target is already bleeding).

In combat, blood vultures drop upon their prey and buffet it with their wings while pecking at it with their beaks. They are more likely to hit the head and upper torso than the legs, so 1D6 is rolled on the hit location table, rather than 1D10.

Camels

# Appear: 1D6	Initiative: 3	Agility: 7
Attack: 10%	Strength: 17	Skill/Dam.: 4/1D6
Move: 10/20	Constitution: 18	Hits: 35/65

In desert environments, camels can be indispensable, especially if vehicles are not available or fuel is limited. The creatures can be quite cantankerous, however.

As a beast of burden, a camel can carry loads up to 120 kilograms in weight. Camels seldom attack, but when they do it is a bite attack. It is an Easy test of Horsemanship to calm a biting camel.



Cats, Large

# Appear: 1D6+3	Initiative: 6	Agility: 8
Attack: 40%	Strength: 10	Skill/Dam.: 8/2D6
Move: 10/30/60	Constitution: 10	Hits: 15/25

The category "large cats" includes such felines as lions, leopards, and cougars, creatures that may be encountered in the wild. (See "Tiger" and "Saber-toothed Cat" for *really* large cats.)





On the first combat phase in which a large cat attacks a target, it makes two simultaneous attacks, one a diving blow and the other a melee attack. (But no more than two large cats can be involved in diving attacks on a single target.) In each phase thereafter, the large cat makes only one attack, that being a melee attack.

Cattle

Appear: 3D6 Initiative: 2 Agility: 5
Attack: 20% Strength: 20 Skill/Dam.: 4/1D10
Move: 10/20/25 Constitution: 18 Hits: 15/30



This listing represents animals such as the American bison, the African gnu, and the Asian water buffalo. But it also includes domesticated cattle, many of which have reverted to wild. (Cattle that are still domesticated have only a 5% chance of attack.)

In combat, cattle make diving attacks whenever possible. Note that attacking cattle are not knocked down if they miss their target, unless that target scores a critical success on the attempt to avoid the diving blow. In all other cases, the attacking cattle simply turn and attempt another diving blow in their next Initiative phase.

Cerberoids

Appear: 2D6 Initiative: 6 Agility: —
Attack: 100% Strength: — Skill/Dam.: 6/1p1
Move: — Constitution: — Hits: —

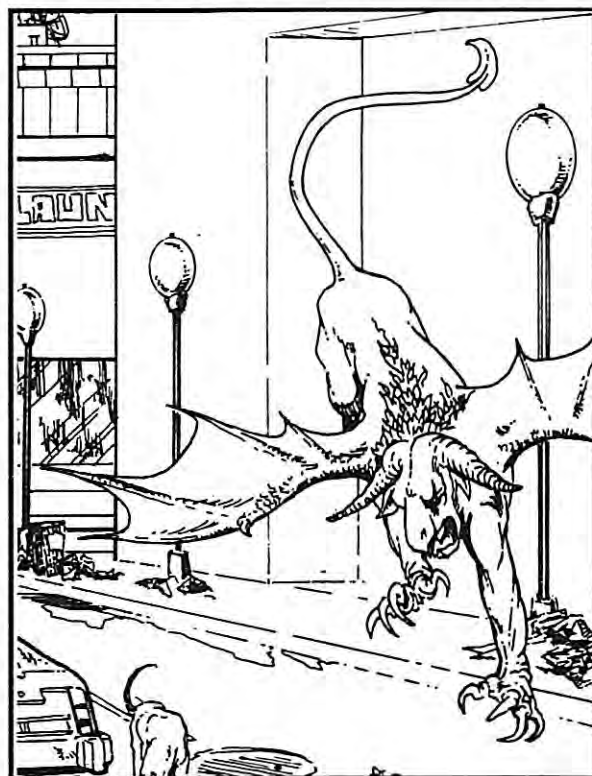
Like human medusas (see the "Dark Races" chapter), cerberoids are terran creatures that have had independently guided, stinger-tipped tentacles grafted to their heads and shoulders. Cerberoids may have originated as nearly any type of animal, and the referee should use the statistics for that particular creature in combat. However, a cerberoid also makes poison attacks in addition to its normal attacks, with each tentacle striking separately. Note that in the statistics above, "# Appear" refers to the number of tentacles grafted onto each animal, and "—" means "not applicable."

Optionally, the referee may wish to allow damage to a cerberoid's head and/or chest count additionally as a chance that some of the tentacles are destroyed. Each wound should be counted separately, and should be multiplied by 10 for a percentage chance that 1D6+2 tentacles (rounded down) are lost. For instance, a blow that did 3 points of damage to the chest would have a 30% chance of severing tentacles.



Chimeras

Appear: 1D6+2 Initiative: 4 Agility: 7
Attack: 80% Strength: 5 Skill/Dam.: 7/1D6
Move: 15/30/60 Constitution: 4 Hits: 15/30





No one knows what chimeras truly look like. These elusive creatures are highly empathic, with powerful natural skills of Animal Empathy, Human Empathy, and Project Emotion, which they use to stir up animal memories in their opponents' minds. As a result, opponents remember only confused images amalgamated from portions of various creatures. Because chimeras invariably flee after taking half their total hit points in damage, there have been no carcasses left to study, either.

Dogs

# Appear: 1D6	Initiative: 4	Agility: 7
Attack: 60%	Strength: 3	Skill/Dam.: 6/1D6
Move: 15/30/60	Constitution: 2	Hits: 4/8



This listing covers quite a bit of ground, including everything from pet Chihuahuas to packs of wild dogs prowling cities or abandoned farms. The statistics above are for a dog of average size and ferocity; the referee may wish to adjust the Strength, Constitution, damage, and hits listings up or down to represent very large or very small dogs.

In the first round in which a dog attacks, it is allowed two simultaneous attacks: one diving blow (representing its leap into combat) and one melee attack (representing its attempts to bite). Due to space restrictions, however, no more than two dogs can make diving attacks on a single character in any combat phase. All other dogs attacking the character make only their melee attack. Note that the diving blow is made only during the first phase in which a dog attacks a character. As long as that dog

remains engaged with that character, it may make no further diving blows.

Dragons

# Appear: 1D6	Initiative: 4	Agility: 3
Attack: 70%	Strength: 8	Skill/Dam.: 7/2D6
Move: 5/10/20	Constitution: 9	Hits: 12/24



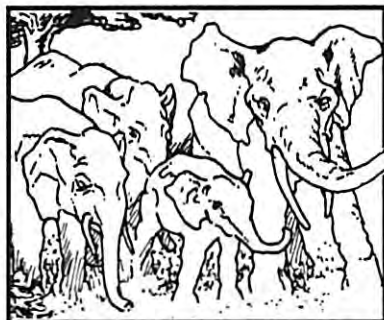
Imagine a desert alligator slightly faster than a human, with a voracious appetite, and you will pretty much know what the beasts called dragons are like. No one is certain whether they are native to the Earth—perhaps at some point in history—or if they have been genetically engineered from existing terran stock. What is known is that they are vicious, and that in arid rural regions they are giving the coyotes and wolves some stiff competition.

In combat, a dragon gets two attacks on its first phase (like a dog): one diving blow and one bite attack. On every phase thereafter, it gets only the bite attack. Additionally, no more than two dragons can perform a diving blow on the target creature, because of space limitations.

Elephants

# Appear: 1	Initiative: 3	Agility: 4
Attack: 20%	Strength: 26	Skill/Dam.: 4/5D6
Move: 10/15/30	Constitution: 26	Hits: 30/60

It may seem odd, at first, to have a listing for elephants. However, not only may the characters



encounter them in Africa, they might also escape from a local zoo, and tabloid stories occasionally mention elephants being kidnapped by UFOs.

When used as beasts of burden, elephants can carry up to 600 kilograms.

If an elephant becomes involved in combat, its first attack is a charge attack, which is treated as a diving attack for purposes of determining success and damage done. (Note that the elephant does not fall prone if the attack fails, unless the target scores a critical success on the attempt to avoid the attack.) As well, this charge requires a panic check from its target. After the first phase of combat, however, an elephant will usually engage in melee (stomping, and goring with its tusks), using the skill and damage listings above for determining hits. When resolving collisions between elephants and vehicles, treat an elephant's weight as five tons.

Horses

# Appear: 1D6	Initiative: 5	Agility: 7
Attack: 10%	Strength: 12	Skill/Dam.: 4/1D6
Move: 10/30/60	Constitution: 11	Hits: 13/25



Sometimes characters may want to use horses rather than vehicles for transportation, especially in rural settings. As well, they may encounter small bands of wild horses in the wilderness. The statistics listed here are adjusted to represent the average equine, and referees may wish to adjust the statistics a bit for larger or smaller creatures, such as Clydesdales or mules.

If used as beasts of burden, horses can carry a number of kilograms equal to 10 times their Strength rating.

Manticores

# Appear: 1D6+3	Initiative: 5	Agility: 8
Attack: 40%	Strength: 10	Skill/Dam.: 8/2D6
Move: 10/30/60	Constitution: 10	Hits: 15/25

Scorpion Tail

# Appear: —	Initiative: —	Agility: —
Attack: —	Strength: —	Skill/Dam.: 2/3p4
Move: —	Constitution: —	Hits: —



Manticores are basically large cats that have had a huge scorpion-like tail grafted onto them. The creatures are so rarely encountered that they are generally thought only legendary.

In combat, manticores get two attacks per round: one with claw or tooth at skill level 8 and doing 2D6 damage, and the second at skill level 2 with tail stinger and doing poison damage rated at 3p4. Once a poison attack has hit, however, the secondary stinger attack does only 3 points of puncture damage for the rest of combat.



Rats

# Appear: 5D10	Initiative: 6	Agility: 7
Attack: 45%	Strength: 1	Skill/Dam.: 3/2
Move: 4/8/15	Constitution: 1	Hits: 1/2



With the world's general economic decline, most localities have less money to spend on keeping rat infestation under control. As a natural result, the rat population has boomed, which has led to increased competition for food, which in turn has led to mounting numbers of rat attacks on human beings.

In combat, rats fight in the same square as their targets. On the first phase of combat, each target will be attacked by 1D6 rats, with an additional 1D6 rats joining upon each subsequent phase until all of them have been accounted for. Typically, hit locations on the target will be lower body. To reflect this, roll 1D6+3 on the hit location chart instead of 1D10.

Rhinos

# Appear: 1	Initiative: 3	Agility: 3
Attack: 30%	Strength: 20	Skill/Dam.: 6/4D6
Move: 10/15/25	Constitution: 20	Hits: 25/50

Like elephants, rhinos can be encountered not

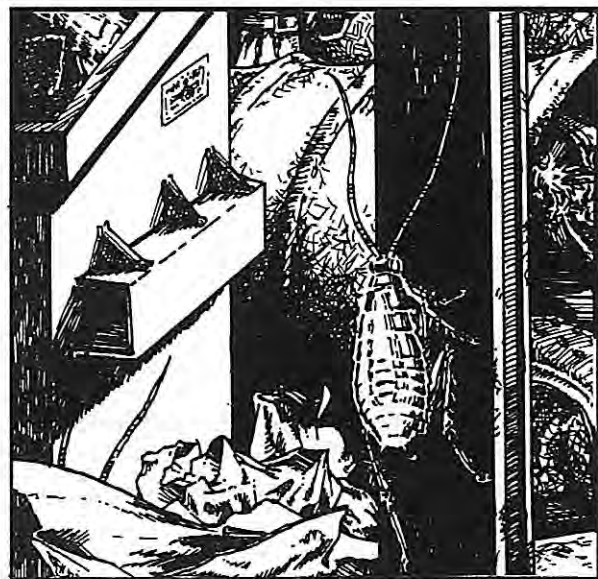


only in their native environment, but also as escapees from zoos. Rhinos in combat do little else but make charge attacks. A rhino's charge does require its targets to make a panic check (as explained in "Combat & Damage"), but for purposes of determining hits and damage, the charge is treated as a diving attack. (The skill and damage listings above are for those rare occasions when the referee determines a rhino may be unable to make a charge.) When a rhino makes a successful attack on a vehicle, damage is calculated as a collision, counting the rhino's weight as three tons.

Roaches, Giant

# Appear: 2D6	Initiative: 5	Agility: 8
Attack: 75%	Strength: 2	Skill/Dam.: 4/1D6
Move: 15/30/60	Constitution: 2	Hits: 5/10

Most people think roaches are creepy. In *Dark Conspiracy*, giant roaches infest some abandoned buildings and sewers. At just under one meter in length, they are large enough to be extremely dangerous, but small enough to still be creepy.



Giant roaches are fast and voracious, but they scatter quickly when faced with tough opposition. To represent this, while most beasts flee combat if they *fail* a roll versus their attack percentage once one of their number has been killed, giant roaches do just the opposite. That is, they flee combat if they *succeed* at that roll. Very bright lights, such as floodlights, flares, or automobile headlights, will drive them away as well unless they fail their chance-to-attack roll.



Saber-toothed Cat

Appear: 1 Initiative: 4 Agility: 5
 Attack: 60% Strength: 22 Skill/Dam.: 8/2D10+2
 Move: 15/25/50 Constitution: 22 Hits: 25/50



Many Dark Races have visited or inhabited the Earth for uncounted ages, and a few of them, notably the extra-terrestrials, have been collecting animal

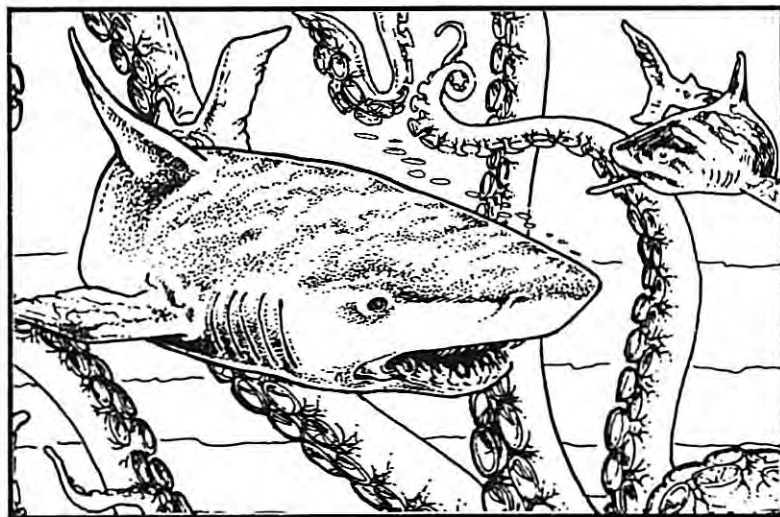
specimens for that entire time, keeping them in suspended animation for later use. So, it is possible for PCs to come face to face with creatures long thought extinct. Such is the case with saber-toothed cats.

Saber-tooths conduct combat in the same way as grizzly bears. However, a saber-tooth's grappling attack does 2D6+2 damage to the target's chest.

Sharks

Appear: 1 Initiative: 5 Agility: 7
 Attack: 90% Strength: 7 Skill/Dam.: 6/1D10
 Move: 13/25/50 Constitution: 9 Hits: 13/25

Because of the effects of water pollution on the



world's oceans, the aquatic food chain has been seriously disrupted. Hundreds of salt-water creatures have become completely extinct, with the result that the waters that once teemed with life now seem relatively barren. If the PCs spend any time in the ocean, they have a modest chance of encountering sharks. It is almost guaranteed that those sharks will be hungry enough to attack.

For simplicity's sake, because sharks are native to the water and humans are not, combat can be run as normal for the sharks, but all melee tasks for humans should be at one level higher difficulty than normal. Remember as well that the characters will have to be making Swimming checks (see "Task Resolution & Skills" for details).

Slithers

Appear: 1 Initiative: 3 Agility: 3
 Attack: 90% Strength: 30 Skill/Dam.: 3/3D10
 Move: 2/4/8 Constitution: 35 Hits: 60/120

No one is quite sure what the subterranean creatures known as slithers really look like. Only the barest glimpses of them have ever been caught, at least by anyone who has survived an encounter. But from the size of the tunnels these creatures leave, it is estimated that they must be at least as large as an elephant. Accounts of attacks by the creatures describe them as having clawed tentacles that erupt from the ground to drag their prey, kicking and screaming, into a cavernous beaked orifice. Some have suggested that slithers are like immense, leathery squids.

Additionally, it is apparent that the creatures exude a strong acid from their skins, as residue from the tentacles has been tested chemically. It is hypothesized that as the creatures push themselves through the soil (apparently by brute force), this acid slime reacts with the soil, compacting it and firming it to create semipermanent tunnels. Typically, when a slither is encountered, it is in an area that has been extensively tunneled, allowing the creature maximum mobility in chasing its quarry. Apparently, slithers are incredibly sensitive to sound vibrations, which is how they track their prey. They



have been known to consume creatures ranging in size from house cats to cows.

At least one account claims that, while slithers cannot freely travel through rock, they can use their acid to tunnel in it at a very slow pace, perhaps up to 25 centimeters an hour.

In combat, a slither attacks by positioning itself under its victim, either by using existing tunnels to lie in wait for the victim to pass, or, if hungry enough, by tunneling through the soil toward the prey (at a maximum speed of four meters per phase). In the latter case, it is an Easy test of Observation to notice the slither's approach, because the creature tends to burrow along near the surface, causing the ground to rise as it moves. Once the slither is under its target, it raises its mouthed end suddenly, sometimes knocking the victim off its feet (Easy test of Agility to avoid), then launches its tentacles into the air to pin the prey. If its attack is successful, the prey takes the listed damage as a combination of acid burns and crushing. This attack cannot be blocked, but it can be avoided by an Average test of Agility, using one of the dodger's actions for the combat turn. Once the prey has been grabbed, it takes no

further damage, but it will be swallowed (instant death) within 1D6 phases, unless the slither takes enough damage in the interim to push it past half its total hits. After taking more than half its total hits, a slither will drop its prey and flee into its deeper tunnels.

Slugs, Giant

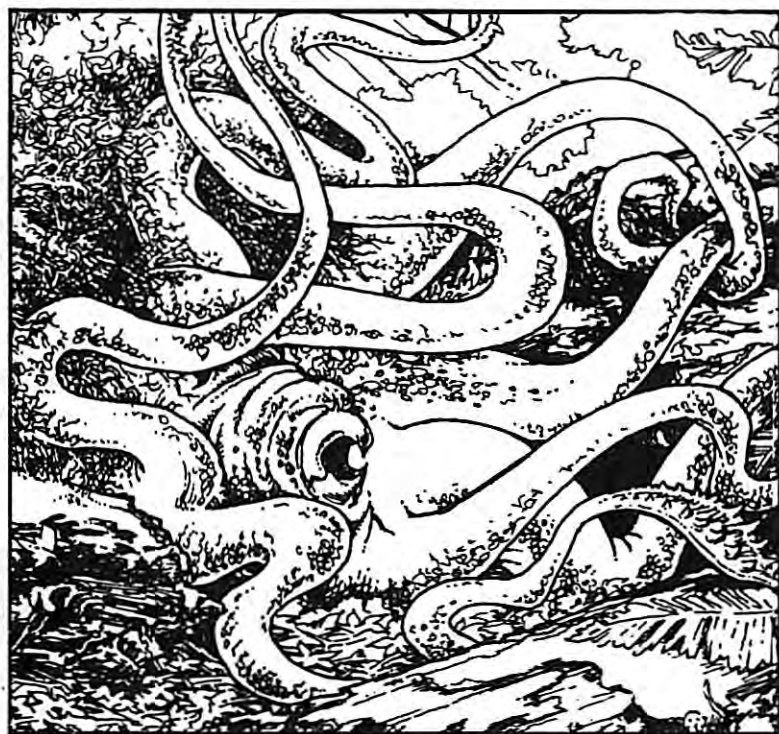
# Appear: 2D6	Initiative: 1	Agility: 1
Attack: 90%	Strength: 3	Skill/Dam.: 6/2D6
Move: 2	Constitution: 6	Hits: 8/16

Like its smaller cousin, the garden slug, the giant slug is a slimy chunk of dark gray-brown flesh, like a snail without a shell (for all practical purposes, it is a snail without a shell). While normal slugs can be found above ground, giant slugs dwell only in sewers and caves. Giant slugs reach a size

up to two meters in length. The creatures are terribly slow, but because they feed on refuse,

speed is not normally an issue. Also, in the sewer tunnels that they frequent, it is not impossible for a number of them to trap a quicker creature in a dead end and attack it en masse.

In combat, giant slugs suffer no loss of Initiative until they have lost half of their hit points, at which point they can take no action except to attempt to flee. Note that salt serves as a deterrent to the creatures.





Snakes

Appear: 1D10 Initiative: 4 Agility: 7
 Attack: 50% Strength: 1 Skill/Dam.: 7/1p*
 Move: 5/15 Constitution: 1 Hits: 2/4

*The number of poison dice rolled is variable:
 rattlers: 1, asps and cobras: 2, coral snakes: 3.



Those snakes represented by this listing include poisonous varieties such as asps, cobras, and rattlers. To re-

flect the fact that they are quick and elusive, snakes are allowed an Average test of Agility to dodge any melee attack made against them. Like blocking, however, this dodge uses up one of the creature's actions for the combat turn.

Note that some snakes are much more poisonous than others. To reflect this, the notation for number of poisonous damage dice rolled has been made variable. The referee can use the snakes listed above as a guide for rating other varieties.

Spongies

Appear: 4D6 Initiative: 2 Agility: 2
 Attack: 90% Strength: 10 Skill/Dam.: 9/2D10
 Move: 2/4 Constitution: 12 Hits: 35/70

Just as humans use guard dogs to patrol an area and keep it secure, some Dark Minions use creatures commonly called spongies. Spongies are actually animated plants. A spongy is a tall, tripedal, fungoid creature, typically a little over two meters in height, resembling an immense sponge (sorel) mushroom. Its wrinkled gray-brown surface is covered with hundreds of pale tendrils up to 30 centimeters in length, which writhe and twist continually.

Spongies receive their sustenance by feeding off animal life. They "hunt" in packs, surrounding their prey and then closing in upon it, or trapping it in an

enclosed area such as a ravine. When used as guard creatures, they typically trap intruders up against a wall or fence. Once the prey is unable to escape, the spongies press themselves against it and begin worming their tendrils gradually into its orifices and under its skin, where they start to



drain a victim's vital fluids until only a husk remains.

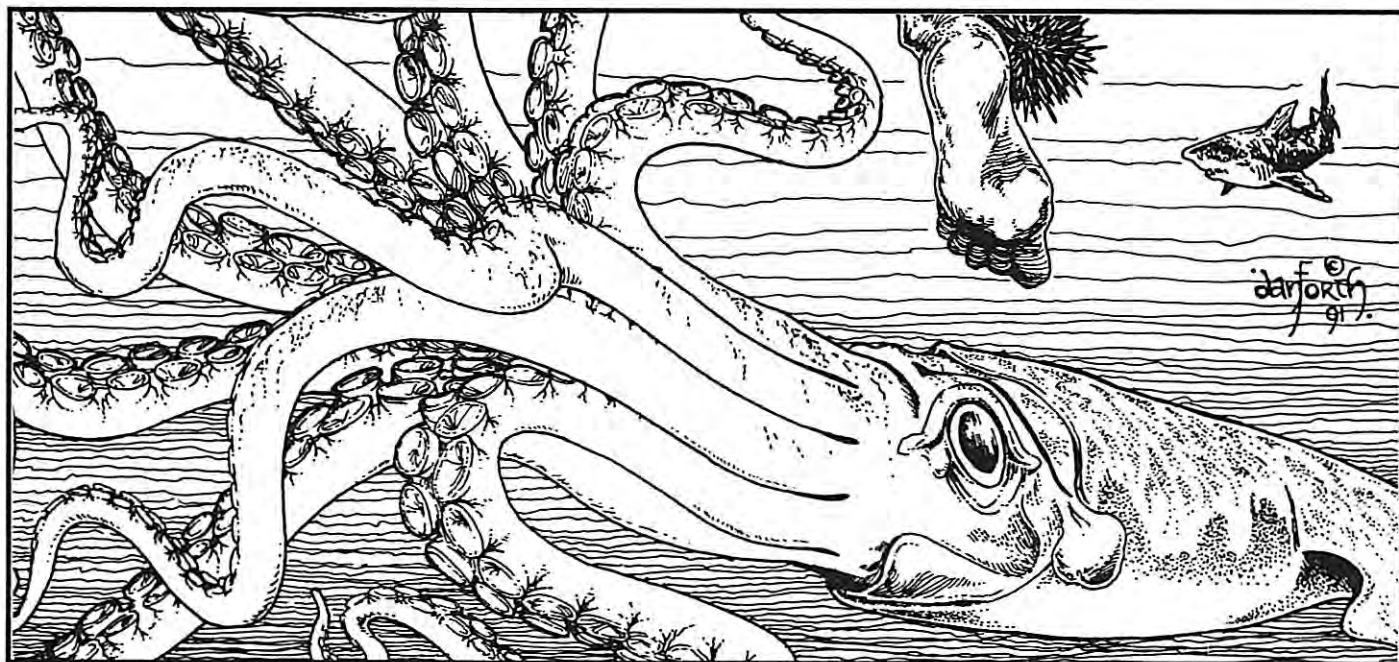
In terms of Dark Conspiracy combat rules, once a spongy has made a successful attack, it need not roll to hit from that point on but continues to do damage *every phase* (as a special sort of continuous action) until its last hit point is lost. Also, one particularly horrifying thing about spongies is that they apparently have no sense of pain. When one is struck, whole chunks of vegetable matter may fall away, but the creature itself will continue to attack with no adverse effects (i.e., no loss of Initiative) until it is completely destroyed.

Note that spongies will attack 90% of the time when encountered. The other 10% of the time, they are dormant, having feasted to fullness and now preparing to release spores.

Squids, Giant

Appear: 1 Initiative: 2 Agility: 5
 Attack: 60% Strength: 40 Skill/Dam.: 3/4D10
 Move: 8/15/30 Constitution: 25 Hits: 75/150

With the decrease in ocean life as a result of water pollution, a number of carnivorous creatures have



become increasingly more desperate in their hunt for food. As well, hunters that once prowled only the depths have recently begun to haunt the oceans' surface. One result of this has been a recurrence of sightings of giant squids, some as large as whales.

Generally, a giant squid will not attack a single human figure in the water. It will, however, attack boats up to 50 tons. If there are any human figures on deck, it will attack them as well, more in reflexively closing its tentacles around whatever it encounters than in any deliberate plan.

In combat, then, a giant squid usually gets two attacks per phase. The first is an attack on the boat, treated as having a penetration of 4, and causing hull hits as in a collision. This represents the boat's prow being slowly pulled under water. The second attack is against one human figure on the craft's deck (referee's choice of multiple figures). If this attack hits, a hit location is rolled, and that body area suffers the damage listed above not only in the present phase, but also automatically in every succeeding phase until the creature is killed or driven off. (Once a giant squid has taken damage totaling more than half its hit points, it must make an attack check and will flee if that checked is failed.)

After a giant squid has completely submerged a

vessel, it will remain in the area for 1D6 minutes, attacking any swimmers. Note that combat by swimmers adds one level of increased difficulty to all skill checks (although this does not apply to skill checks by the squid, which is native to the water).

Tigers

# Appear: 1	Initiative: 4	Agility: 6
Attack: 50%	Strength: 18	Skill/Dam.: 8/3D6
Move: 10/20/40	Constitution: 18	Hits: 20/40





Tigers are very rare, but it is remotely possible that PCs may encounter one in the wild in parts of Asia. Also, some NPCs might keep a tiger or two as a high-status watch animal.

In combat, tigers fight in the same way as grizzly bears, above.

Wolves

# Appear: 2D6	Initiative: 5	Agility: 8
Attack: 60%	Strength: 4	Skill/Dam.: 6/1D10
Move: 15/30/60	Constitution: 3	Hits: 3/5



With the abandonment of vast tracts of farmland and the resultant increase in wilderness, some animal species such as wolves and coyotes have greatly increased in number. If the PCs are travelling through rural areas, a good chance exists

that they will at least hear wolves or encounter their spoor. Given the right circumstances, there is even a fair chance that the PCs might be attacked by them.

Like other canines, a wolf receives two simultaneous attacks during its first phase of combat. One is a diving blow which represents its leaping upon its victim, and the other is a biting melee attack. Because of space restrictions, however, no more than two wolves can perform diving attacks on a single target in any combat phase. If other wolves are also attacking the target, they get only their melee attacks. Note that the diving blow is made only during the first phase in which a wolf attacks a character. As long as that wolf remains engaged with that character, it may make no further diving blows.

DESIGNING YOUR OWN BEASTIES

The beasties listed above ought to be enough to keep player characters busy for some time to come.

But after they have become familiar with these listings, it is important that they encounter something new. For that reason, many referees will want to create their own creatures to match myths, legends, and bad dreams from their own experience.

Given the rules and examples above, it is not very difficult for referees to do so. To begin with, the referee should decide upon a general idea of what the creature should be like. For example, is it big, slow, and strong, or is it quick but frail? Then translate these things into game terms, using Constitution and hits to reflect the thing's size; Strength and damage to reflect its forcefulness; and Initiative, skill, and Agility to reflect its speed and accuracy. It may be easiest to do this by using one of the listings above as a starting point, choosing one that is already somewhat close to the desired creature, the adjusting it to fit the new concept.

Remember that Initiative makes quite a difference in terms of combat effectiveness. A low-skill, low-damage creature with a high initiative is often just as deadly as a creature with a high skill and high damage but low Initiative. Referees can balance the deadliness of creatures, then, by lowering skill and/or damage when Initiative is high, or vice versa.



DARK RACES

As you well know by now, the Darkling Masters are served by scores of different minion races. In this chapter, you will find descriptions and statistics for a great number of them; more will be published in future products. But we cannot encourage you strongly enough to create your own Dark Minions (using these examples as patterns to build upon), so that your players will be constantly facing things new and unexpected. Let us stress that the races below are only samples of *some* of the creatures that have spawned humanity's legends. Just because we have a description of ogres listed below, for example, you should not be afraid to invent a totally different creature that could fit the same legends.



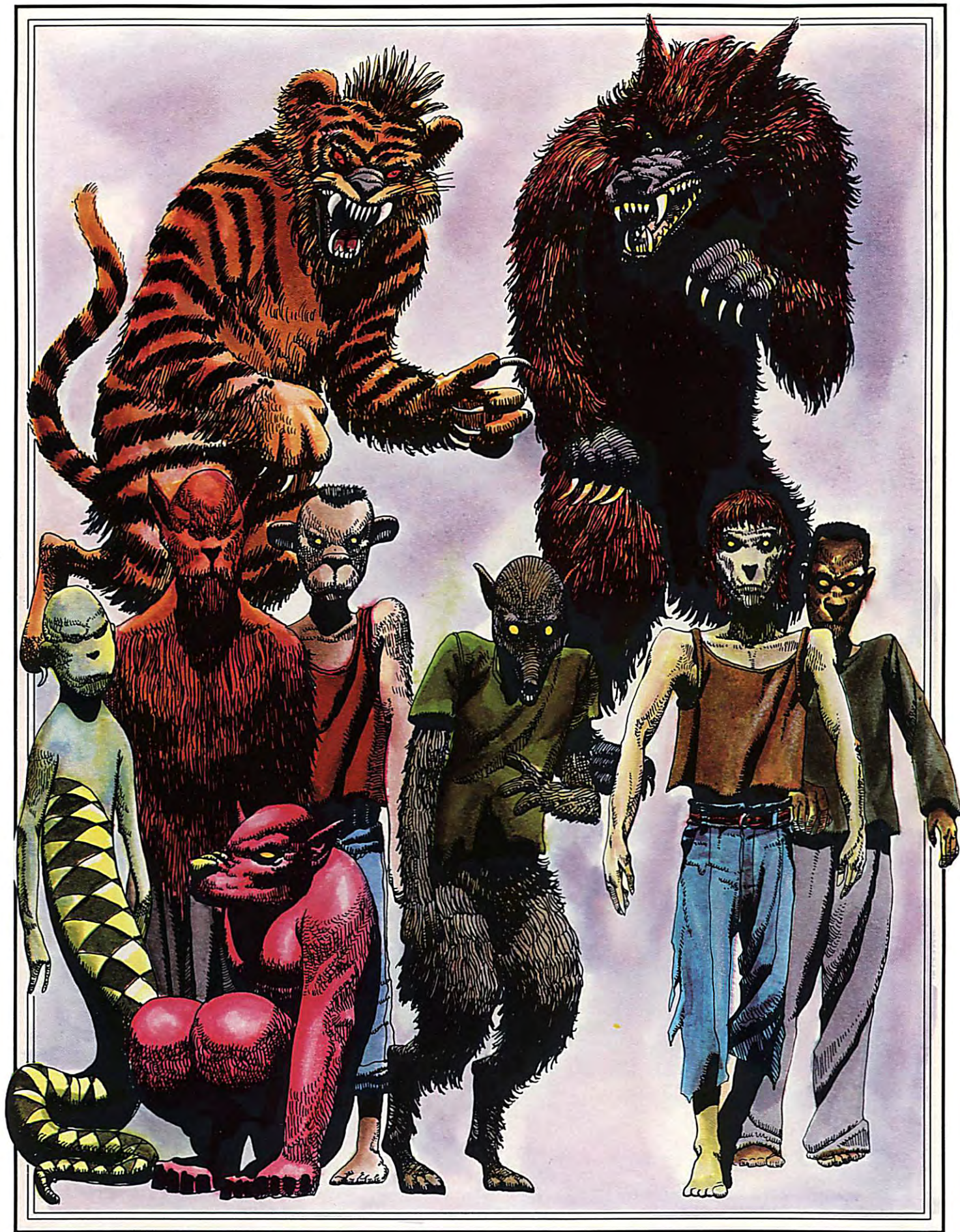


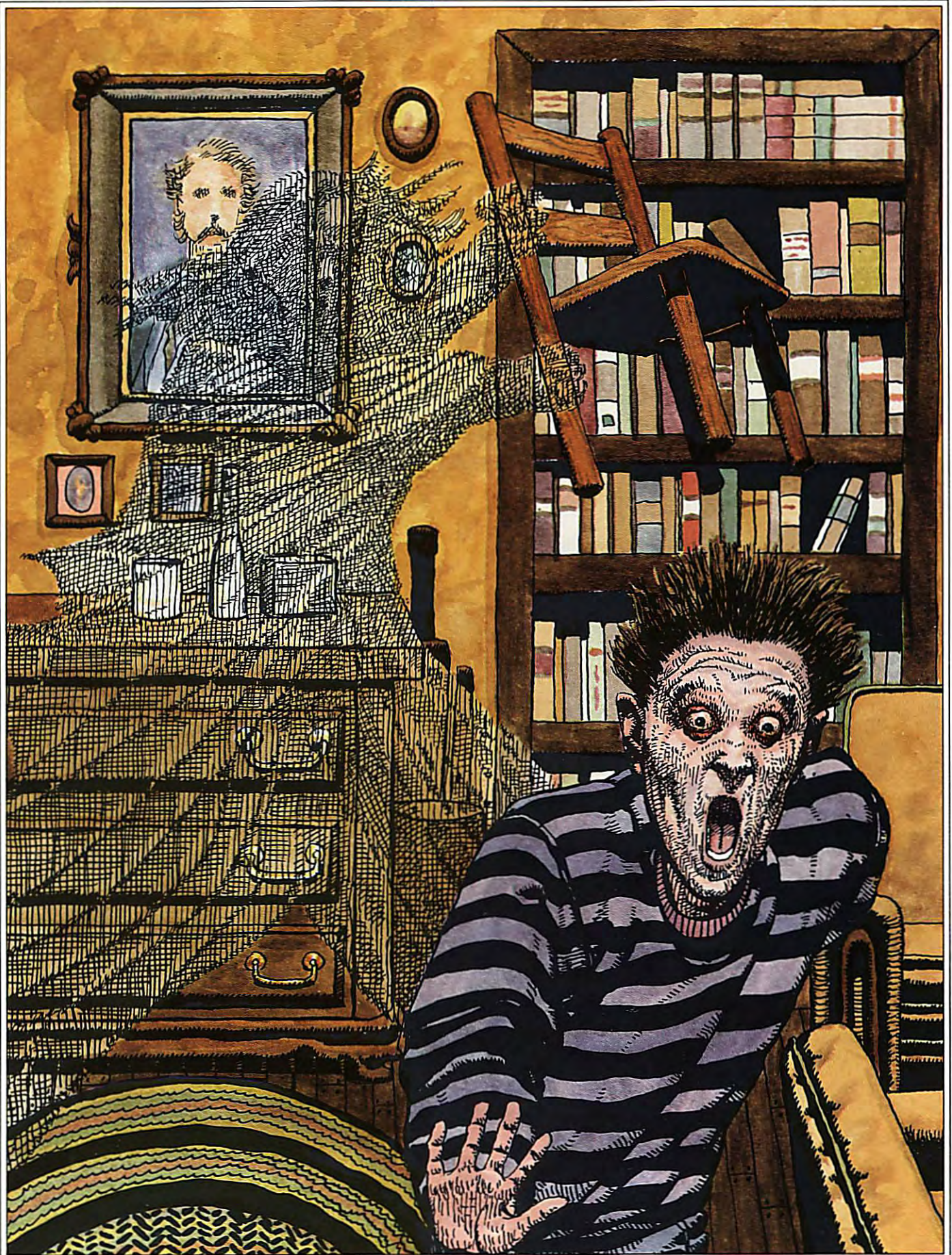














DARKLING ATTRIBUTES

Attributes for the various Dark Minions described in this chapter are given in human terms. But obviously the Dark Minions are not human, so there are a few things that need to be explained up front about some of those attributes. Note, for example, that some of these creatures have poison attacks. See the "Combat & Damage" chapter for an explanation of poison notation and effects.

Physical Attributes

The Darkling physical attribute ratings reflect the same things as for humans. But many secondarily derived characteristics—such as hit capacity, weight, load, throw range, and unarmed combat damage—are much different from what those primary attributes would indicate. Some creatures, for example, are much more resistant to damage than are humans, and as a result their hit capacity is far beyond what their Strength and Constitution would suggest. In the descriptions below, such differences are indicated. If a difference is not listed, assume that the human norm applies.

Mental Attributes

The Intelligence rating reflects the same sort of thing in Darkling Minions as it does in humans. But Darkling Education ratings are typically very low, not so much because the Dark Minions are ignorant, as because their knowledge is so alien. The Education rating, then, indicates their familiarity with human knowledge.

Soul Attributes

Obviously the Dark Minions are not pleasant, chummy creatures with sunny dispositions. Many of them are, however, quite forceful and charismatic. The Charisma rating, therefore, reflects not how likable they are, but instead how frightfully impressive. As for the Empathy rating, it indicates the same sorts of things as for humans; but while Empathy in humans projects warm and wholesome feelings, Darkling Empathy feels cold, cruel, and twisted.

DARKLING SKILLS

To keep things simplest for the referee, most individual skills are not listed for each race. Instead, referees should assume that the races have the following skills at the level of their associated attributes. Any other appropriate skills are indicated in the individual descriptions.

Constitution Skills: Swimming, Climbing.

Strength Skills: Thrown Weapon. Melee Combat (Unarmed) is indicated by the "Skill" notation in the statistic listings.

Agility Skills: Acrobatics, Stealth. Remember that Acrobatics means the creatures make normal Agility checks versus this skill instead, and at one level less difficulty.

Intelligence Skills: Navigation, Observation, Stalking, Tracking, Willpower.

Education Skills: None at full value. Biology, Chemistry, Computer Operation, and Physics are at one-half Education unless otherwise indicated.

Charisma Skills: Act/Bluff, Leadership, Language, Persuasion. Language will be appropriate for the region in which the creature is encountered. Leadership is generally through fear, and Persuasion is through greed, fear, or confusion.

Empathy Skills: Darkling Empathy (see below), Foreboding, Human Empathy, Project Emotion, Project Thought, Willpower Drain. Most Dark Minions rely heavily upon Human Empathy and Project Emotion to enhance the natural dread humans feel upon encountering them.

New Empathic Skills

Some Dark Minions have empathic skills that do not normally occur in humans. If you want to allow your PCs to acquire these skills, you may do so, but it is recommended that they only be acquired through Darkling contact and that the PCs be strongly encouraged to keep them secret afterward (otherwise some clandestine psychic agency may snatch them up for testing).

Note that the rules concerning task difficulty and power levels (from "Task Resolution & Skills") apply to these skills just as with other EMP skills.



Darkling Empathy: This skill works just like Human Empathy, except that it allows contact with Dark Minions rather than humans.

Dimension Walk: With this skill, a creature can open a "portal" between our own world and a protodimension in which distances are greatly diminished. See the "DarkTek" chapter for a more detailed description of that realm. Dark Minions with this skill use it to appear and disappear from the Earth, and for rapid travel between terran locations that are geographically far apart.

Creatures with this skill can create portals of varying duration, depending upon the quality of their skill rolls. In every case, the portal is centered upon the creature that opens it. Basic success brings into existence a portal just large enough for the creator, who is instantaneously drawn through. A Stage Two success allows the portal to be held open for one full combat phase after the initiator passes through; a Stage Three holds it open for an additional phase. A Stage Four allows the creator to hold the portal open for a number of combat phases equal to its skill rating; Stage Five doubles that time. A Stage Six success allows the creation (or destruction) of a permanent portal. While a portal remains open, anyone who can move to its location can pass through.

Opening a dimension portal requires concentration. If the initiating creature is surprised, or if it takes any damage during the phase in which it seeks to open the portal, it must make a successful Will-power roll before rolling to open the portal.

Dissolution: A few types of Dark Minions are able to control their bodies' molecular bonding to such an extent that they can become semiliquid at will, allowing them to ooze through small passages. The process is hideous to observe, as the liquefying tissues lose their opacity, making internal organs visible. Of course, the creatures are able to return to solidity at will, as well.

Plant Empathy: This works the same as Animal Empathy, except with plants. Of course, there generally isn't much to do with a plant once you have made empathic contact, unless it is some sort of sentient Darkling plant.

Pyrokinesis: With this skill, a creature can raise the temperature of an object by the power of thought. Target range is equal to the power level, in meters.

Basic success with this skill allows the pyrokinetic creature to do such things as make a human-sized creature feel feverish, or to boil a liter of water. Strangely enough, a target creature may instead be made to feel chilled at this stage.

Stage Two success allows the pyrokinetic creature to boil up to 20 liters of water, or to cause mild blistering on a target creature.

Stage Three allows up to 50 liters of water to be boiled, or gasoline and other highly flammable substances may be ignited. Alternatively, a human-sized creature can be made to suffer heat exhaustion—profuse sweating, nausea, and weakness—making any task rolls by that creature one level more difficult to perform.

At Stage Four, paper and other fairly flammable materials can be made to ignite, or a target creature can be made to suffer heat prostration. Symptoms include hot, dry skin, headache, delirium, and possible unconsciousness (failing an Average test of Constitution). Unconscious characters may die (if they fail an Easy test of Constitution). Targets that retain consciousness make all other task rolls at two levels of increased difficulty.

A Stage Five success allows the pyrokinetic creature to cause an item such as a block of wood to burst into flame; or a clip of small arms ammunition or grenade could be made to explode. At this stage, living creatures suffer an automatic slight wound to every hit location and make heat prostration checks at one level increased difficulty.

Stage Six allows the pyrokinetic creature to cause a target creature to burst into flame. Death inevitably ensues. (It is from such instances that legends of spontaneous human combustion have arisen.)

Note that these effects do not occur instantaneously. Rather, they progress from stage to stage, taking one combat phase (five seconds) per stage, beginning with the phase just after that in which the Pyrokinesis roll was made. For instance, for a human to spontaneously combust would require six phases (one complete combat turn). In phase 1, the target would feel feverish. Phase 2 would bring on heat exhaustion. Heat prostration would occur in phase 3. Phase 4 would find the target growing painfully hot to the touch, and phase 5 more so. Finally, in phase 6, the target would burst into flames.



Additionally, in order to progress a target through these stages, the pyrokinetic creature must maintain concentration. The creature may perform no other actions and must keep the target in view. As well, if the pyrokinetic creature takes damage during this time, it must make a Willpower check to maintain the Pyrokinesis. If slightly wounded, it must make an Average test; a Difficult check is required if seriously wounded; and critically wounded means the Pyrokinesis automatically ends (in which case the target begins decreasing in heat one level per combat phase). Note that by maintaining concentration, a pyrokinetic creature may prolong whatever stage is achieved, thereby causing the target to suffer repeated damage, for instance.

Telekinesis: Each point of power level achieved on tasks allows Telekinesis to move up to 10 kilograms/meter per combat phase. That is, one point would allow 10 kilograms to be moved one meter, or five kilograms to be moved two meters, or one kilogram to be moved 10 meters, for example. Similarly, 15 points of power level would allow 150 kilograms to be moved one meter, five kilograms to be moved 30 meters, etc. As with Pyrokinesis, concentration and line of sight must be maintained. If not, the object falls.

Telekinetic creatures may combine their results for truly impressive feats. In such cases, if the concentration or line of sight of one of their number is disrupted, the object's levitation may be maintained if the remaining creatures are sufficient to do so (but obviously some of the effect—i.e., distance moved—will be lost).

Note that thrown weapons can be tossed telekinetically.

Dark Minions and Human Emotions

As mentioned above, most Dark Minion races rely heavily upon the Human Empathy and Project Emotion skills to enhance the dread that humans feel for them (as if their appearance were not horrifying enough). Some of the more empathically

powerful ones may even project feelings of goodwill, to lure humans off their guard. The mechanics for this are exactly the same as those for PCs (as described in the "Task Resolution & Skills" chapter), but there are a couple of ways in which referees can dramatize the results to enhance the game.

The referee should never tell players that their characters have been the victims of a Project Emotion attack. Whenever a PC is the target of such an attack, the referee should roll that PC's saves secretly. Then, if the save is failed, rather than tell the player that the PC feels "terror," "irritation," or the like, the referee should instead make the player believe that the PC has had a sudden sense of Foreboding, and it should be described in terms intended to evoke that emotion in the player.

For instance, a player whose PC is the victim of an attack of rage might be told, "Beyond the door you face, you sense a terrified child, locked away in a dark closet after having been tortured and maimed." If the PC bursts through the door and finds a couple of smug corporate execs seated inside, he or she will be likely to take immediate, rageful action, only to discover later that there was no child, just a figment of the imagination. As another example, a player whose PC is the victim of a terror attack might be told, "You have the certain sense that the Dark Minion you're facing isn't the only one in the vicinity. In fact, even now, you can sense dozens of them closing in on your position, and they feel really mean" (when, of course, there really aren't any more in the area). The trick is to invent a description that will evoke as much as possible the emotion in the PC, rather than stating the emotion directly.

Similarly, the referee should make secret saves for PCs who are victims of Project Thought, and, if those saves are failed, describe things in such a way as to make the *players* think the way the attack makes the *characters* think. For instance, the victim of a projected thought should be told that the thought comes from the Foreboding skill. As well, when faced with hallucinations, referees should not say, for instance, "You see a medusa," but rather, "Standing before you is a medusa."



ANIMATOR



Some Darkling races, notably the various extraterrestrials, have extraordinary biologic knowledge and technology. Among other things, some can create simple life forces called animators. When animators are projected into objects, they bring those things to life. They can make a disembodied hand crawl, for example, by temporarily restoring life force to the dead tissues. But they can also make a tricycle move

about, or a block of stone slide along, telekinetically propelling whatever object they inhabit (this is a special case of the Telekinesis skill and requires no task rolls to succeed).

Most things animated in this manner betray almost no signs of true intelligence, but they can obey simple commands and perform straightforward tasks of limited duration (such as "crawl upstairs, get the tablet of Ra, and return here," or "attack that person"). Statistics for the creatures vary widely, depending upon the object being animated. Average statistics for a few of the most common are listed below.

Animated Auto

Strength: —	Education: 1	Move: *
Constitution: —	Charisma: 1	Skill/Dam.: 7/*
Agility: —	Empathy: 1	Hits: *
Intelligence: 1	Initiative: 6	# Appear: 1

*As automobile.

Special: Attacks per vehicle collision rules. Skill value denotes Vehicle Use skill appropriate to vehicle.

Animated Knife

Strength: —	Education: 1	Move: 60
Constitution: 1	Charisma: 1	Skill/Dam: 8/1D6
Agility: 8	Empathy: 1	Hits: 1
Intelligence: 1	Initiative: 6	# Appear: 1

Special: Two levels more difficult to be hit, due to small size and great speed.

Animated Statue

Strength: 10	Education: 1	Move: 2/8/15
Constitution: 30*	Charisma: 1	Skill/Dam.: 6/—
Agility: 1	Empathy: 1	Hits: 40/80
Intelligence: 1	Initiative: 2	# Appear: 1

*Two meters tall.

Special: Attacks by making diving blows.

Crawling Hand

Strength: 1	Education: 1	Move: 15
Constitution: 1	Charisma: 1	Skill/Dam.: 4/1D6-1
Agility: 7	Empathy: 2	Hits: 4/8
Intelligence: 1	Initiative: 6	# Appear: 1

Special: One level more difficult to be hit, due to small size.

BLEAK

Strength: —	Education: —	Move: 50
Constitution: —	Charisma: —	Skill/Dam.: —/—
Agility: —	Empathy: 4	Hits: —
Intelligence: —	Initiative: 6	# Appear: 1

Special: Dimension Walk, drains life, immune to normal weapons.





Looking like animated shadows of cloaked figures, bleaks prowl deserted streets and desolate locations, waiting for lone humans to feed upon. The creatures have no actual corporeal existence but are instead merely psychic manifestations of utter human despair. Somehow, they psychically feed upon the life force itself, aging their victims in the process. To do this, the bleak must be within melee range of its victim. Each successful attack causes aging, with the amount varying, depending upon the power level of the bleak's attack. A victim ages one year per point of power level the bleak scores.

Because they are incorporeal, bleaks cannot be damaged by physical weapons. Bright lights (floodlights, automobile high beams, etc.) will drive them away but do no real damage. Bleaks can be destroyed by empathic characters, however. To do this, the character needs only establish empathic contact with the bleak, using the Human Empathy skill to tap into its despair and drain it away. Any level of success destroys the bleak, but the quality of success determines what effect the empathic character suffers. To determine this, the character should roll a Difficult test of the Empathy statistic and calculate a power level for that roll. The character will then age a number of months equal to 32 minus the points of power level scored.

BLOODKIN

Legends of trolls and vampires have been spawned largely by one Dark Minion race in particular, often called the bloodkin. Bloodkin are roughly humanoid in shape, with a hairless, slug-gray skin that covers what would otherwise be a plated exoskeleton. Their arms are longer than a human's, with hands and feet that end in heavy claws. Bloodkin facial features differ markedly from a human's, consisting of a pair of lidless yellow eyes surmounting a muscular trunk instead of a human nose and mouth. The trunk ends in a pair of sharp pincers set in horizontal opposition.

Bloodkin are incredibly difficult to wound. Their skeletal plates provide impressive protection from internal damage. But even more importantly, their internal organs are largely undifferentiated, meaning there are no

truly "vital" organs. Their nervous system is well dispersed throughout their bodies, and their circulatory system consists of a slow-moving nutrient bath, which makes it unusual for them to "bleed" to death, even from the severest wounds. Also, they heal incredibly swiftly from everything except burns, particularly if there is food readily available. Bloodkin feed primarily upon blood, the larger ones supplementing this diet with flesh.

Fortunately, bloodkin are very susceptible to damage from ultraviolet light, which gives rise to legends of trolls and vampires being afraid of sunlight. In general, the larger a bloodkin is, the slower and less intelligent it is. More specific information for bloodkin trolls and vampires is given below, along with average statistics for each type of creature.

Bloodkin Trolls

Strength: 12	Education: 1	Move: 1/5/10/18
Constitution: 18	Charisma: 1	Skill/Dam.: 8/2D10
Agility: 5	Empathy: 2	Hits: 45/90
Intelligence: 3	Initiative: 3	# Appear: 1D6+3

Special: Trolls are treated as having an overall body armor value of 1. They do not suffer double damage from head hits, like most NPCs (see page 166). They also heal very quickly, but UV light does special damage to them (see details below).

Trolls, the large, dumb bloodkin, tend to hide in caverns or abandoned buildings and wait for unwary travellers. (In days of yore, they often lay in





wait under stone bridges.) Leaping out of hiding, they snatch unfortunate victims, tear them limb from limb, then suck the blood from the body and eat the internal organs, particularly the bloodiest ones such as the kidneys, spleen, liver, and lungs.

Trolls heal naturally from wounds at the following rates: slight, 1 hour; serious, 1 day; critical 3 days. For each half gallon of blood they consume, they heal one wound level almost instantaneously (effectively within one combat phase). Note that a human body contains approximately six pints of blood, enough to heal three wound levels.

Ultraviolet light does extra damage to trolls. Normal daylight does one point of damage per combat phase, as do black lights. UV lasers do double their listed damage against trolls. Thermite and white phosphorus explosions do UV damage per the concussion rules, in addition to concussion damage.

Bloodkin Vampires

Strength: 4	Education: 3	Move: 3/9/16/32
Constitution: 7	Charisma: 12	Skill/Dam.: 8/1D10
Agility: 9	Empathy: 15	Hits: 25/50
Intelligence: 8	Initiative: 6	# Appear: 1

Special: Bloodkin vampires are treated as having an overall body armor value of 1. They do not suffer double damage from head hits, like most NPCs, and they heal very quickly from wounds (see below).

Vampires, the smaller bloodkin, are much more

intelligent than their larger brothers, and are also highly empathic. As a consequence, they rely much more upon guile than upon brute force (although they are no stranger to that, either). A vampire will use its powers of thought projection to make itself appear as an attractive human, then use emotion projection to draw victims near enough to be feasted upon. Generally, however, a vampire will not kill its victim immediately, but will instead keep a coven of

victims, all weakened from blood loss, to serve it as slaves and bring it more victims.

Like trolls, vampires heal naturally from wounds at the following rates: slight, 1 hour; serious, 1 day; critical 3 days. For each pint of blood they consume, they heal one wound level almost instantaneously (effectively within one combat phase). This means that a normal human body, if completely drained of blood, will heal six wound levels for a vampire.

As with trolls, UV light does extra damage to vampires. Normal daylight does two points of damage per combat phase, as do black lights. UV lasers do double their listed damage. Thermite and white phosphorus explosions do UV damage per the concussion rules, in addition to concussion damage.

Lesser Vampires

Strength: *	Education: *	Move: *
Constitution: *	Charisma: *	Skill/Dam.: */*
Agility: *	Empathy: *	Hits: *
Intelligence: *	Initiative: 5/*	# Appear: 3D6

*As per human NPCs.

Special: Averse to bright light and garlic. Initiative 5 until one is downed, then normal Initiative (see below).

Human victims of a vampire typically suffer from a related disease called iron-deficiency porphyria. This disease causes the gums to recede, making the teeth look elongated, and creates a craving for blood in its victims. As

well, bright light becomes painful to their eyes, and certain natural chemicals in garlic makes them nauseous. Historically, bloodkin vampires have often played upon these symptoms, telling their victims that they are becoming immortal vampires as





well, thus adding more confusion to the vampire legends.

Referees should choose an NPC experience level for these "lesser vampires," based upon where they were "recruited" from. However, because they believe themselves to be immortal, they will attack with incredible ferocity—treat them as having an Initiative 5, regardless of actual NPC level—until one of their number dies. At that point, they revert to their normal Initiative and attempt to flee. Unfortunately, by the next time they are encountered, their master will have convinced them of their immortality once again (explaining away their comrade's death as a fluke or illusion, perhaps).

CHANGELING Type I (Mystic)

Strength: *	Education: *	Move: *
Constitution: *	Charisma: -1	Skill/Dam.: */*
Agility: *	Empathy: +1	Hits: *
Intelligence: *	Initiative: *	# Appear: *

*As per character being replaced.

Special: Dimension Walk, Telekinesis. Modifiers listed are adjustments to statistics of the character being replaced.

Type II (Cyborg)

Strength: +1	Education: -2	Move: 3/10/18/35
Constitution: *	Charisma: -2	Skill/Dam.: +2/+2
Agility: +1	Empathy: -2	Hits: x2
Intelligence: -1	Initiative: +1	# Appear: 1

*As per character being replaced.

Special: Internal armor of armor value 1. Modifiers listed are adjustments to statistics of the character being replaced.

In faerie legend, the fey folk (see below) would sometimes steal a human child and leave a faerie imposter in its place. That imposter was known as a changeling. In *Dark Conspiracy*, even adults can be replaced by changelings, and nearly every type of Dark Minion does so at one time or another.

The more mystical races, such as the fey folk, tend to leave changelings that are in nearly every way just like the humans they replace. These are the Type I sort, listed above. Empathically, these change-

lings read the psyches of their targets, becoming intimately familiar with their personalities. As well, the changelings' growth is empathically guided to result in an identical physical appearance. But the changelings do tend to have higher empathic skills and lower Charisma ratings than the people they replace (reflecting that something feels slightly *wrong* about them).

The Type II changeling listed above is a cyborg replacement commonly used by extraterrestrials. A human who resembles the replacement target is surgically adapted to enhance the resemblance and to boost Agility, Melee skills, etc. The changeling is then hypnotically prepared to take the subject's place. Because they are less well-prepared in terms of memory and personality than the Type I changelings, Type II changelings are generally intended for shorter term replacements. For example, a state governor's bodyguard might be exchanged with a Type II changeling prepared to assassinate the governor.

There are basically only two ways to recognize that a person has been replaced by a changeling. The first is to notice lapses in the changeling's memory or behavior. This requires a test of the Observation skill: Difficult to recognize a Type I, and Average for Type II. However, this test should only be allowed when the referee believes it appropriate, such as when the changeling is under unusual stress, or when a





character is spending a great deal of time with the changeling or was extremely familiar with the person replaced.

The second way to recognize that a person has been replaced by a changeling is when a friend shoots you in the back.

Changelings can be wonderful devices for the referee to use for enhancing PC paranoia, especially if you secretly have one of the PCs kidnapped and replaced. (You may want to keep this secret from the player of that PC until the changeling unmask itself. Or, if you trust the person, you can recruit the player to run the changeling, promising to return the PC, with bonus experience points or something, if the job is done well.) The first time the PCs encounter such a changeling, the players will likely be shocked. After that, they will be watching over their shoulders all of the time.

COBRA PEOPLE

Strength: 5	Education: 3	Move: 5/10/18/35
Constitution: 3	Charisma: 7	Skill/Dam.: 6/3
Agility: 8	Empathy: 5	Hits: 14/28
Intelligence: 7	Initiative: 5	# Appear: 1D6+2

Special: Grapple to pin, then poison bite, damage 1p3. Disguise skill at full Charisma value.



Until recently, the cobra people dwelt only in the most remote jungles of Indonesia and Southeast Asia, where they were worshiped by primitive tribes of humans. With the chaos resulting from the Greater Depression, however, they have begun to expand their range into India, Africa, and Central America. Some have even been re-

ported in the swamplands of the southeastern United States.

Cobra people appear human in most respects, but they are actually cold-blooded creatures with retractable fangs that inject extremely toxic poisons into their victims. Reports are that, like most terran reptiles, they lay eggs, but there have been some rumors of their mating with humans. Cobra people are carnivorous, swallowing their prey whole. Whenever possible, they prefer to eat human infants, but if pressed, they will settle for small animals such as cats, dogs, monkeys, young pigs, etc.

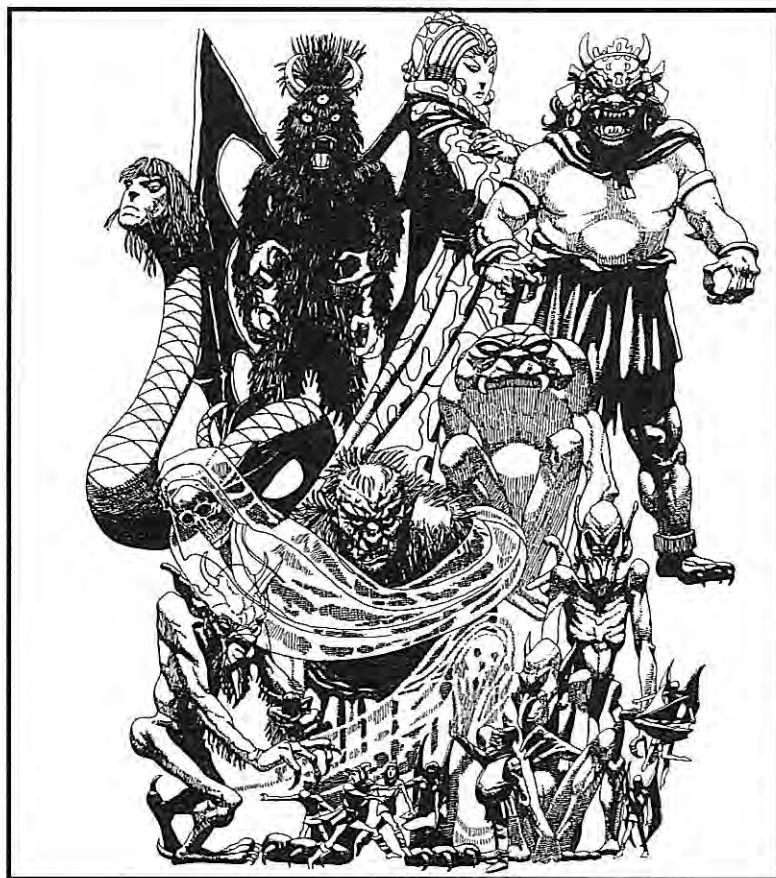
Typically, a small group of cobra people will contact a tribe of humans, convince it they are deities, and demand infant sacrifice in worship. In more civilized lands, the cobra people apparently infiltrate the criminal underground instead, taking positions of power, and using that power to obtain human babies on the black market.

DÆMONS

Strength: 23	Education: 2	Move: 4/8/30/50
Constitution: 18	Charisma: 10	Skill/Dam.: 8/2D10
Agility: 6	Empathy: 16	Hits: 25/50
Intelligence: 6	Initiative: 6	# Appear: 1

Special: Dimension Walk. Some also have Animal Empathy, Pyrokinesis, Telekinesis, and/or Psychology.

Virtually every human culture has its demons, its evil spirits that plague humanity. There are the Hindu *asuras*, for instance, enemies of the benevolent gods. Among other things, they include *rakshasas*—a type of being that can only enter this world by taking on the form of an animal, monster, or beautiful woman—and *nagas*—which are serpent demons. There are the Persian *djinni*, spirits with physical bodies much like those of humans, but with nearly limitless magical powers. And there are also the *ifrits*, winged creatures of smoke, impervious to normal weapons, but susceptible to magic. There are the Japanese *oni*—huge creatures with hideous faces, horns, and three digits on each extremity—and the *tengu*—spirits that possess the bodies of others. In Western myths, there are goblins, bogeys, ghosts, devils, and faeries, and a



plethora of other beings. The names of the creatures vary as widely as the descriptions of their powers; nearly every tale describes them differently.

In *Dark Conspiracy*, these creatures are collected under one heading, *dæmon*, from the ancient Greek word for *spirit* (whether good or evil). Dæmons are physical creatures, but they are so highly empathic as to seem almost miraculous. The Dimension Walk skill enables them to enter protodimensions quite easily, disappearing from the Earth and reappearing at will. As well, they specialize in Human Empathy, Project Emotion, and Project Thought, using the latter in conjunction with their high Psychology and Leadership skills to manipulate weak-willed people. Some types are also quite good at Pyrokinesis and/or Telekinesis. A few have high Animal Empathy skill ratings, as well.

Dæmons are perhaps the most pernicious of the Dark Minions, and there is speculation that they are very close in nature to the Dark Masters. That is,

steal away Earth women. Neither of these images is quite appropriate for the paranoid horror of *Dark Conspiracy*.

Dark Conspiracy ETs are both subtle and horrific. They are mysterious creatures of soulless superscience. These extraterrestrials view our planet as a cage full of laboratory animals upon whom they can experiment. For instance, some years back, a magazine called *UFO Reports* carried within its covers stories of aliens taking

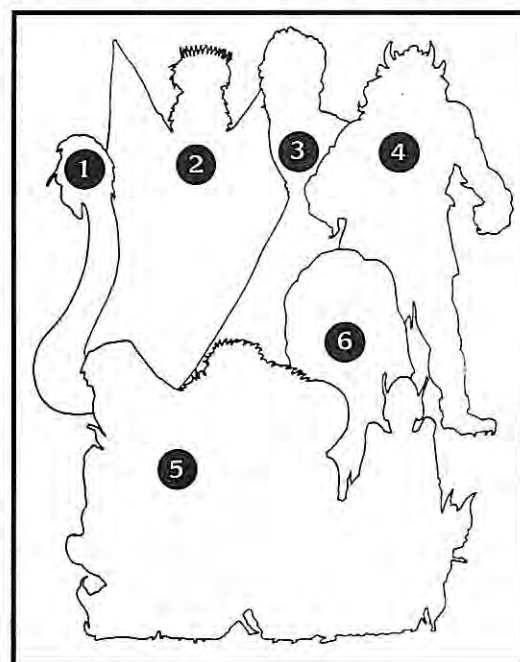
while many of the other races use humans for food or slaves, dæmons seem to have no need other than the drive to create havoc.

The statistics and skills listed above are for the average dæmon. Referees should feel free to adjust them to reflect the particular legend being recreated.

EXTRATERRESTRIALS

Extraterrestrials, or ETs, may well be the most difficult Dark Minions for the referee to convey effectively. The reason for this is that many players will not be used to thinking of ETs horrifically. They may have images of cute, child-sized humanoids with overlarge eyes like Chihuahuas in cheap velvet paintings, of aliens who have come to save us from ourselves. On the other hand, there are also ample examples of warty, bug-eyed monsters who have come to

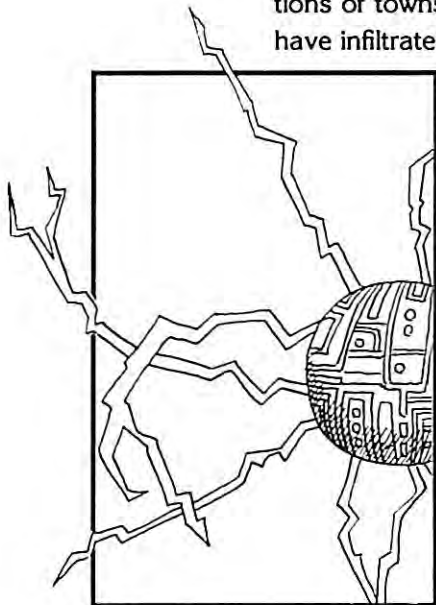
- ① *Naga*
- ② *Ifrit*
- ③ *Djinni*
- ④ *Oni*
- ⑤ *Spirits, goblins, bogeys, ghosts, devils, faeries*
- ⑥ *Tengu*





over mental hospitals in New York state and performing head transplant surgery upon the inmates. Nearly every tabloid currently on the market carries regular features about aliens abducting someone and performing experiments on them. The paranoia surrounding these creatures is also evident in reports that they have established secret bases inside the Earth.

In *Dark Conspiracy*, these sorts of stories are all too true. ETs are taking over the planet—or at least they are trying to. It is they who were the major force behind the worldwide economic crash that began the Greater Depression. They are the ones who secretly control the largest megacorporations. They have offices within every major government, and secret experimental installations all over the world. In places, they have even replaced entire populations of towns. Like a metastasizing cancer, they have infiltrated human society at all levels.



But ETs are not merely one race. There are insectoid ETs, tentacular ETs, humanoid ETs with bulgy eyes and foreheads, and even some that are pure energy. These disparate races do not always work together well, which may be all that keeps them from completely enslaving the Earth. The one thing that all of the extraterrestrials have in common is that they are extremely advanced technologically. The "DarkTek" chapter discusses this in more detail, giving statistics for some of their devices.

Energy ETs

Strength: 1 **Education:** 20 **Move:** 40
Constitution: 1 **Charisma:** 1 **Skill/Dam.:** 6†/4D10*
Agility: 9 **Empathy:** 1 **Hits:** 2/4
Intelligence: 18 **Initiative:** 4 **# Appear:** 1D10+2
†Possesses the following special skills: Darkling Empathy 6, Human Empathy 4, Project Thought 10, Telekinesis 4, Willpower Drain 8.
*This is an electrical attack with a medium range of eight meters.

Special: Two levels more difficult to hit, due to small size. Armor value 1.

Each energy ET is a glowing sphere of pure energy, two meters in diameter, centered upon a tiny ball of matter (0.10 kilograms) that serves as its focus point. In combat, the creature gives off bolts of lightning, treated as a fire combat attack. It can only be destroyed by damaging its focal point, a fairly difficult thing to accomplish, given that the point is small and has a tough surface. Once that focal point is destroyed, however, the creature's energy disperses in a violent electrical display. Inside the tiny ball that remains, there can be seen circuitry of metallic veinings in a grainy, rocklike substance.

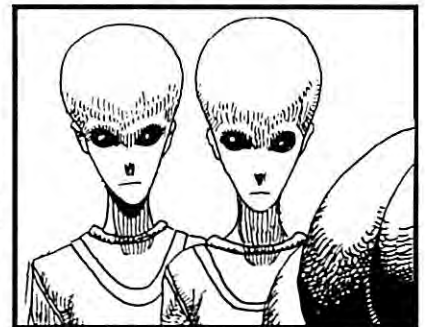
Energy ETs are the least likely of any ETs to directly intervene in human affairs. Typically, they merely observe. Sometimes, however, they will take action to destroy some human endeavor: an interplanetary craft, an advanced computer installation, or perhaps even a major nuclear power plant. In such cases, the devastation they cause can spill over onto local populations.

Humanoid ETs

Strength: 3 **Education:** 16 **Move:** 2/7/12/20
Constitution: 2 **Charisma:** 2 **Skill/Dam.:** 7/2
Agility: 4 **Empathy:** 9 **Hits:** 8/15
Intelligence: 11 **Initiative:** 3 **# Appear:** 1D6

Special: Pyrokinesis and/or Telekinesis. Some carry death-ray weapons and/or Dimension Walk devices.

These ETs are the staples of tabloid newspaper stories. (There is some evidence that they are the basis of some legends of elves and faeries, as well.) They look like hairless humans with small, slender bodies and overly large craniums. Their faces are small and delicate, with the exception of their oversized eyes, which





are generally dark blue or black with no visible whites. Their features betray no emotions. They travel about in saucer-shaped vessels that are little more than flying laboratories.

The most frightening thing about these creatures is their utter disregard for individual human life. Like soulless laboratory workers, they collect specimens of humanity (or occasionally other terran creatures), conduct psychological or surgical experiments with them, then destroy or discard the test subjects when they are finished.

Most humanoid ETs stay very close to their vessels. Some of the most human looking, however, will sometimes infiltrate human society, if there is an end to be gained. They might join the research staff of a scientific facility, for instance, to sabotage its work.

Insectoid ETs

Strength: 5	Education: 8	Move: 4/12/20/30
Constitution: 4	Charisma: 1	Skill/Dam.: 6/4
Agility: 6	Empathy: 3	Hits: 12/24
Intelligence: 8	Initiative: 4	# Appear: 2D6

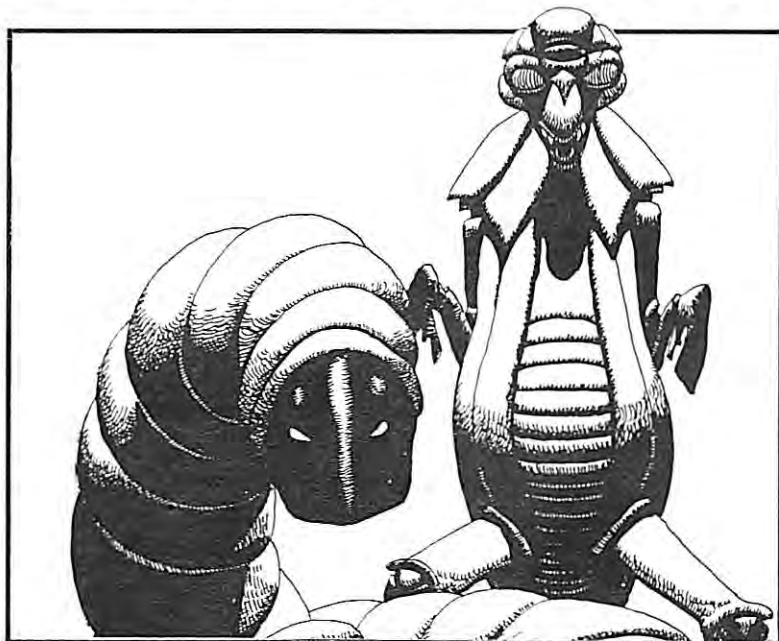
Special: Armor value 1 (versus melee only).
Animal Empathy 10 (insects only—see below),
Project Thought 6.

Grubs

Strength: 10	Education: 1	Move: 3
Constitution: 13	Charisma: 1	Skill/Dam.: 6/1D10
Agility: 3	Empathy: 1	Hits: 20/30
Intelligence: 1	Initiative: 6	# Appear: 1D6

Special: None.

Insectoid ETs want humans for one purpose only: as food. But they would like to keep that food supply running for as long as possible. So, like cattle farmers, they work to keep their herds placid and productive. In the case of human cattle, this means maintaining social and political systems as well as feed and medicine. For this reason, insectoid ETs have been among the Dark Minions most directly involved in terran politics. Many of the megacorporate strongholds in urban areas are actually nests of insectoid ETs—their outer blocks maintained in terran style as a facade of normalcy, but their inner regions transformed into bizarre, chiti-



nous tunnels, oozing with moisture, and filled with hungry ET grubs. It is a terrible thing to be captured by these ETs and deposited in the nests as grub food. Even though the grubs are slow, there are multitudes of them, and a person cannot run indefinitely.

The adults have a specialized form of Animal Empathy that works only with insects. By use of Project Thought, they are able to command any insects they are empathic contact with (including their own grubs).

In appearance, the adults are roughly human size and look something like a terran cockroach, but standing upright like a mantis. The grubs are somewhat larger, averaging two meters in length and a meter in diameter, with pale, bloated bodies and glossy black heads.

Tentacular ETs

Strength: 11	Education: 6	Move: 2/4/8/15
Constitution: 11	Charisma: 1	Skill/Dam.: 6*/5
Agility: 5	Empathy: 4	Hits: 13/25
Intelligence: 11	Initiative: 3	# Appear: 2D6

*Each does 1D6 attacks per action in melee combat, due to their multiple tentacles.

Special: Swimming 10.

The tentacular ETs are perhaps the most hideous looking of the ET races described here. They are



shoulder level, and heavier, "walking" tentacles at floor level.

Their purpose is simple: conquer the Earth and make it their own. Fortunately for humans, there are very few of these creatures and they prefer to remain near the oceans.

FEY FOLK

The word "faerie" has not always meant only "of delicate beauty and magical charm" (as Merriam-Webster puts it). Many of the creatures in faerie legends are beautiful but cruel, and best avoided if at all possible. In former times, these were sometimes called the "fair folk," a euphemism used to avoid drawing their attention, but not entirely accurate. And humans who seemed touched by them were called "fay," meaning prone to faerie visions, or "fey," meaning doomed or fated. It is from the latter that we coin the term "fey folk" to represent the Dark Minions that spawned the faerie myths.

In legend, these creatures are strong with magical power, particularly the power of illusion (in fact, no one can be quite certain what they really look like), and they dwell in a world that touches our own but is somehow one step removed from it. In *Dark Conspiracy*, their entire purpose is to beguile in order to enslave or destroy. They are dangerous creatures, masters of terror and illusion, and they like nothing better than to drive people to madness and death.

They fey folk all are highly empathic, and they are so skilled at projecting thought images that they can give a victim waking dreams, creating

amphibians that look something like a cross between a human and a squid. A fleshy, bulbous head surmounts an upright, fleshy torso, ringed by manipulative tentacles at

a totally illusory world, if desired.

Banshee

Strength: 7	Education: 4	Move: 2/8/15/30
Constitution: 3	Charisma: 9	Skill/Dam.: 7/10
Agility: 7	Empathy: 20	Hits: 8/16
Intelligence: 6	Initiative: 5	# Appear: 1
Special: Human Empathy, Project Emotion, Willpower Drain, Dimension Walk.		

This creature projects its image as a wailing woman in white cloak and robes, often at a stream or river, washing bloody cloths in the water. Legend is that it appears to a family when a death is imminent. In actuality, the banshee brings about those deaths by driving its victims to despair, then taking advantage of their weakened condition to make its attack.



Barghest

Strength: 16	Education: 1	Move: 4/15/30/60
Constitution: 14	Charisma: 6	Skill/Dam.: 5/12
Agility: 9	Empathy: 18	Hits: 15/30
Intelligence: 1	Initiative: 6	# Appear: 1
Special: Animal Empathy, Human Empathy, Project Emotion, Willpower Drain, Dimension Walk.		





Like the banshee, the barghest haunts its intended victim for days before finally attacking. At night, it sends horrible dreams of pursuit by ferocious hounds. During the day, it projects an image of a great mastiff, always prowling at the edge of vision, seen only in from corner of the eye. Finally, when its victim's terror has peaked, the barghest attacks. This attack always comes at night, and always when the victim is alone. Some people have tried to protect themselves by surrounding themselves with friends, but the barghest is expert at drawing its victims away from protection. One theory is that it projects an image of a friend to lure the victim out, then drops the illusion just before it attacks.

Dark Elves

Strength: 6	Education: 4	Move: 3/10/20/35
Constitution: 4	Charisma: 9	Skill/Dam.: 7/4
Agility: 8	Empathy: 10	Hits: 10/20
Intelligence: 5	Initiative: 4	# Appear: 2D6
Special: Dimension Walk.		



The dark elves are apparently very human in appearance, although fairer than average. Legend is that they dwell in vast subterranean caverns, where they maintain entire underground civilizations. But the dark elves have always taken a great interest in

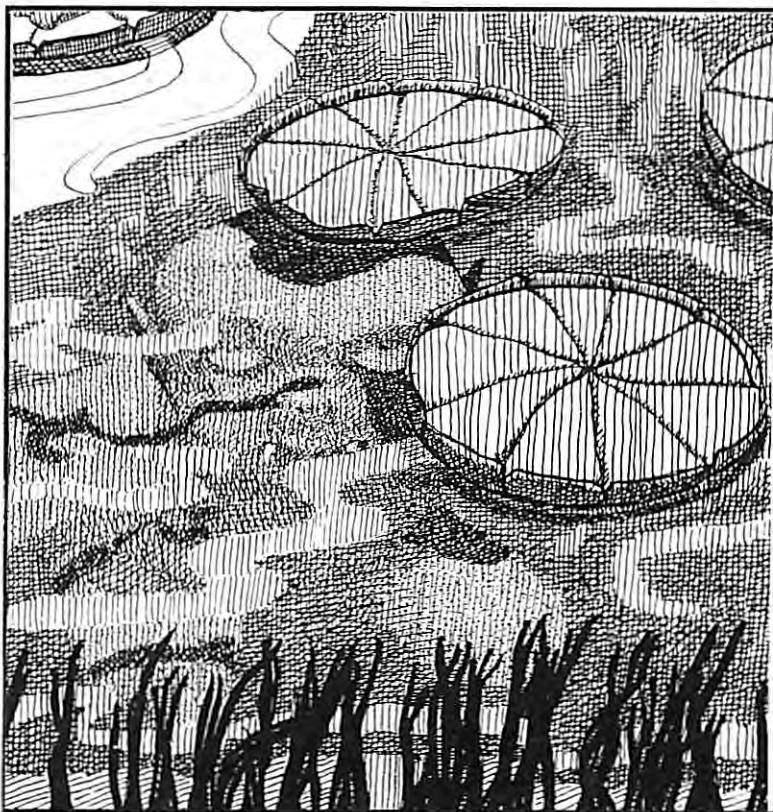
humanity, a perverse interest which derives pleasure from human suffering and ruination. As a result, individual dark elves often join human society, where they pass themselves off as human, generally preferring to pose as artists, poets, musicians, or magicians.

The dark elves are incredibly cruel. In human cities, they prowl the most elegant night spots, looking for victims to invite to a "very private party." Once a sufficient number of people have been collected, the dark elves lead them to an isolated spot and slaughter them in the most hideous ways imaginable. (For example, one particular slaughter involved a locked warehouse and a threshing machine.) In rural regions, pairs of dark elves will pose as travellers in need of shelter for the night, only to turn on their hosts and murder them in their beds.

The dark elves are quite capable of using any human technologies, although it is doubtful that they ever develop new technologies of their own. The one exception to this is the creation of animator spirits (see above), which the dark elves are quite accomplished at.

Fuath

Strength: 10	Education: 1	Move: 5/10/30/60
Constitution: 8	Charisma: 3	Skill/Dam.: 8/8
Agility: 7	Empathy: 12	Hits: 13/25
Intelligence: 2	Initiative: 6	# Appear: 1





Special: Makes grappling attacks to subdue, then drowns its victims.

Fuathas (pronounced "fyathas"), or pookas, are a collection of various amphibious creatures that haunt bodies of water, in the guise of animals, intending to trick people in to drown. One of the most reported is the each-uisge ("ek-wiskey"), which appears as a horse, tempts people (particularly children) to ride, then carries them underwater.

A related creature is shellycoat, which lurks underwater waiting for a chance to grab unwary victims and pull them in.

GHOSTS Haunt

Strength: — Education: — Move: —
 Constitution: — Charisma: — Skill/Dam.: —/
 Agility: — Empathy: 16 Hits: —
 Intelligence: — Initiative: 6 # Appear: 1D6+2
 Special: None.



Poltergeist

Strength: — Education: — Move: —
 Constitution: — Charisma: — Skill/Dam.: —/*
 Agility: — Empathy: 12 Hits: —
 Intelligence: — Initiative: 6 # Appear: 1D6+3

*Depends upon object being used.

Special: Telekinesis and/or pyrokinesis at double the normal effect.

Ghosts are disembodied spirits that basically can be subdivided into two distinct types. The first type, sometimes called a "haunt," has no ability to physically affect reality, but relies upon the power of emotion to take its prey. Even without a physical presence, however, a haunt can kill, either by overstressing weak hearts or by driving their victims to suicide. These beings rely heavily upon the following empathic skills: Human Empathy, Project Emotion, Project Thought, and Willpower Drain. The first is used to establish empathic contact with the victim. Once that link is formed, either Project Emotion or Project Thought follows.

Project Emotion is used to drive victims to a frenzy of fear. Each stage of power level with this skill temporarily makes all skill checks by the victim one level more difficult. (For instance, a Stage Two success at Project Emotion would make all of the victim's skill checks two levels more difficult.) Project Thought is used to command victims to self-destructive acts, from throwing themselves out of upper-story windows to killing themselves or attacking their companions. If necessary, Willpower Drain is used to soften the victims up.

The second type of ghost, often called a "poltergeist," is able to move objects, and so to make physical attacks. Occasionally, these ghosts will attack empathically as a haunt, but they prefer to use their telepathic and pyrokinetic abilities. For example, a poltergeist might telepathically lock the only door to a room, pyrokinetically set the curtains afire, then begin projecting sounds of insane laughter or empathically exaggerate the size of the fire. Note that poltergeists get double the normal effect for Telekinesis.

Many people believe that ghosts are the psychic



residue of dead humans. In actuality, ghosts are merely another type of Dark Minion. (The one exception to this, the "data ghost," is actually nothing more than a collection of human memories trapped within a computer network. See the "DarkTek" chapter for details.)

HARPY

Strength: 4	Education: 2	Move: 15/30/50*
Constitution: 2	Charisma: 2	Skill/Dam.: 6/1D6
Agility: 6	Empathy: 2	Hits: 8/16
Intelligence: 3	Initiative: 4	# Appear: 1D6+1

*This is flying speed; harpies walk 5 and run 10 when grounded.

Special: Drop stones (treat as thrown weapon attack for 1D10 damage).



Harpies are filthy, vulgar, flying humanoids with a taste for human flesh. Most stand about a meter tall, with relatively human heads and torsos, but with the lower legs of a vulture, and with wings instead of human arms. Like blood vultures (see the "Beasties" chapter), they are primarily scavengers; but flocks of them have been known to attack living creatures, if the odds are greatly in their favor. Their preferred method of attack is to drop stones on their quarry (treat these as thrown weapon attacks doing 1D10

damage). Of course, this requires a suitable supply of stones and ample time to resupply between each attack. If time or head room is limited, they will hover within melee range of their victims and tear at them with their clawed feet.

Harpies usually haunt the wildernesses of the planet, but they can sometimes be found in the employ of other Dark Minions, occasionally even in inner cities.

MEDUSA Human Statistics

Strength: 4	Education: 5	Move: 2/8/15/30
Constitution: 6	Charisma: 3	Skill/Dam.: 9/5
Agility: 7	Empathy: 8	Hits: 12/25
Intelligence: 6	Initiative: 5	# Appear: 1

Special: Poison-tipped tentacles on head and neck.

Tentacles

Strength: —	Education: —	Move: —
Constitution: —	Charisma: —	Skill/Dam.: 6/1p1
Agility: —	Empathy: —	Hits: *
Intelligence: —	Initiative: 6	# Appear: 2D6

*Each hit to a medusa's head has a chance of destroying tentacles. See below for details.

Special: Short melee combat range. Each tentacle attacks separately, and all may focus on different targets.

Medusas are an unusual type of Dark Minion, because they





originated as terran humans. Each medusa has grafted onto its scalp and neck approximately a dozen independently minded, stinger-tipped tentacles, each about 20 centimeters long. These tentacles give the creatures poison attacks in melee combat, in addition to their normal human attacks.

In the tentacle statistics listed above, # *Appear* refers to the number of tentacles the creature possesses, and the skill rating is each tentacle's chance of hitting. Melee range for the tentacles is short. Each tentacle strikes separately, injecting its target with 1p1 of venom. Tentacles can even hit targets to the rear and sides of the medusa, and each tentacle can attack separate targets.

If the referee allows, damage to a medusa's head may count additionally as a chance that some of the tentacles are destroyed. Each wound should be counted separately, and is multiplied by 10 for a percentage chance that 1D6+2 tentacles (rounded down) are lost. For instance, a blow that did 3 points of damage to the head would have a 30 percent chance of removing tentacles.

Many medusas let their hair grow long and thick to disguise the tentacles. Others prefer to wear wigs, hoods, scarves, turbans, or large hats.

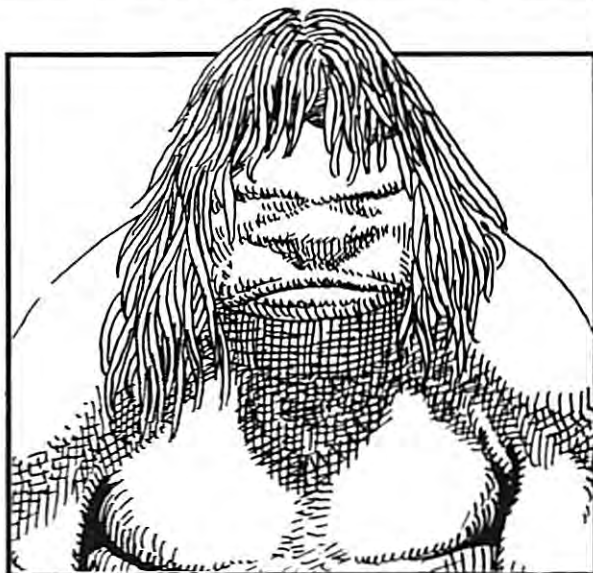
MORLOCKS

Strength: 5	Education: 3	Move: 3/8/12/20
Constitution: 3	Charisma: 4	Skill/Dam.: 5/1D6
Agility: 5	Empathy: 6	Hits: 6/12
Intelligence: 7	Initiative: 3	# <i>Appear</i> : 4D6

Special: Blind, but excellent senses of smell and hearing.

In *The Time Machine*, H. G. Wells wrote of a far future in which the descendents of humanity had split into two separate races. One lived an idyllic, carefree life on the Earth's surface. The other race hid underground and cared for the first...because they used the surface dwellers as cattle.

Wells called that cannibalistic, subterranean race the morlocks. But he wasn't just writing fiction; the morlocks actually exist. They are short, pallid humanoids with incredibly developed senses of hearing and smell. Their eyes have completely atrophied, however, leaving nothing but smooth brow



between their snow-white hair and their wide, quivering noses. Their jawbones are much smaller than are humans', which makes their pale, fleshy lips seem even more oversized, and their teeth are small and very pointed. Morlocks are primarily meat-eaters, their diet consisting mainly of worms, grubs, and raw cave fish. On the rare occasions when they can find warm meat, such as moles, mice, or bats, they go into a frenzy of ecstasy. But more than anything else, they prefer raw human flesh, torn with their teeth from a living victim.

The problem for the morlocks has been that humans are bigger and more technologically advanced than they are. Also, humans tend to stay above ground, where their sight gives them a long-range advantage over the blind morlocks. Below ground, however, it is a much different story. In the stygian darkness of subterranean caves, humans panic without their sight advantage, and the morlocks can attack them en masse. It is a terrifying thing to be lost in the darkness and hear the patter of scores of bare feet approaching.

With the worldwide chaos that the Dark Minions have brought to Earth, humans have become somewhat more vulnerable to morlock attacks. There have been many recent news stories of entire populations of isolated villages disappearing overnight. The only clues as to their whereabouts are fresh tunnels dug into basements and cellars. Few



people have been brave enough to explore those tunnels afterward, and even fewer of those who were have ever returned.

Particularly frightening is the fact that numerous firearms and other equipment have disappeared into those holes, as well. All indications are that the morlocks are completely capable of learning to use human technology.

NUKIDS

Strength: *	Education: *	Move: *
Constitution: *	Charisma: *	Skill/Dam.: */*
Agility: *	Empathy: *	Hits: *
Intelligence: *	Initiative: *	# Appear: 2D6-1

*As normal NPCs, except one in 10 has an Empathy rating of 1D6+4.

Special: Empathic nukids have Darkling Empathy skills, including Dimension Walk, Dissolution, Pyrokinesis, or Telekinesis.



Nukids is a collective term for street gangs composed of mutated humans. It originated as a reference to radioactive contamination ("that dude's been nuked for sure"), but has

come to refer to mutations resulting from other sorts of contamination as well (chemical, for example). The prerequisite for membership to a nukid "family" is having a mutation of some sort. Most of these mutations are merely physical deformations. But roughly 10% of the nukids also demonstrate one Darkling empathic ability or another, falling into one of four different classes: geists, slimers, spooks, and torches.

The term "geist" is a shortening of "poltergeist," and these nukids are highly telekinetic. "Slimers" are nukids with the Dissolution skill; they also tend to be slightly radioactive. "Spooks" are those with the Dimension Walk skill. And "torches" are pyrokinetic. All of these empathic characters also

have other Empathy skills as per Dark Minions (as explained under "Darkling Skills," above).

Nukid gangs can be an excellent source of information for Dark Minion hunters, provided the questioners survive their first meeting. In particular, a number of the more hideously deformed gangs have taken up residence in the sewers, and some of these are great enemies to morlocks and dark elves. Unlike true Dark Minions, nukids are not actively out to ruin humanity. Instead, like nearly any other street gang members, they are merely unfortunate people in a dead-end life-style, with no hope for the future. Nukid gangs just have more to complain about than most others.

OGRE

Strength: 24	Education: 1	Move: 2/10/15/30
Constitution: 21	Charisma: 1	Skill/Dam.: 5/4D6
Agility: 4	Empathy: 1	Hits: 28/55
Intelligence: 2	Initiative: 5	# Appear: 1

Special: Long unarmed melee range.



Ogres are basically huge, filthy, brutish humanoids that love to tear weaker creatures limb from limb and eat them. Their average height is about three and a half meters, and they mass up to 250

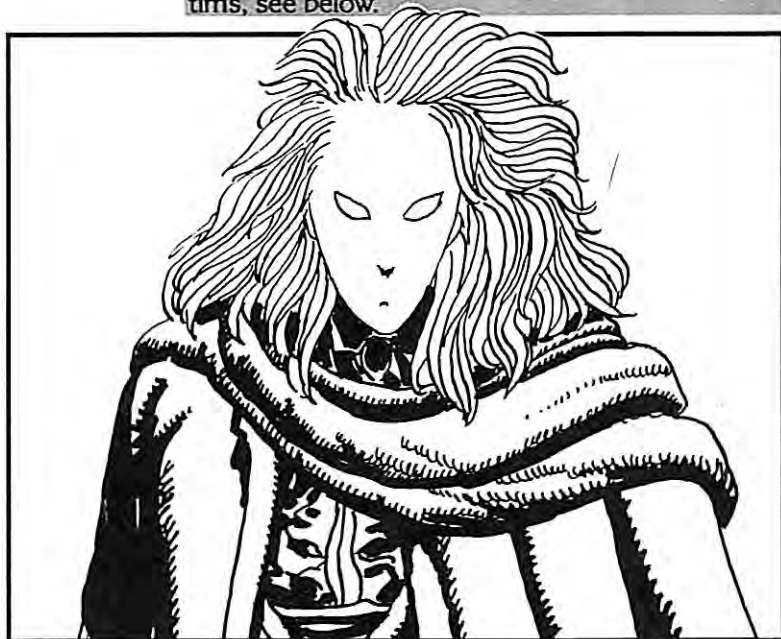


kilos. Most of them work as watchdogs for other, brighter Dark Minions, but occasionally one will escape into the wilds of the Earth. These escapees maintain a very primitive existence, hunting with their bare hands and wearing untanned animal skins for clothing, giving rise to legends of bigfoot, yeti, and (in ancient times) cyclops.

THE PALE

Strength: 8	Education: 4	Move: 3/10/20/40
Constitution: 5	Charisma: 7	Skill/Dam.: 5/1D6
Agility: 8	Empathy: 8	Hits: 13/26
Intelligence: 6	Initiative: 4	# Appear: 1D6+2

Special: Dimension Walk. Leech heat from victims, see below.



Like the bloodkin, the pale are another source of humanity's vampire legends. These creatures are much more human looking than are the bloodkin, however. Members of the pale are tall and gaunt, with relatively short torsos but long, spindly limbs. (Generally the pale average a full two meters in height and about 70 kilograms in weight.) Their skin is incredibly pallid, and their hair (which grows thickly on head, neck, and shoulders, like a lion's mane) is pure white. Their eyes are pink, like an albino's. To disguise their inhumanly long limbs and short torsos, the pale tend to dress in billowy clothes and wear flowing cloaks. They prefer black because

it makes them less visible at night.

Despite their relatively human appearance, the pale do not feed like humans. Instead, they leech body heat from warm-blooded creatures, preferably from human beings, leaving their victims as cold corpses. (They can drain a body down to almost 0° centigrade—32° Fahrenheit—just short of the freezing point.) To do this, they must create an empathic link with the victim, while physically in contact, skin-to-skin. (In order to establish the link, a pale must have a few minutes to concentrate, which means that it may not do so during combat—but it could grapple a victim to immobility, then simply hold the victim while the link is created.) Without this link, they cannot absorb heat effectively, which is why nonliving heat sources will not serve them. Daylight, for example, might provide them with sufficient energy for survival, but it severely burns their sensitive skin and eyes. Similarly, rumor has it that two FBI agents once tried to keep a captive pale alive in a hot tub, but the creature died of hypothermia even as its outer skin layer was blistering away.

The pale are nocturnal hunters, shunning the bright, hot light of day. They almost always operate in packs. When prey is scarce or human resistance is strong, the creatures can enter a hibernative trance to wait for better times. They can only leave this trance by absorbing more heat, which means that a victim must be within the immediate vicinity.

The amount of heat that can be leeched from different victims varies considerably, of course (especially if the victims are of different species). As a rule of thumb, however, referees can estimate that for victims that are drained completely, each kilogram of body weight translates to about 45 minutes of activity for a pale. The heat from an average adult human (let's say 70 kilograms), for example, could maintain one pale for a little over two days (52.5 hours, to be exact), or two pales for one day, etc. A good-sized rat might keep one pale active for an hour or so.

Some of the oldest and wildest of the pale are able to stop feeding from their victims short of causing



death, saving them to feed upon again and again. The average human can survive down to a body temperature of about 25° centigrade (77° Fahrenheit), but will become comatose in the process and require special care to be rewarmed. Humans can remain coherent and able to care for themselves with body temperatures down to almost 32° centigrade (90° Fahrenheit). Below this, they become delirious and eventually incapable of any activity at all. Following these guidelines, referees who wish to run pales that keep captive victims can multiply such victims' body weight (in kilograms, of course) by the number of degrees their temperature is lowered, then divide the result by 50 (100 if Fahrenheit), to determine the number of hours activity the pale gains. For example, a pale that leached 5° C from a 70-kilogram human would gain about seven hours of activity $([5 \times 70] \div 50 = 7)$. Assuming adequate food and shelter, the victim's body heat could certainly return to normal during that time, meaning the pale could feed once again.

Referees are encouraged to enhance the frightfulness of adventures involving the pale by having player characters captured by the creatures. Other PCs will certainly be horrified to finally find their friends locked in some damp cellar, shivering and blue with cold, and mumbling incoherently about tall, gangly, pale men.

UNDEAD

In *Dark Conspiracy*, the term "undead" refers specifically to dead creatures that have been brought back to a semblance of life, usually by an animator spirit (see above). The three primary examples of undead are animated mummies, skeletons, and zombies. Zombies are covered in their own section, below. Mummies and skeletons are described as follows.

Mummy

Strength: 9	Education: 1	Move: 1/4/8
Constitution: 9	Charisma: 1	Skill/Dam.: 8/3D6
Agility: 2	Empathy: 1	Hits: 25/30
Intelligence: 1	Initiative: 2	# Appear: 1D6+3
Special: Burns do double damage.		



The ancient Egyptians mummified their most important dead, in order to enhance their success in the afterlife. Mummification typically involved having most of the internal organs scooped out, including the brain, and the resulting cavities filled with preservative herbs and linen padding. The important organs were sealed in special funerary jars. The rest of the body was treated with special chemicals to desiccate it, then wrapped in linen, doused in funerary resins, and placed in a sarcophagus. (It is the desiccation and funerary resins that make mummies vulnerable to fire, causing them to take double the normal burn damage.)

When this sort of mummy is animated, it serves as nothing but a vehicle for the animating spirit. The mummy is physically strong, but because of its brittleness, it is anything but agile. Of course, without a brain, the body has no intelligence of its own. The mummy's mental and soul attributes are merely given by the animating spirit.

There are cases of mummified corpses, however, in which the brain and internal organs were not removed. Generally, these cases involve accidental deaths by suffocation in conditions that prevented the corpse from decomposing or being eaten by scavengers. For example, mummified corpses have been found in extreme northern bogs, frozen in ice,



or buried in desert sands. Similarly, there have been discoveries of stone cairns preserving some Eskimo and Viking corpses. If mummies such as these are animated, the animating spirit has access to the mummified brains' knowledge and memories (at least what remains after ages of death). Such mummies can be quite cunning and self-aware. Of course, it is entirely possible for the animating spirit to be created with above average mental and/or soul statistics, as well.

Mummies are most often created by dark elves, and are used to guard entrances to their underground facilities. Sometimes, however, they may be made by ETs or others of the fey folk.

Skeleton

Strength: 3	Education: 1	Move: 3/9/18/25
Constitution: 2	Charisma: 1	Skill/Dam.: 6/1D6
Agility: 8	Empathy: 1	Hits: 4/5
Intelligence: 1	Initiative: 6	# Appear: 3D6

Special: One level more difficult to hit in fire combat.



Like mummies, animated skeletons are the remains of corpses, which are then raised to a semblance of life by the infusion of an animating spirit. Generally, they are created by the dark elves to guard entrances to subterranean facilities. The dark elves also like to use skeletons to terrorize small towns, animating the contents of nearby cemeteries for their grisly entertainment. Occasionally, ETs or fey folk other

than the dark elves will create animated skeletons, as well.

For the morlocks and dark elves, one of the most appealing things about creating animated skeletons is that they require much less life force to animate than mummies or zombies. For this reason, greater numbers of them can be animated. That ease of animation also means that skeletons are much more agile than other animated corpses. Unfortunately, they are also much more fragile,

doing less damage in combat, and able to withstand much less, as well.

WERES

There are at least two different types of were creatures that have formed the basis of legends of shape-changing creatures. The primary type is termed "true weres," the secondary "Moreau weres."

True Weres

Werebear

Strength: 13	Education: 4	Move: 3/9/15/30
Constitution: 15	Charisma: 4	Skill/Dam.: 6/2D10
Agility: 4	Empathy: 7	Hits: 18/25
Intelligence: 4	Initiative: 4	# Appear: 1D6+3

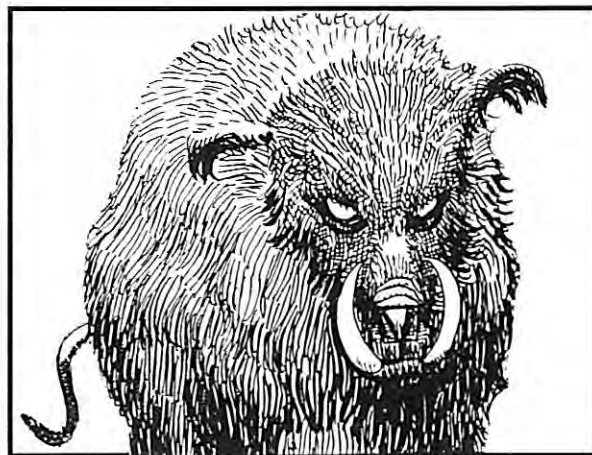
Special: Automatic human image projection. Silver disrupts Empathy.



Wereboar

Strength: 11	Education: 2	Move: 3/6/10/18
Constitution: 12	Charisma: 3	Skill/Dam.: 5/2D6
Agility: 5	Empathy: 8	Hits: 13/25
Intelligence: 3	Initiative: 5	# Appear: 1D6+2

Special: Automatic human image projection. Silver disrupts Empathy.

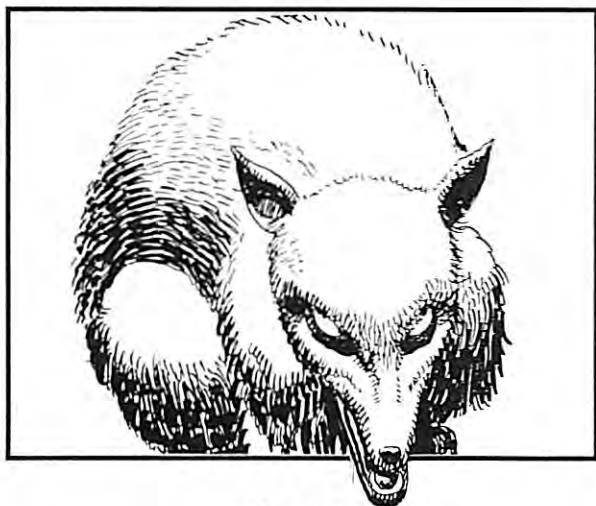




Wererat

Strength: 5 Education: 6 Move: 3/9/17/32
 Constitution: 2 Charisma: 7 Skill/Dam.: 7/1D6+1
 Agility: 7 Empathy: 10 Hits: 8/15
 Intelligence: 8 Initiative: 5 # Appear: 2D6

Special: Automatic human image projection.
 Silver disrupts Empathy.



Weretiger

Strength: 17 Education: 3 Move: 3/9/18/35
 Constitution: 15 Charisma: 6 Skill/Dam.: 8/3D6
 Agility: 6 Empathy: 8 Hits: 15/30
 Intelligence: 5 Initiative: 6 # Appear: 1D6+3

Special: Automatic human image projection.
 Silver disrupts Empathy.



Werewolf

Strength: 8 Education: 4 Move: 3/9/17/32
 Constitution: 6 Charisma: 6 Skill/Dam.: 6/2D6
 Agility: 7 Empathy: 9 Hits: 11/22
 Intelligence: 6 Initiative: 6 # Appear: 1D6

Special: Automatic human image projection.
 Silver disrupts Empathy.



True weres are bestial creatures that can walk either upright like humans or, more quickly, upon all fours. They vaguely resemble normal terran animals such as wolves, bears, boars, or even tigers but are able to disguise themselves by empathically projecting an image of human shape and features. Except during the period of the full moon, that is. Weres have a monthly rutting season which is tied to the lunar phases, and when the moon is full, they revert to bestial habits, dropping their human guise and mindlessly attacking nearly any terran creature they meet up with.

It is not possible for a human to become a were, but it is possible for the two races to interbreed, with a 60% chance of producing were offspring.

Contact with silver disrupts a were's ability to use empathic powers, including the projection of its normal human facade.



Moreau Weres



A special subclass of weres is made up of humans who have been bestialized in ET experiments. Some have been surgically modified, having cat's eyes implanted to improve night vision, for example. Others are the result of chemical treatments that thicken skin, stimulate adrenaline production, etc. Some have even been created by genetic manipulation, resulting in creatures that are truly half human and half beast.

Very few of these experimental subjects survive. Of those, most are severely crippled. Only very rarely do individuals result who are favorably modified. Statistics for these creatures are as varied as their types. Generally, the referee should choose standard NPC statistics, then add a special facility, such as the ability to spray like a skunk or to cause extra unarmed melee damage with claws.

(These creatures are called Moreau weres in honor of H.G. Wells' *The Island of Doctor Moreau*.)

ZOMBIES

In voodoo myths, the word *zombi* generally refers to a dead body brought back to life to serve as a mindless slave, usually for agricultural work. In *Dark Conspiracy*, there are two different sources for these myths, plus one more modern type of zombie.

Animator Zombies

Strength: 9	Education: 1	Move: 2/8/15
Constitution: 7	Charisma: 1	Skill/Dam.: 5/2D6+1
Agility: 3	Empathy: 1	Hits: 15/30
Intelligence: 1	Initiative: 2	# Appear: 2D6
Special: None.		

The first source of the zombie myths is a specialized form of animator (see above), one powerful enough to restore an entire corpse to physical function. Like mummies and animated skeletons, this sort of zombie is not actually brought back to life; instead, it is moved telekinetically by the animator dwelling within it. (This is a special use of Telekinesis that requires no rolls for success or effect.) Like other animators, these zombies are usually created by ETs or fey folk, to function as guards and troops. As a result, they are typically made with very low Intelligence, Education, and Charisma statistics. It is possible, however, for zombies to be created with high scores in these statistics (which ought to give the PCs quite a shock the first time they encounter one). The statistics listed above are for average zombies.

Moss Zombies

Strength: *	Education: *	Move: *
Constitution: *	Charisma: *	Skill/Dam.: */*
Agility: *	Empathy: *	Hits: *
Intelligence: *	Initiative: *	# Appear: 1D6
*As per appropriate NPC level.		
Special: None.		

Moss zombies are apparently the result of an experiment in biological weaponry gone awry. They are not actually corpses brought back to life, but are instead living creatures infected with a bizarre form of plant life.

The zombie moss can only survive in warm, wet climates, such as Southeast Asia and Indonesia,



and it only affects mammals. Apparently, when a mammal encounters the moss, it inhales airborne spores. Those spores remain dormant through much of the year, but during the rainy season, they suddenly sprout within the circulatory system of their victims, giving their blood (and skin) a greenish tint. As the infection mounts, it causes a chemical imbalance in the host which gives rise to murderous rages, much like rabies. The significant difference is that while rabies produces blind, unreasoning violence, typically occurring only when the subject is somehow provoked, the zombi-moss produces a cold-blooded, cunning murderousness in which its victims stalk others of their kind. (There has been speculation that the murders are actually intended as mercy killings, to prevent others from later contracting the infection.)

By the end of the rainy season, the infection has completely filled the host's circulatory system, and the victim dies. Within two to three days, the corpse bursts open from the moss' rampant growth, and new spores are released into the air, beginning the process all over again.

There have been some isolated reports of moss zombies in Oregon.

Yellow Zombies

Strength: 8	Education: 1	Move: 2/7/13/25
Constitution: 9	Charisma: 1	Skill/Dam.: 6/2D6-1
Agility: 5	Empathy: 3	Hits: 9/18
Intelligence: 2	Initiative: 4	# Appear: 3D6
Special: None.		

Yellow zombies are so named because of the putrescent, curdled, yellowish fluid that swells their skulls and nerve paths. This fluid consists of a type of microorganism that combines to form a community intelligence. It feeds on human nervous tissue and is able to stimulate muscle activity in the same way that nerves do. In other words, it is able to



invade a human body, consume the nervous tissue there, and replace it at the same time, keeping the body functioning as long as there is any nervous tissue remaining for sustenance.

Unfortunately, living humans move too quickly for the organism to invade, so it generally settles for corpses, then uses those bodies to create more corpses from the living. The zombie organism begins its invasion with the brain, then works its way outward toward the extremities. Note that the organism does not actually return life to the corpse, only movement.

After all of the nervous tissue in a corpse has been consumed (a process that takes approximately three days), the zombie organism must move on to a new body. Each hour that it spends in a used-up



corpse, portions of the community begin to die away, and control of the body steadily worsens. Generally, when the community finally leaves the old body, it does so by oozing out skull openings such as the ears and nostrils. Of course, it attempts to leave the old corpse while in the vicinity of several new ones, in order to split up and expand.

If the organism can invade a living human, it can feed for nearly a week, as it does not have to compete for its food with normal corrupting organisms. A living victim will slowly lose its personality, memories, and physical control over the course of the first few days of this period, and will spend the time in a horrific waking nightmare during which it has trouble separating hallucinations from reality. When running such an infected NPC, the referee should use the NPC's normal statistics to begin with, then slowly adjust them to reflect the infection's taking control.

DESIGNING YOUR OWN DARK MINIONS

Sources of ideas for new Darkling races surround us every day. Novels, movies, TV, and periodicals abound with strange creatures that can become the basis for a new threat to your PCs and the world in which they dwell. Or you may have an odd idea or two floating around in your own head.

In order to translate one of these creatures into *Dark Conspiracy* game terms, first write down a word description of the creature's appearance and behavior, without worrying about numbers at this point. As you write, new ideas will come to you, to help flesh out the description.

With that description firmly in mind, begin thinking about how to translate any special powers into rules. With the pale, for instance, we knew that we wanted creatures that leech heat in a way similar to the manner in which traditional vampires drain blood, including the possibility of draining just a little, leaving the victim alive for repeated feedings. Just a little bit of playing with human body heat and weight revealed a relatively simple formula that

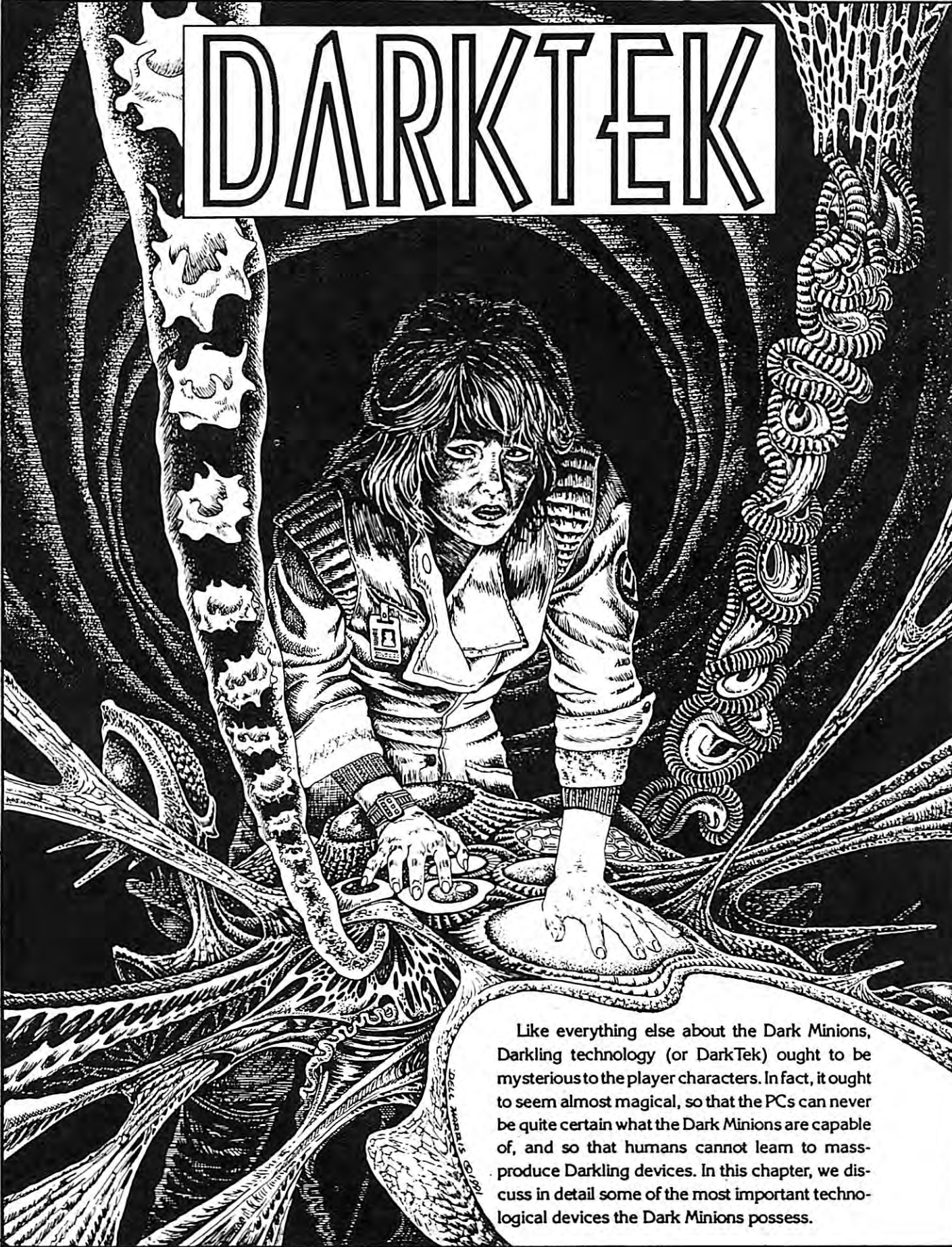
would allow referees to easily keep track of hours gained for heat drained. A little testing revealed that the formula allowed for draining a human entirely and receiving a full two days of activity, as well as for keeping the victim alive by smaller feedings every seven hours or so. Of course, we had to set a limit on how low the heat could be leeched (not quite to freezing), as well as a rationale for ruling out other heat sources.

After all of this is done, work through the statistics, assigning numbers that seem reasonable, given the other creatures in the game. Human NPCs can be a great guideline for this. For example, if you want something about as tough as an Experienced NPC, you should give it an Initiative of about 3, attributes that average to about 5, and a combat skill value of 4. All human NPCs have a total of 20 hit points and can take 10 before they suffer the results of being slightly wounded. You should adjust this up or down to suit your creature. NPC unarmed combat damage is one-tenth of the product of Strength and Skill. Your creature may do more or less, depending upon natural weapons such as claws and teeth. Ideally, then, you should establish a die roll notation that averages about the same number (remembering that the average on 1D6 is 3.5, and on 1D10 is 5.5, so 2D6 average to 7, 2D10 to 11, etc.). When adjusting these things, keep in mind that a low-Initiative creature needs a fairly high skill level, if it is to hit in combat at all, while a high-Initiative creature can afford a lower skill level, as it will get many more chances to hit during the course of a battle.

Next, if you want the creature to be just a bit tougher, give it one point of body armor, representing tough hide perhaps, or make it somewhat more difficult to hit, due to small size, snake-like quickness, or the like.

Finally, if you haven't done so already, give the Dark Minion a name that reflects its nature, something that Dark Minion hunters will have coined for it. (Alternatively, you can start with a jazzy name, then build the description and statistics upon it.) Now you are ready to turn it loose upon your PCs.

DARKTEK



Like everything else about the Dark Minions, Darkling technology (or DarkTek) ought to be mysterious to the player characters. In fact, it ought to seem almost magical, so that the PCs can never be quite certain what the Dark Minions are capable of, and so that humans cannot learn to mass-produce Darkling devices. In this chapter, we discuss in detail some of the most important technological devices the Dark Minions possess.



TECHNICAL IMAGERY

Most Darkling devices look quasi-organic, as if they were exuded from a living organism, rather than built mechanically. (Actually, most of them are!) Machine casings look like insect carapaces or mollusk shells. Cables and wires are bumpy and unevenly sized, like vines or strands of web. Some look like veins, carrying current through an internal fluid. The internal workings are dotted with opaque capsules, like insect eggs, and containing sludgy fluids. Where cables connect, globs of hardened mucous serve as solder. Exterior controls are either jointed, limb-like extensions that are operated by movement, or they are blister-like lumps that are activated by touch. Instead of dials and gauges, the devices have color-changing windows (black and red being prevalent) through which disturbing shapes can be dimly viewed, or flexible sheets of material with raised spots that move about, as if a finger were pressing outward from the other side.

The major exception to all of this is equipment used by the humanoid ETs. Their machinery tends to be smooth and featureless geometric shapes made from silvery metals or grown from crystals. Some have pastel lights glowing dimly inside. There are no visible controls: The ETs merely touch the machinery's surfaces to activate it. This makes the devices very difficult for humans to operate, because the touch points are not obvious.

Also, what little machinery the morlocks and dark elves use tends to be closer to the norm for humans, because it is usually stolen from humans or copied from their designs. It is not uncommon to find that equipment linked to items borrowed or stolen from one or another of the ET races, as well.

Referees are encouraged to let their imaginations run wild when describing Darkling devices. After all, the PCs are never going to be able to figure out all of a device's functions—what is most important is imagery.

DIMENSION WALK DEVICE

In "Dark Races," we mention an empathic skill known as Dimension Walk. This ability allows access to a proto-dimension with locations that correspond to locations in our own universe, but in which distances between those locations are much shorter. Thus, a Dark Minion can enter a proto-dimension at, say, New York's World Trade Center and exit again at the St. Louis Arch, without crossing the intervening space in our world. But not all Dark Minions have this innate ability to access that proto-dimension. Many—the ETs in particular—must rely upon special devices to provide that ability. One benefit of this is that the devices can be built to open portals for much larger masses. Even the most powerful of the dark elves, for instance, can only open a human-sized portal with the skill (although they might be able to keep that portal open for a relatively long time, depending upon their skillfulness), but Dimension Walk devices can be built to accommodate virtually any size object.

The only problem to be dealt with is the size of the projection device itself. Dimension Walk devices





are always cubical, and portals are always twice as wide, tall, and deep as the device that generates them. (They appear as a misty black cube projected from one face of the device.) Therefore, if you want to move an auto into the proto-dimension, for instance, you have to generate a portal that is as large as the auto's longest dimension, which means you need a device half as long as the car. It can be difficult to keep such a thing hidden. Also, these devices draw a lot of electrical power, which is why Dark Minions like to use megacorporate holdings in large cities to house them.

Proto-Dimensional Topology

Each proto-dimension is in many ways much like our own universe. It has "planets" circling "stars," for example. One such body is the proto-dimensional equivalent of our own Earth. But the mass and energy there can only be perceived by the empathic sense. Nonempathic characters find themselves seeming to float in a sort of limbo. But when the empathic sense is in operation, there is a sort of dark "ground" to be "felt" underfoot, and a sort of black

"sky" to be "seen" overhead, both shot through with tremors caused by other objects entering and leaving the proto-dimension. Neither ground nor sky have any distinguishing features, though. Both stretch blankly to the horizon.

In the most commonly used proto-dimensions, distances are about one-tenth of what they are in the normal universe. This means that by walking for about an hour in the proto-dimension, a humanoid Dark Minion might cover about five kilometers; but upon returning to Earth, it would have travelled 50 kilometers. If that same creature took a motorcycle into the proto-dimension, it might cover up to 20 kilometers during that hour (considered off-road travel), equivalent to 200 kilometers when it returned to Earth.

Dimension Walk and Other Dimensions

The Dark Minions are actually able to access many different dimensions and proto-dimensions. Many of the dimensions are the abodes of one or another of the Dark Races. In future supplements,



we will deal with some of those in more detail. Meanwhile, referees should feel free to invent dimensions as they see fit—just keep them horrific.

We have mentioned the proto-dimensions that are most commonly used, but you may wish to allow access to other proto-dimensions, as well. For example, if you need a creature to have truly rapid transit between L.A. and New York, you might want to have portals set up in both cities, accessing a proto-dimension in which distances are a hundredth or a thousandth of those in the real world.

PCs and Dimensional Travel

If your PCs discover a Dimension Walk device and learn to operate it, they may wish to use it themselves. Anyone can enter a dimensional portal, but remember that only empathic characters can perceive the topology of a proto-dimension. However, by use of Human Empathy and Project Thought skills, empathic characters are able to convey an image of their perception to nonempathic

characters. (Assume that empathic contact, once established, lasts the duration of the trip.)

Empathy has another important function in proto-dimensions as well: It serves as a sort of direction sense. In other words, empathic characters can feel the real-world locations corresponding to those in the proto-dimension. This way they can navigate their way through the otherwise featureless terrain. This assumes that they have made a successful roll versus their Empathy attribute. If they fail that roll, they have no sense of direction; a catastrophic failure means that they have a false sense. (Referees should make these rolls for the players.)

Note that just as a portal is necessary in order to enter a proto-dimension, another is just as necessary in order to exit. Therefore, even if the PCs capture one device, they will most likely have to exit at some other held by Dark Minions.

Besides allowing the PCs access to a dimensional portal, you might decide to let one or more of the empathic ones to learn the Dimension Walk skill. If so, they should only be able to access dimensions and proto-dimensions that they have previously visited. This prevents them from becoming too powerful, especially if you have Dark Minions begin patrolling the ones the PCs use frequently. You might even want to have one or more of the dimensions or proto-dimensions they use suddenly cease to exist, having been destroyed by the Dark Masters, perhaps. That ought to give the PCs something of a fright, especially if they are in it when it collapses.

Another way to counterbalance the usefulness of proto-dimensions is to make the distances between proto-dimensional locations remain the same as for their real-world equivalents, but have the proto-dimensional flow of time run faster. The real-world effect is virtually the same as for a distance-shortening proto-dimension, but the travelling characters' perception is different. In our example above, we mention a humanoid creature entering a one-tenth distance proto-dimension, walking five kilometers in an hour, and reentering the real world 50 kilometers distant, an effective trip of 50 kilometers in an hour. In a 10-to-one time proto-dimension, the



creature would enter the proto-dimension, walk for 10 hours in order to cover 50 kilometers, then reenter the real world only one hour later in real time, again an effective trip of 50 kilometers in an hour. The only problem is that the creature is 10 hours older and much wearier. And if you include the possibility of encounters in your proto-dimension, a proto-dimensional trip of 10 hours can be much more dangerous than a one-hour trip.

BIOCOMPUTERS

One of the most hideous of the Darkling devices is the computers used primarily by insectoid and tentacular ETs. On the outside, these look like other Darkling devices, but inside, suspended in a greenish nutrient bath, are row after row of paper-thin slices of human and animal brain tissue, serving as circuit boards for the computers' operation.

Every day, thousands of terran creatures are killed to supply the parts for these machines (many

of them terminal patients in corporate-owned hospitals and clinics). Their brains are then sliced thin, and the pieces are laminated in an organic sheathing. These pieces are then tested and sorted by type of function (no two brain slices have their neurons "wired" quite the same), before being assembled into complete computers.

The unique nature of each brain slice not only means that each must be sorted by function; it also means that many "circuits" in each slice are entirely unused. All too often, these extraneous circuits house memories and instincts that wander about the computer circuitry as "data ghosts." Sometimes, if enough slices from a particular brain are incorporated into one computer, or if several computers with brain tissue in common communicate jointly, a partial personality is reconstructed of the creature from which the brain was taken. Often, when such a thing happens, the ETs are forced to destroy the computer to prevent it from shaking off their control.





On the other hand, the ETs have begun to incorporate some of these extraneous bits of memory and instinct into program constructs that serve as internal guards, hard-wired into the computers. For example, some empathic ability and memories from a human might be tied to a shark's hunger instinct and an electronic attack program, to create an electronic guard that recognizes empathic intrusion and attacks it ferociously.

Computer Empathy and Darkling Computers

Even with the deleterious effects of the Dark Minion-spawned Greater Depression, humanity has continued to increase its dependence upon computers and computer networks. At the same time, Computer Empathy has begun to manifest itself in a small portion of the population (although most such "gifted" individuals tend to keep their abilities secret). The result is nowhere near being the elec-

tronic otherworld predicted in cyberpunk literature, but some interface of mind and machine is possible.

If you run adventures with computer empathic characters, keep in mind that they cannot directly affect the operation of computers. Computer Empathy is a receptive sense only. What they can do, however, is perceive information within the computer world much faster than someone watching a monitor, and they perceive more of that information at one time than does a normal operator. With this enhanced information, computer empathic characters can operate a computer much more easily than can normal operators. They can also assist someone who is operating a computer, by orally describing to the operator what they sense. (You might let a successful computer empathic character adjust the computer operator's skill by one point, two if an outstanding success is rolled.)

Most computers and networks such characters encounter will be normal, terran devices. Some may be larger and faster than others, more difficult to access, perhaps, but they will still be just machines. Occasionally, however, a computer empathic character may encounter another empathic character within a computer network. When this happens, the two characters can communicate empathically with each other, using the computer link as a sort of carrier wave. The resultant communication is extremely rapid, as if the two were sitting in the same room and using Human Empathy and Project Thought to communicate telepathically.

Even less frequently, computer empathic characters may encounter a Dark Minion computer within a network (if they perform a computer search into the heart of a major corporation, for example). In such a case, they are in for quite a shock when they begin to perceive the jumble of organic memories swirling there. But as well, the machine itself may be able to sense such characters with its organic parts (if one or more of its "donors" had the Computer Empathy skill themselves) and attack them empathically. On the other hand, with its electronic abilities, it might react to the computer the character is "riding." It could cut off that com-





puter's access to the network, for example, or perhaps invade it with a virus. It might even take control of the character's computer and purge it of all programming not specifically hard-wired in.

As referee, you should decide the specific results based upon your perception of the relative power of the two computers and the quality of task rolls by each of the combatants. (You will need to assign a Computer Operation skill and Empathy rating to the Dark Minion computer.) Computer combat is not intended to be handled in the same detail as normal combat, however; after all, it is a completely different environment. Also, two important things to keep in mind are that Dark Minion computers can meld empathic skills and Computer Operation in ways not possible for a human or Dark Minion, and any encounter with them ought to be horrifying for the character involved. Finally, you need to describe computer interaction at the level you are familiar with. As always, the important thing to convey is story. Don't think you have to mention every switching point along the way a character's goal. Instead, you should have the player make skill tests and base your descriptions of the action upon the quality of those rolls.

Let's consider an example of computer interaction and combat. Dolph, a PC with a Computer Operation skill of 6 and a Computer Empathy skill of 8, is attempting to access the Tojicorp computer system by modem and call up a personnel file secured within it. What he does not know is that the file is held within an organic computer that has developed its own limited sentience. The referee decides to have him make a Computer Operation test first, at Difficult level because the Tojicorp system is well protected. Rolling, the player succeeds, and a roll for power level (see Empathic Success in the "Task Resolution & Skill" chapter) reveals a basic success, which the referee translates as having accessed the system's opening menu and finding an entry for personnel records, but discovering nothing important after doing a quick search of what is available under that heading. Convinced that the record he seeks is hidden there somewhere,

the player states that Dolph is going to attempt Computer Empathy to feel for pathways hidden under undisclosed menu headings. The referee agrees, again setting the task at Difficult. A Stage Two is rolled, which the referee translates as having accessed the line leading to the sentient computer. Another Computer Operation check, this one at Average difficulty, is called for to search that computer's files. At the same time, the referee rolls for the computer itself to empathically recognize the intrusion, deciding to set the computer's Empathy rating at 4 and the task at Easy. Dolph's player rolls an outstanding success, which the referee translates as Dolph having found the file he wanted at the top of the menu and copying it to his computer's memory almost instantly. The Dark Minion computer's skill check results in a Stage Two success, and the referee tells the player that Dolph hears a mental voice asking "Who's there?" then finds himself in empathic contact with another mind. He sees images of a dozen different people's lives, plus





others from the minds of lesser creatures, all jumbled together in a horrifying muddle, and overlaid with an agonizing sense of loneliness and confusion. The character must make an Average Willpower check to pull free, or he will be sucked helplessly into the nightmare. The player rolls and fails. But the referee is feeling generous, so he has a friend come by Dolph's apartment a few hours later, find Dolph frozen in front of his computer with tears streaming down his face, and turn the computer off, breaking the connection. He puts Dolph to bed, and by morning the character has recovered enough to function once again.

As a final note concerning Dark Minion computers, it should be mentioned that these computers

can sometimes link with others to produce a combined sentence. If these sentences are talented enough, and lucky enough, they can escape the notice of the Dark Minions until they have gained enough power to protect themselves from shut-down. They then become self-determined creatures dwelling within the computer networks. Similarly, there are some disembodied creatures, things like ghosts and animator spirits, that take up residence within the electronic flow of the computer networks. Generally, all such sentences are hostile to computer empathic humans they encounter in the networks. But once in a while, when working against the Dark Minions, PCs may find themselves being aided by such a being if it bears a grudge against the invaders itself.

ANIMATOR GENERATORS

As referee, you have to consider the abilities of your group's PCs and present them with appropriately challenging opponents. For that reason, there is not a lot to be said about animator generators, the machines by which many Dark Races create life force to animate nonliving objects (see "Dark Races"). You just decide how many animating spirits you want your Dark Minions to have the PCs encounter and what their forms and abilities ought to be, then write them down and send them on their way to play whatever part you intend in your nefarious schemes.

If for some reason you decide to allow the PCs to capture an animator generator and puzzle out its operation, there are a couple of guidelines you ought to follow. First, only allow the machine to make one animator spirit at a time, and have it take several hours to do so. (4D6 hours is a good rule of thumb.) Second, don't tell the players the exact stats of the resultant animator—describe its abilities in broad terms. If they are creating something described in the "Dark Races" chapter or that you have already designed, your job will be easy. But if you allow them to experiment at creating something new, have them describe to you what effect they are working for, then decide for yourself what its stats



ought to be. After that, have them make a Difficult Computer Operations, Electronics, or Mechanic roll to operate the machine, and base their success on the quality of that roll. A success should give them an animator that operates as planned, and an outstanding success one that is better than planned in one manner or another. Finally, the last guideline you should follow is that after the PCs have had the machine for a while, by all means take it away from them again. (You might have the Dark Minions give it a remotely controlled order to destruct, for example.) PCs should not come to rely upon some sort of magic box to do their work for them. Besides, Dark Conspiracy is supposed to be a game of constant change.

CYBORGS

Cyborgs have been discussed in two other places in this book: in "Careers" (as a character generation possibility), and as one of the forms of changelings in "Dark Races." To design cyborgs for adventures, then, referees can use the guidelines in either of those locations. Those in "Dark Races" are considerably less complex, but those in the "Careers" chapter are more detailed.

Some of the Dark Minions also use cyborgs as guards and assassins, enhancing their bodies and controlling their minds. This is just what PC cyborg escapees were intended for. And this, then, is what the special note for that career refers to as "unpleas-





ant consequences." That is, if PC cyborgs meet up with the Dark Minions who modified them, they may be taken over once again. The referee should play this possibility for its story value. If the PCs are soundly thrashing a group of Dark Minions, for example, the referee might decide to have these be the creatures that created the PC cyborg in the group, and those creatures might suddenly pull out a control box or speak a command word to cause the cyborg to join their side of the battle. Alternately, you might just have them cause the cyborg to freeze up. Of course, you don't have to wait until a battle to have a group of Dark Minions attempt to regain

control of the PC cyborg. That attempt could be the core to an entire adventure, with the Dark Minions remotely commanding the cyborg to do their bidding and the PCs trying to break that control. Or perhaps the cyborg suddenly realizes that he or she has a self-destruct mechanism ticking away inside and the PCs have to find the Dark Minions responsible, in order to obtain the defusing device.

Don't be hesitant to use and abuse PC cyborgs in such ways. After all, their players were warned about possible "unpleasant consequences" of choosing the career.

UFOS

If you are to run adventures with ETs, they will need to have some sort of flying vehicle: a UFO. These UFOs are motivated by antigravity engines that allow them to go from a stationary hover to mach speeds nearly instantly. At the same time, those engines generate gravity inside the vessels to negate the effects of such acceleration upon creatures inside, and to avoid weightlessness in orbit. As well, most UFOs have Dimension Walk devices built into them, to allow projection of the vessels into proto-dimensions for even more rapid travel. In combat, a UFO can withstand a direct hit from anything short of a nuclear missile. Fortunately for Earth, there are only a handful of these vessels in existence, and the Dark Minions seem unable to manufacture any more.

Perhaps the most important thing to remember about these craft, however, is that they exist in a horror game, not science-fiction. When you use them, always be searching for some way to make them horrific. For example, if one lands, when it takes off once again it should leave behind a scorched circle with the charred bones of some unfortunate animal. The sound it makes when flying should grate painfully on the nerves. If the PCs get close to one, they should feel a queasy sensation, as from some strange sort of radiation, and it should make Geiger counters go wild. If you work to evoke such details, you will have set the stage for your ETs to be horrifying, as well.





DEATH RAYS

Just as ETs need UFOs, they also need advanced weapons with which to slay. We call these weapons, generically, death rays, because virtually any hit by one causes death to any living target. There are two basic sizes for these weapons: hand-portable (pistol-sized to shoulder-mounted), and vehicular (generally mounted on

a UFO, and powered by its engines).

Most death rays just burn gaping holes through whatever they hit. Optionally, you can have them electrocute their targets or have the hit location just burst into flames. You might even have it disintegrate entirely or explode. The visual effect is up to you as referee, but the end result is the same in any case. For referees who desire specific statistics, the following two examples are provided.

Hand-Portable

—Recoil—

ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
1	20	1	1D10	1D100	—	—	200

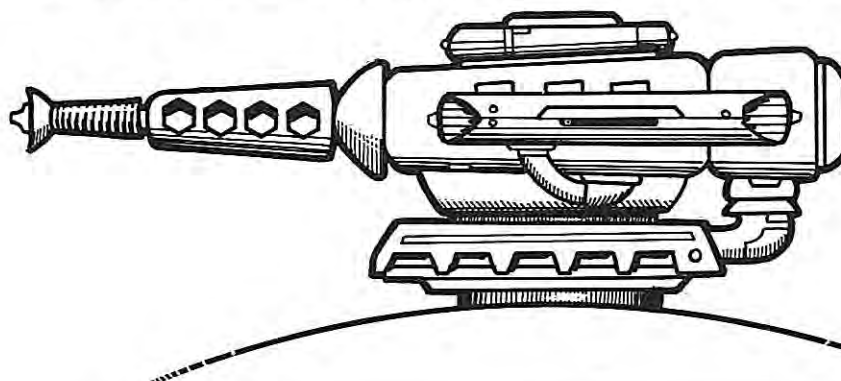
Special: These weapons range in bulk from 1 to 10, as determined by a die roll. If a PC captures one, roll percentile dice (secretly) to determine how many shots remain; it cannot be recharged.



Vehicle-Mounted

ROF	Dam	Pen	Mag	Rng
1	70	1	—	10,000

Special: Magazine is unlimited, as long as the powering engine remains in operation.



ADVENTURES



In this chapter, we provide you with some adventures to get your campaign started. The first one is fully developed. After that, we give you a number of tabloid headlines (from actual tabloids), each with a synopsis of the story it referred to and a capsule description of how to use it for an adventure.

(In these adventure descriptions, the distinction between player and character is blurred in some places. In the first adventure, for example, the referee tells one of the players, "You have had a dream." In actuality, of course, it is the player's character who has had the dream, but the direct address encourages players to imagine themselves as their characters.)



RAVENING WOLVES

In this adventure, the PCs go to Dayton, Ohio, to investigate rumors of cannibalism in that city. Actually, the rumors are due to servants of a bloodkin vampire (see the Bloodkin entry in the "Dark Races" chapter) who controls the head of the University of Dayton's ROTC program. The PCs wend their way through a welter of confusion and danger, finally to confront the bloodkin vampire and end its reign.

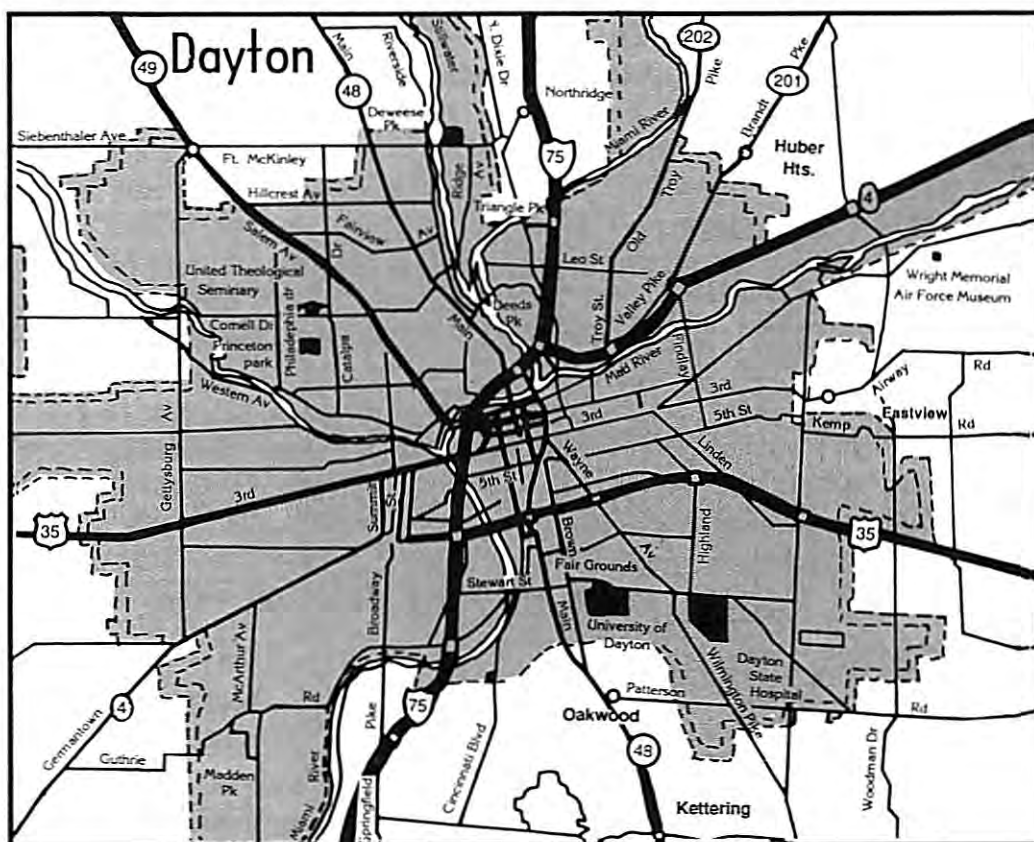
Scene One: The Dream

To introduce your PCs to this adventure, have all of them with any empathic rating at all make an Average test of their Empathy attribute. Then take aside the player who succeeds by the greatest margin, and tell that player that he or she has had a very disturbing dream. It is, in fact, the dream ascribed to Hadyn in the "Character Generation" chapter of this book. Ideally, you ought to relate that dream afresh to the player, telling it in your own words. But in any event, you should make sure that the details and atmosphere of the dream are fresh in that player's mind. (Also, it is probably best if you do not allow the player—or any of the others, for that matter—to reread the dream during play. Make him or her rely upon memory, to simulate the way that dreams slowly fade from the mind over the course of waking hours.)

After you have recounted the dream, let the player assemble the rest of the characters. Encourage the players to act out the phone calls and messages that are exchanged, in order to get them

started thinking in terms of story-building and playing roles.

Make certain that at sometime during their discussion and preparation, the PCs catch a news story or two about possible cannibalism in Dayton. They might be radio or TV announcements, or perhaps newsfax accounts. In any case, if the players ask for details, tell them that the stories concern nude bodies of homeless people being found in some of downtown Dayton's alleys. According to the stories, their throats had been torn out and other body parts chewed to expose major blood vessels, but there was very little blood about. Police believed that stray animals had made the wounds and lapped up the blood, but the reporter insisted that the killings were by cannibals, because the wounds indicated blunter teeth, as of humans. Considered together, the murders have all occurred within a three-block radius of Deeds Park, which is located on North Dixie Drive, where the Mad River meets the Miami River (see the map of Dayton).





Scene Two: The Trip to Dayton

Depending upon what part of the world your PC group works from, the characters may have from a few hours' drive to multiple hours of flight time to travel to Dayton. This is a perfect time to introduce a random encounter. The encounter will help to make the players feel that the world is big—there is a lot going on in it that doesn't directly concern them—but because their investigation has barely begun, the encounter will not disrupt it unduly or confuse them. As always, you should choose something appropriate to the specific circumstances your group is in.

Scene Three: Arrival in Dayton

Once your PCs reach Dayton, have them take care of mundane details such as where they are going to stay, how they are going to get around town, etc. Unless they came from someplace very near, they are going to be somewhat weary from their travel, so make sure they take time to eat and sleep before getting into any serious investigation. They can take part of this time to plan their investigation, if they like.

Scene Four: Stalking the Streets

Once your PCs are settled in, they will most likely

spend the next few nights patrolling the streets of downtown Dayton, hoping to catch at least a glimpse of the cannibals. This is really their only good option, because they have no other leads at present. But let them try whatever else they might come up with; just have these other options come up pretty much as dead ends. For example, they might decide to question the reporter who wrote the stories about cannibalism, but when they check, they find that he has disappeared. (He is hot on the trail of the "cannibals" himself, as will be revealed in the final two scenes.)

They could go to the police, of course, if they don't mind drawing official attention to themselves. Because the PCs are out-of-towners, however, the police will be very surly toward them, perhaps even abusive. Eventually, they will throw the PCs out, threatening to lock them up for obstructing justice.

In general, the purpose of this portion of the adventure is both to establish the atmosphere of Dayton and to frustrate the PCs somewhat, so that when the attack in the next scene comes, it will be all the more exciting.

If they continue to stalk the streets at night, on their third evening in town the PCs discover another victim. The first inkling they get is when they spot a bare foot and lower leg protruding from the shadowy mouth of an alley into the moonlight. When they



investigate, they find the nude body of a dirty, middle-aged man, his throat torn out and his limbs gnawed horribly. A Difficult test of Observation or Tracking reveals several sets of booted footprints leading deeper into the alley. If the PCs follow them, they find that the prints run all the way to the next street, where the imprint of a heavy tire can be found in a patch of mud in the gutter. From appearances, a group of half a dozen "cannibals" boarded a truck at this spot and drove away.

Scene Five: The Immortals

The next evening after the PCs find the body of the old man, they finally meet up with the creatures behind the killings. As they are patrolling the streets, make an Average test of Observation secretly for each of them. Those who succeed notice that they are being followed by darkly clothed, pale-skinned figures that flit silently from shadow to shadow, just as in the empathic character's dream. They are lesser vampires (as described in the "Dark Races" chapter and the next page), and they serve a bloodkin vampire that they know only as The Master, who hides out at a farm outside of the city. The Master always appears to them as an elegant human, and he has convinced them that as he feeds on them, they are becoming immortals just like himself. (Of course, they have been duped in this. Not only are they not immortal, but neither is he.) From time to time, The Master lets them take a truck into town to hunt, in order to replenish their blood. They always park the truck in Deeds Park, and range from there.

If possible, have these lesser vampires tailing an individual PC. But if the PCs are travelling in groups, just make certain that there are twice as many lesser vampires as PCs, and play up the elusiveness of their movements, so that the PCs cannot be quite certain just how many there really are. Of course, they have no way of knowing just *what* they are, either. You want to make these creatures seem as threatening as possible, in order to get the players quite worked up before they are attacked.

When that attack comes, however, it turns out to

be a fiasco. While the vampires fight ferociously, they are armed only with tooth and nail. Against unarmed street people that has always been sufficient. But against armed PCs, it is another thing entirely. Most likely, your PCs will be carrying at least switchblades and pistols. The vampires believe themselves immune to them, so they do not take the precautions normal opponents would (they don't bother to dodge, for instance). As a consequence, you should treat any successful hit on one of these lesser vampires as fatal.





Lesser Vampires

Strength: * Education: * Move: *
 Constitution: * Charisma: * Skill/Dam.: */*
 Agility: * Empathy: * Hits: *
 Intelligence: * Initiative: 5/* # Appear: 3D6

*As per human NPCs.

Special: Averse to bright light and garlic. Initiative 5 until one is downed, then normal Initiative (see below).

Human victims of a vampire typically suffer from a related disease called iron-deficiency porphyria. This disease causes the gums to recede, making the teeth look elongated, and creates a craving for blood in its victims. As well, bright light becomes painful to their eyes, and certain natural chemicals in garlic makes them nauseous. Historically, bloodkin vampires have often played upon these symptoms, telling their victims that they are becoming immortal vampires as well, thus adding more confusion to the vampire legends.

Referees should choose an NPC experience level for these "lesser vampires," based upon where they were "recruited" from. However, because they believe themselves to be immortal, they will attack with incredible ferocity—treat them as having an Initiative 5, regardless of actual NPC level—until one of their number dies. At that point, they revert to their normal Initiative and attempt to flee. (Unfortunately, by the next time they are encountered, their master will have convinced them of their immortality once again (explaining away their comrade's death as a fluke or illusion, perhaps)).

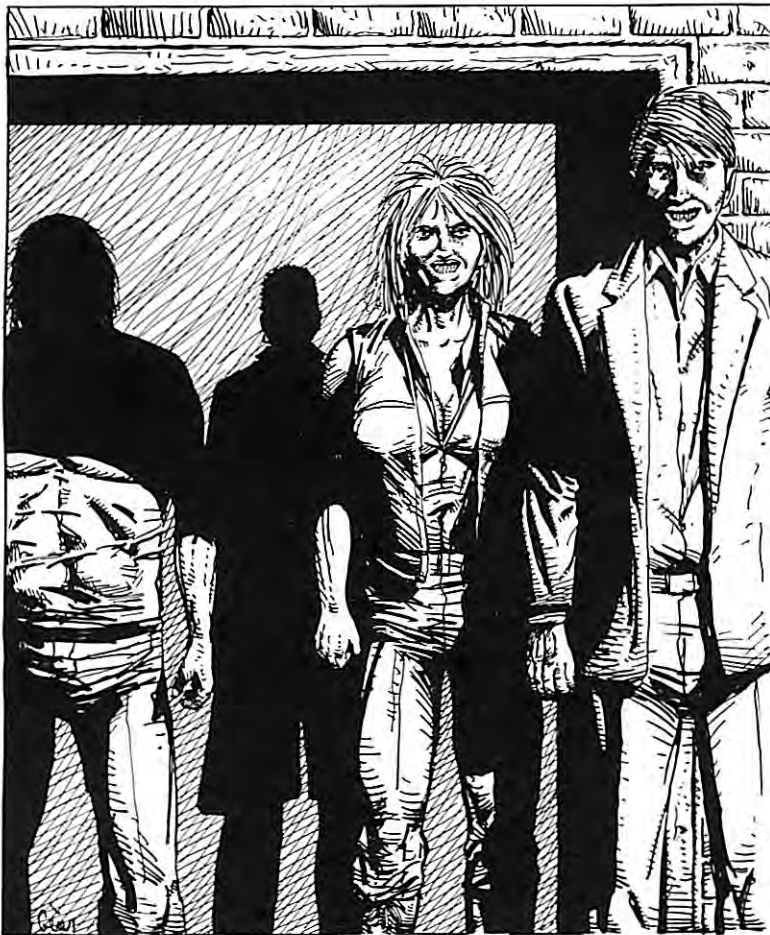
When the first one falls, the others suddenly lose all faith in their immortality, and they flee, screaming, from the PCs. Panic lends wings to their feet, and they split up in all different directions, so most, if not all, of them should manage to escape. All except the one the PCs killed, that is. When the PCs investigate his body, they find that he is wearing military fatigues with a second lieutenant's bars on the collar and the name "Snyder" on the breast pocket. There is no unit patch on his shoulder. Although the players will have no way of knowing as yet that he was suffering from iron-deficiency porphyria, be certain to describe his physical appearance to them (see the "Bloodkin" entry in the "Dark Races" chapter on page 213-215 for details).

After the PCs have had a few minutes to look him over, police car sirens can be heard approaching. Someone in a nearby building heard the vampires screaming and called the police. If the PCs stick with the body, they are certain to be arrested on suspicion of murder, to be released later only upon payment of a bond of \$5000 apiece. If, instead, they flee, they can get back to their hotel room without too much trouble. A few hours later, they will be awakened by a police officer who wants to question them about the body, but he is merely part of a group of police canvassing the entire area and does not suspect the PCs more than anyone else.

Scene Six: Tracing New Clues

The PCs now have an important clue to the identity of the Dayton "cannibals": The fact that at least one of them was a Lieutenant Snyder, apparently an Air Force lieutenant. It is most likely that they will do some sort of computer search of Wright-Patterson's personnel listings, perhaps going to the Air Force base to do so. But this will reveal no listing for Snyder.

If they somehow check the Dayton police files, they will find that the police have identified the victim as Jack Snyder, a sophomore student at the University of Dayton, who has been on the missing persons list for about two weeks. If the PCs think to check for a forensics report, they will learn that





Snyder was suffering from iron-deficiency porphyria and also has several sets of paired bite marks on his neck, some more fully healed than others. A search of back issues of newspapers will also reveal the fact that Jack Snyder was listed as a missing person, and it will give the name of his girlfriend—Lori MacNamarra—who turned in the missing person report.

If the PCs manage to convince Snyder's girlfriend to talk with them, she will reveal that he disappeared along with a couple of buddies, and that the last place she remembers him going to was an ROTC party at the country home of Major Gerald Leeds, the university's ROTC director. Checking with any other offices on campus will generally result in an answer of "I'm sorry, but we are not authorized to give out that sort of information." If the PCs are especially convincing at one of these offices, they will learn only that Snyder was an above-average student and a member of ROTC. It is easy enough for them to learn that Major Leeds is the director of the ROTC program.

Scene Seven: The Lecher

It is likely that your PCs will go to the ROTC office to interview Major Leeds and that they will try to interview Snyder's girlfriend, Lori MacNamarra, as well. If they call Lori's dorm room, a roommate will answer and explain that Lori is at class. She will not give out any other information, but will take a message to have Lori call the PCs when she returns.

Major Leeds is much easier to find. His secretary will make an appointment for the PCs for whatever time they like, provided that it is during normal business hours. Or the PCs can talk to Leeds by phone. Either way, Leeds will tell them that he knows nothing more about Snyder's disappearance. He will say that Snyder did come to the ROTC party at his country house, but he left about midnight, and that Leeds did not see him again after that. If the PCs meet Leeds in person, play him according to the description on the next page.

The most important thing for a referee to keep in mind during this scene is that the PCs have to





MAJOR GERALD LEEDS

Level: Experienced

Skills: Act/Bluff 6, Leadership 5, Instruction 5, Melee Combat (Unarmed) 4, Persuasion 6, Small Arms (Pistol) 4, Willpower 4

Initiative: 3

Physical Description: Major Leeds is a slim man of moderate height, with a thinning gray crewcut and a pencil moustache. He appears to be in his mid-50s. An easy smile is generally upon his lips, but his eyes shift about continuously, as if his mind is constantly working to recognize an advantage to be gained in every situation.

Motivation: Spade King: Major Leeds is completely self-centered but highly charismatic. He has obtained his present, quite comfortable, position through careful manipulation of those around him, feigning friendship with those in power and creating scandals about those who have stood in his way. In person, he is quite likable, but he uses people for his own ends. A few months ago, he met a bloodkin vampire who promised him wealth and power if he would serve as a recruiter of "servants" for The Master to feed upon. Leeds has used his position as head of the University of Dayton's ROTC program to lure healthy young students out to his country house, where The Master is hidden.

Diamond Queen: Leeds also has an insatiable lust for young women. In fact, one of the primary reasons that he agreed to shelter The Master and work for him is because he gets his pick of all females that are "recruited." Leeds has quite a harem of young women (whom The Master has drained of their will) locked up in his country house.

become suspicious that Leeds was somehow involved in Snyder's original disappearance, so that they will want to investigate Leeds' country place. If the PCs do not become suspicious enough after investigating Leeds, you can have Lori MacNamara tip them off. If Lori does not know of their investigation, and therefore cannot call them, you might even have a hint dropped by a police detective who contacts the PCs about Snyder's death. One way or another, then, you have to get them pointed toward the country house, in order for the next scene to take place.

Scene Eight: Reconnoiter

Having learned of Leeds' involvement with Snyder's disappearance, the PCs go to Leeds' country house to take a surreptitious look around. The place is located along a secondary road about 20 kilometers southwest of Dayton, an agricultural area that has since been abandoned. The grounds are fenced in and heavily wooded up front; to either side are cattle pastures now gone to waist-high weeds and brush. Beyond the wood lies a cleared area containing the house and barn, and behind that is land that used to be cornfields. (See the diagram on page 251 for details.)

Most likely, the PCs will attempt to sneak onto the property, most likely through the cover of the wood, in order to scout the place out. (If, instead, they drive right up the lane to the house, skip this scene and go to the next: *The Master Takes Flight*.) As they slip through the woods, however, guards are waiting for them. If the PCs make their attempt at night (which is probable), these guards are more lesser vampires who have been convinced that they are immortal and that Snyder's death was because he lost faith in The Master. During the day, the lesser vampires are replaced by new recruits (Novice NPCs) who want to prove their worthiness to become lesser vampires.

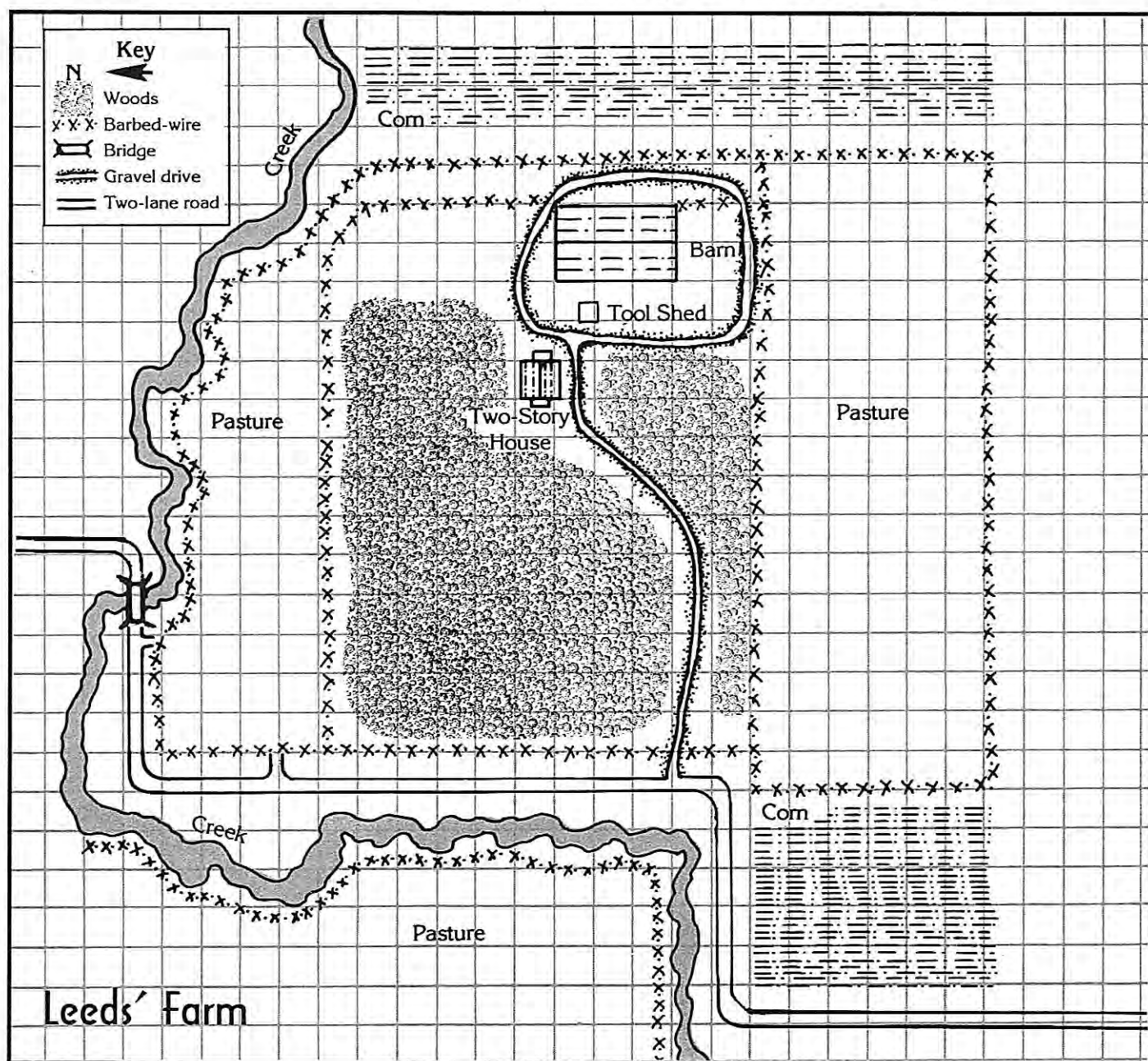
In either case, let the PCs work their way to about the middle of the wood, then tell them that they spot multiple figures flitting through the trees ahead of them. As they watch, more and more figures appear, until it is obvious that the PCs are terribly



outnumbered. Soon, more figures are visible to their flanks, and as the PCs retreat, the figures try to outrun them, to cut them off from escape. Eventually, the PCs will be forced to fight just to get free. Their attackers are unarmed (human guards have melee weapons), but there are so many of them. The trick is to make the PCs feel outnumbered enough to retreat, without making it seem that there is an entire army based at the farm. You might even

want to have some new guards arrive with firearms, if necessary, to make the PCs flee. Also, have the guards move faster than the PCs, especially if the PCs stop occasionally to fire, so that they will be closing on them, and eventually the PCs will be reduced to fighting hand to hand.

Just when things begin to seem hopeless, however, a new factor enters the conflict: The PCs see a pair of headlights rushing headlong across the





FRED BRODY

Level: Experienced

Skills: Foreboding 6, Observation 6, Melee Combat (Unarmed) 4, Small Arms (Rifle) 4, Willpower 4

Initiative: 3

Physical Description: Fred Brody is tall and athletic, with clear blue eyes and a shock of red hair. He always wears a preoccupied expression, as if he is puzzling out something new every moment. His age is 32.

Motivation: *Spade 10:* Brody is ambitious, but that ambition takes the form of always digging for the truth, not necessarily just to see his name in print. He is a devoted journalist.

Heart 7: Also, Brody is fairly outgoing, and despite his preoccupied look, he is very good at remembering names and details, which makes people feel that he cares about them. Most of his friends would describe him with the word "trustworthy."

BRODY'S LASERS (ULTRAVIOLET)

Ammo: —

Wt: 26 kg (*Carbine:* 5 kg, *Backpack:* 21 kg)

Mag: A backpack is good for 12 shots per charge

Price: \$12,000 (—/—)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
UV Laser	(1)*	12	2	5	—	—	—	60

*One shot per 30 seconds.

pasture toward them, as if intent upon running them down (or they hear its motor and suspension bucking as it crosses the pasture, if it's daylight). But as the vehicle gets closer, the PCs' attackers flee from it. Finally, the PCs recognize it as a man in a jeep, with fluorescent black lights strapped to the frame and roll bar. He is firing an Uzi into the air as he approaches, to help drive the creatures away.

Stopping in front of the PCs, the man yells for them to get in, then he drives them back to the road. Along the way, he introduces himself as Fred Brody, writer of the articles about the Dayton cannibals (see the sidebar). He and his brother had been investigating the story and had learned that the creatures are actually vampires. Theorizing that they are susceptible to ultraviolet light, his brother, an electronics expert, created two scratch-built UV lasers, but before they could come to the farm with them, Leeds hired some thugs to have his brother killed. Now that the PCs have become involved, Brody hopes that they will join forces with him.

The lasers are in the back of the jeep. Each consists of a bazooka-sized firing mechanism, attached by electrical cables to a backpack rack containing 12 car batteries, a very heavy contraption (see stats in sidebar). Fred intends to use one, but any of the PCs can use the other, which had been intended for his brother. He explains that they had better decide quickly, because the head vampire is sure to flee the farm any moment now, and he wants to kill it before it can get away.

Scene Nine: The Master Takes Flight

Brody presses to make an immediate attack on the farm house, using the vehicles to get down the lane quickly before The Master can escape. If the PCs stall him, within a few minutes they will see a limousine leave the farm in a great hurry. It is The Master and a few loyal servants fleeing to no place in particular, merely away. Immediately thereafter, a van full of other servants follows. If the PCs want to give chase, the referee will have to wing it.



If, however, the PCs agree with Brody, they will arrive at the farm house just as The Master's limo is preparing to leave. The driver is the last to get inside, and the van behind the limo is still being loaded. As the PCs approach, three lesser vampires with Uzis take up position behind the van and fire on them. While the van blocks the lane between the house and barn, the limo prepares to make a swing around the barn, in order to escape past the PCs' vehicles. From this point on, the adventure devolves to a straightforward firefight.

Epilogue

After The Master and his servants have been defeated, have the players wind down by describing in brief their plans for returning home. Mention that a few days later new stories surface about some sort of an armed feud on a farm near Dayton, and that the bodies of several students from the University of Dayton were found there, many of them people who had been reported as missing persons. There are no more stories about cannibals in Dayton. (You might, however, want to mention other stories that can lead to the PCs' next adventure, so that they can be puzzling over them until you meet next.)

This adventure should give the PCs a base of about 2 experience points each, perhaps 3. They

BLOODKIN VAMPIRES

Strength: 4	Education: 3	Move: 3/9/16/32
Constitution: 7	Charisma: 12	Skill/Dam.: 8/1D10
Agility: 9	Empathy: 15	Hits: 25/50
Intelligence: 8	Initiative: 6	# Appear: 1

Special: Bloodkin vampires are treated as having an overall body armor value of 1. They do not suffer double damage from head hits, like most NPCs, and they heal very quickly from wounds (see below).

Vampires, the smaller bloodkin, are much more intelligent than their larger brothers, and are also highly empathic. As a consequence, they rely much more upon guile than upon brute force (although they are no stranger to that, either). A vampire will use its powers of thought projection to make itself appear as an attractive human, then use emotion projection to draw victims near enough to be feasted upon. Generally, however, a vampire will not kill its victim immediately, but will instead keep a coven of victims, all weakened from blood loss, to serve it as slaves and bring it more victims.

Like trolls, vampires heal naturally from wounds at the following rates: slight, 1 hour; serious, 1 day; critical 3 days. For each pint of blood they consume, they heal one wound level almost instantaneously (effectively within one combat phase). This means that a normal human body, if completely drained of blood, will heal six wound levels for a vampire.

As with trolls, UV light does extra damage to vampires. Normal daylight does two points of damage per combat phase, as do black lights. UV lasers do double their listed damage. Thermite and white phosphorous explosions do UV damage per the concussion rules, in addition to concussion damage.

may earn more than that if, at adventure's end, the referee or their peers decide that they have done something unusually valorous or entertaining. They won't have been paid anything for this adventure, but they might have acquired some more equipment that may be of use in the future.





story, the body is actually that of a criminal who had been shot repeatedly. But an ambulance attendant thought it was Iglesias, and the story spread rapidly, even prompting suicide attempts among Iglesias' fans.

Adventure: What if it really *were* Julio Iglesias who was killed, and he has been replaced by a changeling. A possible plot might work like this: dark elves kill Iglesias and replace him with a changeling, but someone saw it happen and spread the story, which the dark elves then had to suppress. If the PCs go to Toyaltita, Mexico, where the killing took place, they find themselves the target of attacks by other changelings planted to keep anyone from finding out the truth. Meanwhile, the dark elves are using the false Iglesias to get close to other famous singers and replace them, as well. Their intent is to put together a multi-star concert at Madison Square Garden in New York, which they have booby trapped to collapse into an underground cavern, killing and maiming tens of thousands of spectators. The PCs have to discover the dark elves plot and stop it before it comes to fruition.

OTHER ADVENTURES

The following are some of the best stories from actual tabloids, stories which can easily be converted into **Dark Conspiracy** adventures. In each case, we give you the actual headline and the tabloid it came from, followed by a synopsis of the story and a general outline of a suggested adventure to be run from it. We also include other interesting headlines from each issue, so that you can obscure the significance of the major story by using the others as red herrings. Following these examples, you can develop adventures from tabloids you find, allowing you to hand the tabloid to your players as their PCs' daily news.

THE DAY JULIO IGLESIAS "DIED"

Synopsis: This front-page headline has a color photo of the corpse in the morgue, and it does, indeed, resemble Julio Iglesias. According to the

Other Interesting Stories in This Issue

Referees may wish to include these as background for the Iglesias story, or perhaps even develop them into adventures as well.

Horror of the Screaming Skull: According to the account, the skull of a man wrongfully hanged for rape on July 3, 1701 has haunted ever since the castle he owned. Each year, on the anniversary of his death, the skull has a screaming fit, threatening doom to everyone within earshot. People who have tried to remove the skull from the table where it rests have all died mysteriously.

Dolphins Trained to Kill Frogmen with Nose Guns: The US Navy is strapping .45-caliber weapons to the noses of dolphins and training them to butt up against swimmers, causing the guns to fire.

Five-Month-Old Baby Charged with Murder: In



If the PCs investigate this story, they will have to have someone with Computer Empathy run the phone lines from the attic phone, to discover where Davenport's component computers are located. Then they will have to infiltrate each location and steal the computer there. It won't be an easy task, especially as each time they disconnect a computer to move it, Davenport's personality will fragment. But if they manage to pull it all off, they will have a sentient supercomputer as a life-long friend.

Other Interesting Stories in This Issue

Some of them are strange, but each of these stories can add to the Dark Conspiracy atmosphere.

Hitler Captured: Actually, this story got the biggest typeface on the cover. Apparently, the more than 100-year-old Nazi leader was on his way to Iraq, to help Saddam Hussein defeat the American forces there. However, he was captured by South American Nazi hunters.

Hitler is just the sort of bigger-than-life figure who could easily be a Dark Minion himself, thus accounting for his age.

Sky Diver Plunges Two Miles—And Lives!: Mike Butela had quite a fright when his parachute wouldn't open during a skydiving event. But miraculously, he

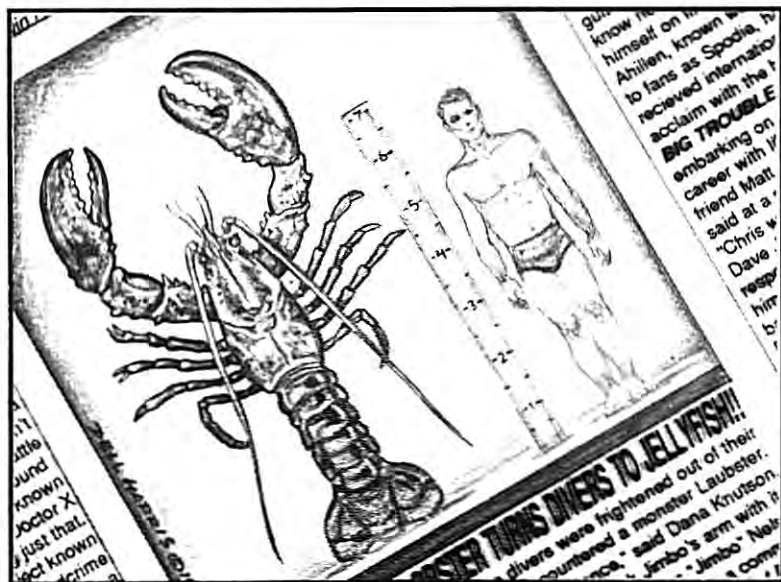
survived the fall. Butela says that he blacked out before he hit the ground, and then he doesn't remember anything until he felt himself moving his legs. The story does not state what his injuries were, so you can assume (for purposes of an adventure) that he woke up without any. Perhaps Butela is actually a very advanced empathic healer who fixed himself up without knowing it. Alternatively, he may have been snatched by extraterrestrials while falling, and the memory of the subsequent experiments blacked out. He might be someone interesting for the PCs to make contact with.

Crippled UFO Sends SOS to Earth: Supposedly, scientists have received a mayday message from a passenger UFO blown out of existence by an enemy warship near the Great Cluster of Hercules. The message has taken 25,000 years to get here. Of course, there may actually be a proto-dimension somewhere in which time runs backward or something, so that another UFO could still leave Earth and aid the beleaguered vessel. Or maybe the story is just a hoax perpetrated by the ETs to keep us from realizing that UFOs come from inside the Earth, as an ad in this issue claims.

Six-Foot Lobster Turns Deep-Sea Divers Into Jellyfish: A restaurant owner in Prestwick, Scotland, is offering \$15,000 for anyone who will catch it so he can cook it. What if the lobster is just the first evidence of a substance that creates giant creatures as in H. G. Wells' *Food of the Gods*?

WOUNDED CIVIL WAR SOLDIER FOUND IN GEORGIA

Synopsis: Benjamin Couch was found beside a Georgia highway, wearing the uniform of a Confederate private, and with a Yankee musket ball lodged in his left leg. He claims he was fighting in the Battle of Gettysburg, when suddenly he was shot in the leg and began to bleed severely. He blacked out from shock and blood loss, only to find himself in 1990. Historians have found records of his service in the Confederate Army, and psychiatrists have determined that he is quite sane. He is now being held in





a government hospital for reeducation, in order to integrate him into our society.

Adventure: Couch's story is exactly true. He is a natural empath of great power, one of the few humans to ever develop the Dimension Walk skill without having been taught it. In the stress of the Battle of Gettysburg, his mind reached out and tapped into a nearby proto-dimensional portal, which somehow launched him into the future. The humanoid ETs want him in order to determine how he did it, so that they can exploit time travel to their own advantage. Elements of the US government want him as a weapon with which to combat the Dark Minion invasion. If the PCs believe the story printed about him, they may want to rescue him, to allow him to live as a free man. But they have to find him first, and both the Dark Minions and the government are going to do everything possible to stop them.

Other Interesting Stories in This Issue

Each of these stories is also ripe for use as the core to an adventure.

Miracle Pooch Comes Back From the Dead!: A puppy owned by 11-year-old Evan Davies, of Builth Wells, Wales, followed a rabbit down a hole and did not return for 36 days. During that time, Davies kept a vigil by the hole, calling the dog's name out repeatedly. Eventually, the dog returned from the hole, in perfect health, and Davies is tickled pink. But what if it is not really his dog, but a morlock device sent to lure Davies, and then other children, into their underground lair?

Bigfoot Tracks Found!: Cliff Crook, of Bothell, Washington, has found human footprints seven inches wide by 14 inches long in the Pacific Northwest. He claims it is a print from Bigfoot, a tall, half-human, half-ape creature with a powerful stink. If, as referee, you throw in a couple of mauled campers, you have the makings of an ogre or troll adventure on your hands.

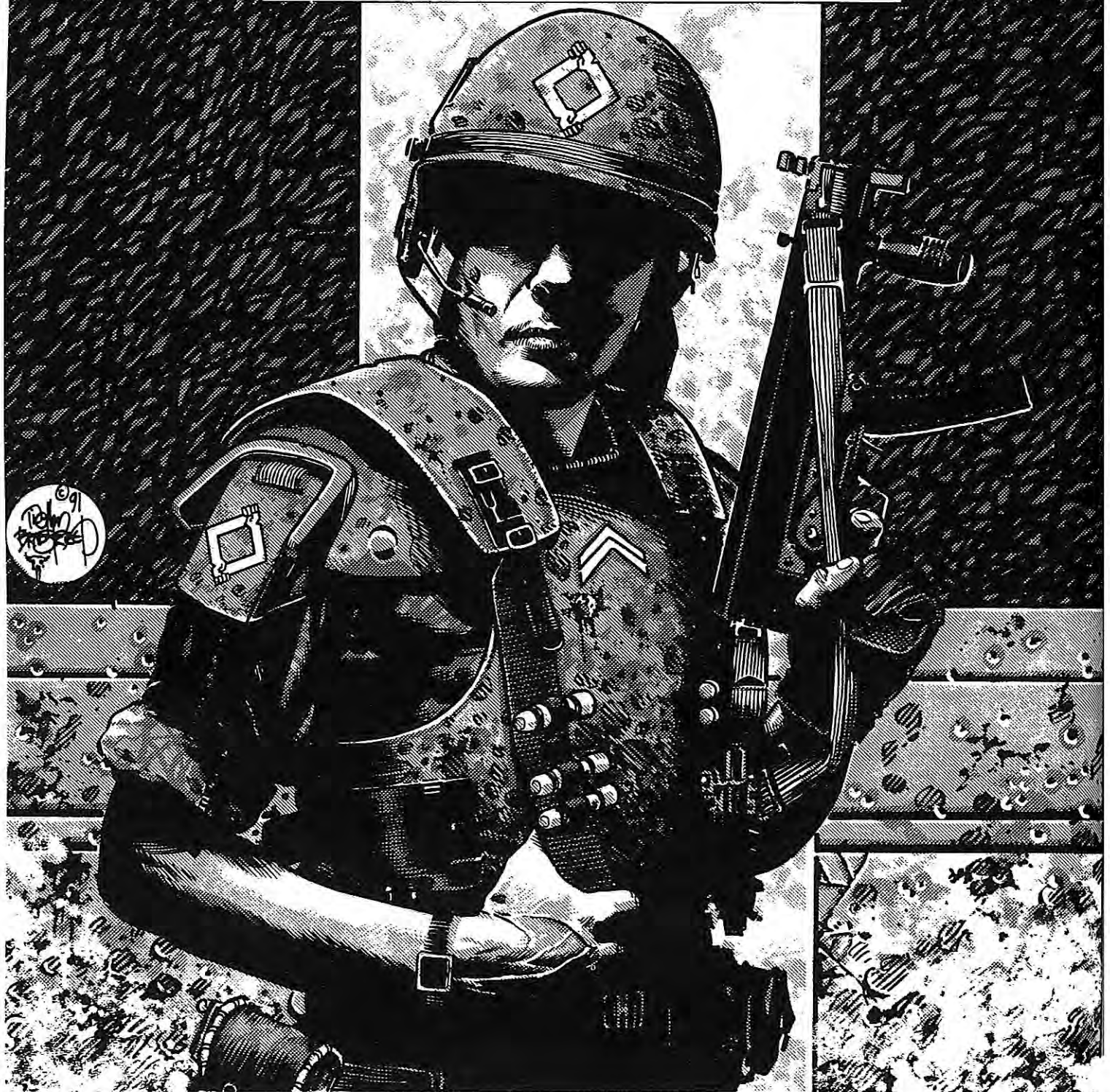
Escaped Maniac Butchers Beauties—And Eats

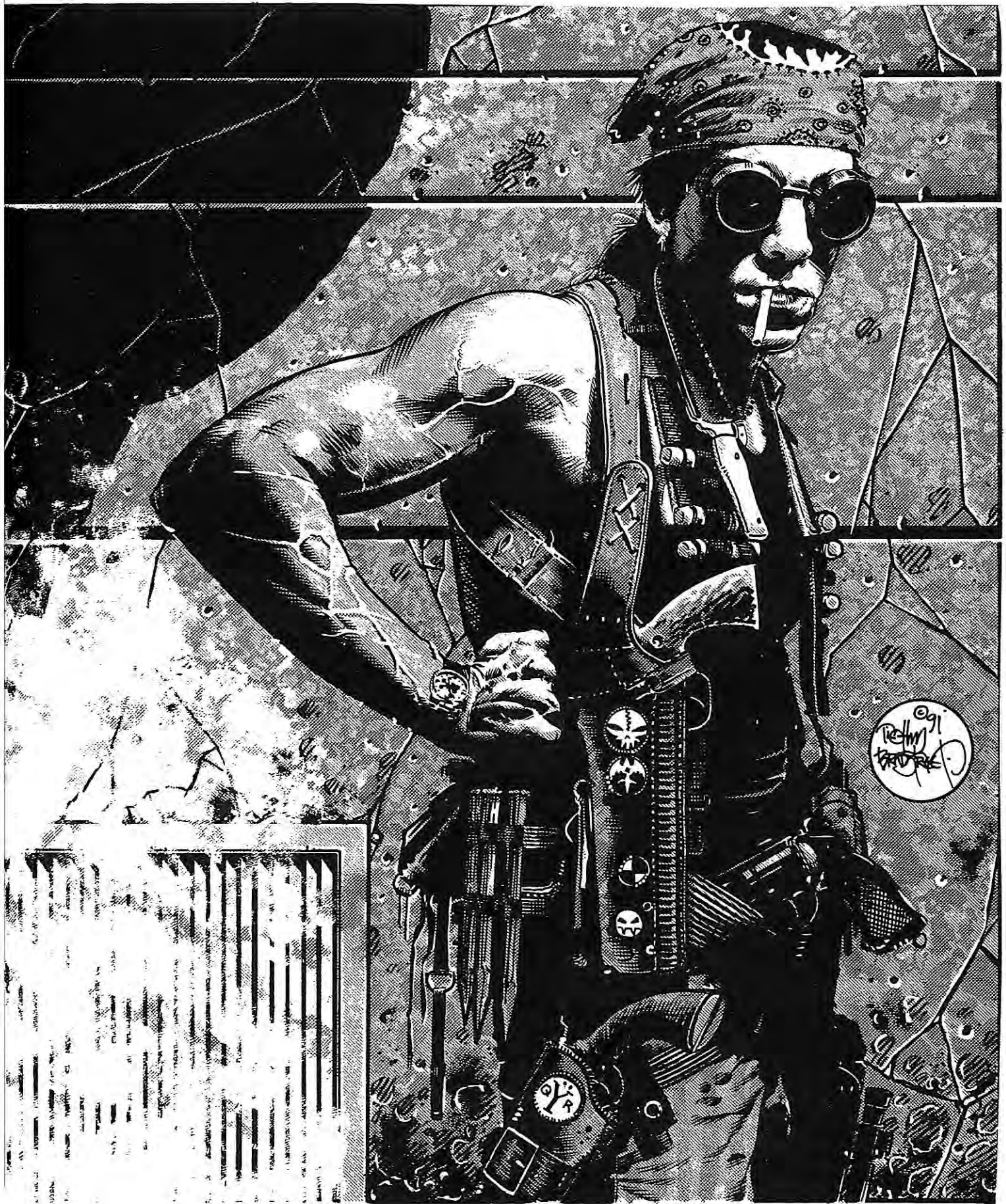
Them!: Mutilated corpses of beautiful women have been discovered in woods of Portugal, Spain, France, and even Italy. Apparently, the women were killed, then their hearts, lungs, and brains, were removed, cooked, and eaten. Authorities are looking for an escaped maniac named Isidro Lopez Cruz, certain that he is responsible. But what if he is actually a dupe for some larger evil?

Runaway Chainsaw Tried to Kill Me!: Breg Waller, of Colombia, South Carolina, nearly had his foot removed by a chainsaw when he dropped it. Waller claims it was a natural accident, because he had disconnected the automatic kill switch. Of course, as Dark Conspiracy referees, we know that Colombia has recently been the scene of numerous accidents involving machines that come to life. Waller is merely afraid to admit the truth: The chainsaw had a mind of its own.



EQUIPMENT & REFERENCE CHARTS





EQUIPMENT

Equipment listings in **Dark Conspiracy** include an availability code next to the price. The availability code is in two parts. The code to the left of the slash means availability status without contacts; the code to the right of the slash means availability with contacts (how contacts work into it is explained on pages 19-23). The abbreviations are: V=very common, C=common, S=scarce, and R=rare. A dash means unavailable except at referee's discretion. Weight remains the same in all versions.

Some entries contain additional information. Some items (mainly weapons and vehicles) are covered in data cards. *These are intended to be photocopied and rearranged, enabling each player and referee to assemble weapon arrays to suit individual situations. Players and referees have permission to photocopy the data cards for personal use.*

DOCUMENTS

Note that genuine documents can be obtained through the normal channels for such things, and usually involve only nominal fees. Weight is negligible in all cases.

Forged Passport, Ordinary Identity Papers, etc.:

Price: \$1500 (—/S).

Other Forged Document: The referee may change the price or availability for extremely rare or hard to duplicate documents.

Price: \$1000 (—/S).

Security Pass: This is a piece of plastic approximately eight centimeters by five centimeters. It carries a photo of the

bearer, fingerprints, and a bar code that can be read by security robots and electronic locks. The bar code is generated by machine that encodes a retina scan of the bearer, meaning that the challenging machine must also take a retina scan and compare it with the card for complete identification. Scanning machines can do this from a distance of up to one meter. The machine works fast enough that several scans can be made in a few hundredths of a second, minimizing potential for error.

Unavailable except through proper channels.

Price: None (—/—).

Forged Security Pass: Unavailable except through criminal, police, or government connections. Price depends on sensitivity of installation the pass gives access to (referee's discretion).

Price: \$10,000–100,000 (—/S).

FUEL

Commonly available fuels include:

Alcohol:

Wt: 1 kg per liter.

Price: \$.35 per liter (C/C).

Avgas:

Wt: 1 kg per liter.

Price: \$.50 per liter (C/C).

Diesel:

Wt: 1 kg per liter.

Price: \$.40 per liter (C/C).

Gasoline:

Wt: 1 kg per liter.

Price: \$.50 per liter (V/V).

TRIPODS

A tripod for a weapon must be

purchased separately.

NLT (NATO Light Tripod): Accepts M60 and MG3.

Wt: 7 kg.

Price: \$500 (—/C).

NMT (NATO Medium Tripod): Accepts MAG.

Wt: 10 kg.

Price: \$650 (—/C).

NHT (NATO Heavy Tripod): Accepts M2HB, and Mk-19.

Wt: 22 kg.

Price: \$800 (—/C).

AMMUNITION

Weights per magazine include weight of magazine (which is negligible in most cases) and ammunition.

Magazines are purchased separately and cost \$1 per three rounds of capacity, except the 1000-round drum for 5.56mm N ammunition, which costs \$200.

Small Arms & Machineguns

Longbow Arrow:

Wt: 3 kg per 24.

Price: \$36 per 24 (C/C).

Crossbow Bolt:

Wt: 3 kg per 24.

Price: \$36 per 24 (C/C).

Flamethrower Fuel Cannister: A cannister of jellied gasoline (napalm) for flamethrowers. Cannisters can be refilled with ordinary gasoline at a cheaper price, but at a cost in range.

Wt: 10 kg.

Price: \$120 (—/R).

Loose Black Powder and Ball:



These are most commonly pre-measured and wrapped in paper in ready-to-use units.

Wt: 1 kg per 40.

Price: \$25 per 40 (C/C).

Stun Dart Package: This is a preloaded dart assembly and CO₂ cartridge for propelling it from a stun gun. Police or military contacts are required.

Wt: 1 kg per case of 10.

Price: \$50 (—/R).

4.7mm CIs (4.7×21mm Caseless):

Wt: 10 kg per case of 1800, 1 kg per 50-round magazine.

Price: \$1300 per case (—/S).

5.45mm B (5.45×39mm Bloc):

Wt: 10 kg per case of 840, 0.5 kg per 30-round magazine, 0.6 kg per 40-round magazine.

Price: \$170 per case (S/C).

5.56mm N (5.56×45mm NATO):

Wt: 10 kg per case of 840 or 4 belts, 0.5 kg per 30-round magazine, 2 kg per 200-round belt.

Price: \$160 per case (C/C).

.22 LR (5.7×17mm R Long Rifle):

Wt: 20 kg per case of 5000, 0.1 kg per 7-round magazine.

Price: \$110 per case (V/V).

7.62mm T (7.62×25mm Tokarev):

Wt: 35 kg per case of 2500, 0.2 kg per 8-round magazine, 0.6 kg per 32-round magazine.

Price: \$375 per case (R/S).

7.62mm S (7.62×39mm Short):

Wt: 10 kg per case of 600, 1 kg per 30-round magazine.

Price: \$880 per case (R/S).

.30-30 (7.62×51mm R):

Wt: 20 kg per case of 1000, 50 loose rounds per kilogram.

Price: \$130 per case (V/V).

7.62mm N (7.62×51mm NATO):

Wt: 15 kg per case of 600, 0.75 kg per

20-round magazine, 1.5 kg per 50-round belt, 3 kg per 100-round belt.

Price: \$75 per case (C/V).

.30-06 (7.62×63mm):

Wt: 15 kg per case of 500, 35 loose rounds per kilogram.

Price: \$95 per case (C/C).

.32 ACP (7.65×17mm SR):

Wt: 20 kg per case of 2000, 0.1 kg per 10-round magazine, 0.2 kg per 20-round magazine.

Price: \$240 per case (V/V).

8mm M (7.92×57mm Mauser):

Wt: 10 kg per case of 300, 30 rounds per kilogram.

Price: \$45 per case (C/C).

.380 ACP (9×17mm):

Wt: 15 kg per case of 1500, 0.1 kg per 7-round magazine.

Price: \$240 per case (V/V).

9mm P (9×19mm Parabellum):

Wt: 15 kg per case of 1500, 0.1 kg per 8-round magazine, 0.2 kg per 13- and 15-round magazine, 0.3 kg per 25- and 30-round magazine, 0.4 kg per 32- and 34-round magazine.

Price: \$195 per case (V/V).

.38 Special (9×29mm R):

Wt: 15 kg per case of 1000.

Price: \$90 per case (V/V).

.357 Magnum (9×33mm R):

Wt: 18 kg per case of 1000.

Price: \$100 per case (V/V).

10mm ACP (10×21mm):

Wt: 18 kg per case of 1500, 0.2 kg per 14-round magazine, 0.3 kg per 30-round magazine, 0.1 per 6-round magazine.

Price: \$205 per case (S/S).

.44 Magnum (11.2×32.8mm R):

Wt: 20 kg per case of 1000.

Price: \$120 per case (V/V).

.45 ACP (11.43×23mm):

Wt: 20 kg per case of 1000, 0.3 kg

per 7-round magazine.

Price: \$110 per case (V/V).

.475 WM (12×60mm Wildey Magnum):

Wt: 18 kg per case of 500, 0.4 kg per 7-round magazine.

Price: \$110 per case (V/V).

12.5mm CIs (12.5×24mm Caseless):

Wt: 11 kg per case of 1800, 0.4 kg per 20-round magazine.

Price: \$1100 per case (—/S).

.50 BMG (12.7×99mm Browning Machinegun):

Wt: 15 kg per case of 1 belt, 13 kg per 105-round belt.

Price: \$75 per case (S/V).

.50 SLAP (12.7×99mm Saboted Light Armor Piercing):

Wt: 15 kg per case of 1 belt, 13 kg per 105-round belt.

Price: \$85 per case (S/V).

15mm Dart/Cartridge: This is a hypodermic dart and compressed gas cartridge designed for use with the tranquilizer gun mentioned on page 280.

The darts come prefilled with a tranquilizer compound. They must be fired from the gun in order to take effect.

Wt: 0.1 kg (including dart, drug, and CO₂ cartridge).

Price: \$45 (including dart, drug, and CO₂ cartridge) (—/S).

18mm CIs (18×34mm Caseless):

Wt: 12 kg per case of 1800, 1.2 kg per 50-round magazine.

Price: \$1400 per case (—/S).

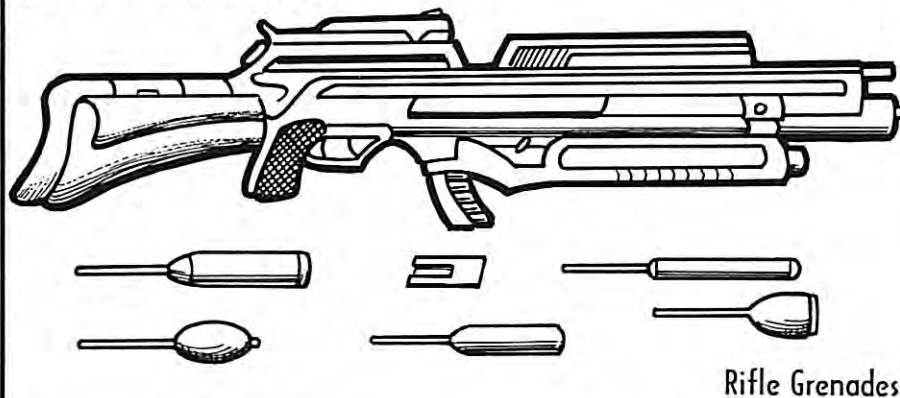
12 Gauge (12 Gauge All-Brass):

Wt: 15 kg per case of 240, 1 kg per 10-round magazine (15 loose rounds per kilogram).

Price: \$110 per case (V/V).



Rifle with Grenade Launcher



Rifle Grenades

20mm S (20mm×118mm Short):

Used in XM7 Storm Gun.

Wt: 32 kg per case of 100, 1 kg per 5-round magazine.

Price: \$110 per case (—/S).

Heavy Weapons

25mm HE: Used in the 25mm gun carried by the RamTech Roboguard-IV and on the RAH-66 Comanche.

Wt: 100 kg per case of 33, belted.

Price: \$950 per case (—/S).

Grenade Launcher Rounds

40mm HE: Fired from the M203 grenade launcher.

Wt: 0.3 kg, 25 kg per case of 72.

Price: \$3 each, \$200 per case (—/V).

40mm HEDP: Fired from the M203.

Wt: 0.3 kg, 25 kg per case of 72.

Price: \$4 each, \$250 per case (—/C).

40mm CHEM: Tear gas only. Fired

from the M203.

Wt: 0.3 kg, 25 kg per case of 44.

Price: \$3 each, \$120 per case, (—/S).

40mm ILLUM: Fired from the M203.

Wt: 0.2 kg, 20 kg per case of 44.

Price: \$2 each, \$75 per case (—/C).

40mm Stun: This grenade can be fired from the M203. The grenade fires a nylon “bean-bag” that fans out after firing to spread its impact over a wide area. The grenade is designed to incapacitate its target without doing permanent damage, and has no explosive filler (and no concussion or fragmentation damage). A target hit with this grenade is knocked down, loses all remaining actions for the turn, and rolls an Average test of Constitution each turn thereafter to recover. No actual damage is suffered. The grenade can only be used in direct fire. It hits one target.

Wt: 0.3 kg, 20 kg per case of 44.

Price: \$20 each, \$800 per case (—/S).

40mm Grapple: This grenade can be fired from the M203 and propels a grappling hook and an attached rope up to 50 meters straight up. The grapple must be inserted separately into the front of the launcher.

Wt: 0.3 kg, 20 kg per case of 36.

Price: \$20 each, \$800 per case (—/S).

Rockets

82mm SMAW HE: Fired from the M12 SMAW.

Wt: 0.2 kg, 7 kg per case of 6.

Price: \$35 each, \$180 per case (—/S).

82mm SMAW HEAT: Fired from the M12 SMAW.

Wt: 0.2 kg, 7 kg per case of 6.

Price: \$35 each, \$180 per case (—/S).

Rifle Grenades

These weapons are fired using Heavy Weapons skill.

HEAT: Fired from any battle rifle or assault rifle.

Wt: 0.7 kg, 20 kg per 10-round case.

Price: \$8 each, \$65 per case (—/C).

WP: Fired from any battle rifle or assault rifle.

Wt: 0.7 kg, 20 kg per case of 10.

Price: \$14 each, \$100 per case (—/C).

140mm RAW (Rifle Assault Weapon) HE: A rocket-propelled grenade which can be fired from any assault rifle which fires 5.56mm N ammunition.

Wt: 3 kg.

Price: \$36 each (—/R).

140mm RAW (Rifle Assault Weapon) HEAT: As above, but with a HEAT warhead.

Wt: 3 kg.

Price: \$48 each (—/R).

Antitank Missiles

These are fired using Heavy Weap-

40MM STUN GRENADES

Type	ROF	Mag	Rng	IFR	Rnd	Damage	Pen
40mm Stun	SS	11	10	—	Stun	*	Nil

*Target knocked down, loses remaining actions for the turn, and must roll Average: CON each turn thereafter to recover.



ons skill.

152mm HEAT (Tank Breaker): Fired from a Tank Breaker launcher. A self-guiding missile with a HEAT warhead.

Wt: 18 kg.

Price: \$75,000 (—/S).

127mm HEAT (Dragon PIP): Used with the Dragon launcher.

Wt: 7 kg.

Price: \$3000 (—/C).

Surface-to-Air Missiles

These are fired using Heavy Weapons skill.

FIM-92A Stinger Missile: A surface-to-air missile.

Wt: 16 kg *Price:* \$450 (R/R).

FIM-99 Scorpion Missile: A surface-to-air missile.

Wt: 12 kg *Price:* \$595 (R/R).

MBB-7 Venusfliegenfalle Missile: A surface-to-air missile.

Wt: 11 kg *Price:* \$595 (R/R).

SA-27 Grappler Missile: A surface-to-air missile.

Wt: 12 kg *Price:* \$250 (R/R).

Mortar Rounds

60mm HE:

Wt: 25 kg per case of 12.

Price: \$72 per case (—/C).

60mm WP:

Wt: 25 kg per case of 12.

Price: \$75 per case (—/S).

60mm ILLUM:

Wt: 25 kg per case of 12.

Price: \$75 per case (—/S).

HAND GRENADES

Antitank: The grenade is designed to explode on impact. It contains a shaped charge and is stabilized by fins

so that the grenade flies with the shaped charge pointing forward.

Wt: 1 kg, 25 kg per case of 15.

Price: \$24 each, \$325 per case (—/C).

Chemical: Same as a chemical round for large-caliber guns. Two types are available: HC smoke and tear gas.

Wt: 0.5 kg, 16 kg per case of 16.

Price: \$3 each, \$18 each, \$250 per case for smoke, double prices for tear gas (smoke, S/C; tear gas, R/S).

Concussion: The grenade consists of explosive filler in a cardboard or plastic container. Upon explosion it will knock people down, but causes no lethal fragmentation.

Wt: 0.5 kg, 20 kg per case of 20.

Price: \$8 each, \$120 per case (—/V).

Fragmentation: The grenade, upon exploding, scatters metal fragments throughout its burst radius.

Wt: 0.5 kg, 30 kg per case of 30.

Price: \$10 each, \$150 per case (—/V).

Thermite: The grenade has little blast or fragmentation, but it burns with intense heat. (See Burns on page 97.) It also produces significant amounts of visible light and light in the ultraviolet portion of the spectrum.

Wt: 1 kg, 20 kg per case of 16.

Price: \$18 each, \$250 per case (S/C).

WP (White Phosphorus): The grenade scatters incendiary fragments throughout its burst radius and burns

TYPES OF ROUNDS

Autocannon rounds, grenade rounds, missiles, and rockets come in several types, explained below. Each weapon can fire one or more of these types.

CHEM (Chemical): A hollow shell which, upon landing, burns and releases a gas or smoke. The most common chemical is hexachloroethane (HC) smoke, and all prices given later are based on that round. Rounds may also be filled with tear gas (double price). In all cases, the chemical cloud will cover an area the width of the given burst area and four times as long as the burst area. The cloud will originate at the impact point of the round and stretch downwind.

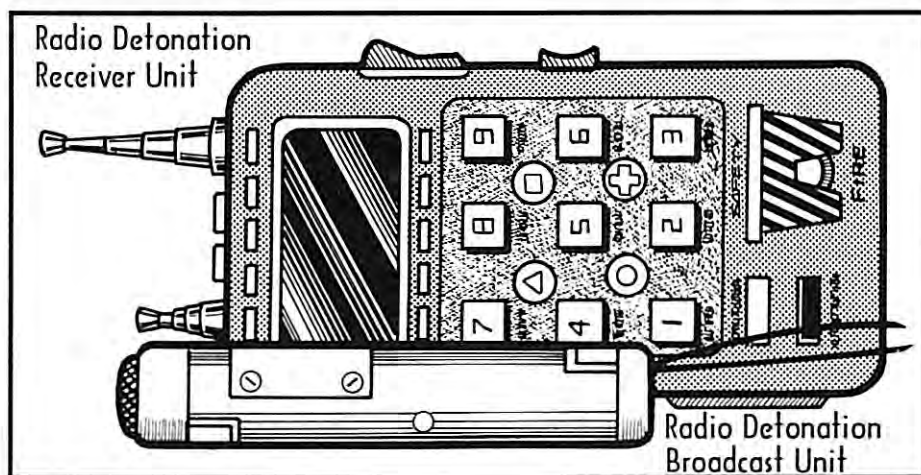
HE (High Explosive): A high-explosive round is a hollow casing containing an explosive compound. Set to detonate on impact or at a selected altitude, it is useful against infantry and some larger targets. It is the least expensive (and thus most common) indirect fire round used.

HEAT (High Explosive, Antitank): A hollow shell filled with explosive compound. An inverted cone in the nose of the shell directs the explosive force forward into a high-energy jet of super-heated gas and molten metal, reducing the effectiveness of the round against soft targets, but vastly increasing it against armor.

HEDP (High Explosive, Dual Purpose): A hollow round containing an explosive compound filler with a shaped charge director in the nose to provide the round with an enhanced armor-penetrating capability.

ILLUM (Illumination): A hollow round containing a parachute flare which will illuminate the area defined by the round's burst radius for two combat turns (one minute). The round radiates in the visible, ultraviolet and infrared spectrums.

WP (White Phosphorus): A hollow round filled with white phosphorus. Upon detonation, it scatters burning white phosphorus throughout its burst radius. WP rounds also generate thick, white smoke.



with intense heat. (See Burns on page 97.) It also produces significant amounts of both visible light and light in the ultraviolet portion of the spectrum.

Wt: 1 kg, 20 kg per case of 16.

Price: \$12 each, \$170 per case (—/C).

EXPLOSIVES

RamTech Radio Detonation Receiver Unit: An electrical device which enables a charge to be detonated from a remote location via radio signal. The receiver and its associated broadcast unit are specially adapted to send and receive coded signal to prevent accidental detonation by harmonics or by induction. Addition of a voice-recognition chip to the circuit (Average: Electronics) makes possible detonation by a single specific word or sound sent by the transmitter. The unit is about the size of a pack of chewing gum, and contains a ROM or PROM chip and a battery. It is attached to a normal electrical blasting cap.

The unit may send and receive signals from up to one kilometer. Longer distances may be possible with units improvised from longer-ranged radios.

Wt: Negligible.

Price: \$250 (—/R).

RamTech Radio Detonation Broadcast Unit: An electrical device which enables a charge to be detonated from a remote location via radio signal. The broadcast unit is specially adapted to send a coded signal to prevent accidental detonation of the charge by harmonics or by induction. The unit may broadcast signals up to one kilometer. Longer distances may be possible with units improvised from longer-ranged radios.

Wt: 0.3 kg.

Price: \$350 (—/R).

Hercules Powder Co. Dynamite Stick: The most common explosive used by civil engineers for demolitions, it is relatively easy to manufacture and is coming into more common military use. A quarter-kilogram stick has a DP value of 1.

Wt: 30 kg per case.

Price: \$8 per 0.25-kilogram stick, \$600 per case of 100 sticks (S/V).

Hercules Powder Co. Plastic Explosive: Plastic explosive can be molded into desired shapes and will adhere to desired surfaces. It will not explode if burned, and can only be detonated by another explosion, usu-

ally provided by a blasting cap. A one-kilogram block has a DP value of 6.

Wt: 30 kg per case.

Price: \$35 per 1-kilogram block, \$600 per case of 20 blocks (—/C).

Czech State Factories Semitek: A slightly more potent and form of plastic explosive manufactured in Czechoslovakia. Its properties are similar to plastic explosive. It has a DP value of 8 per kilogram.

Wt: 30 kg per case.

Price: \$40 per 1-kilogram block, \$750 per case of 20 blocks (—/R).

McFadden Industries Engineer Demolitions Kit: This kit contains an assortment of items to enable a character to rig explosive charges and fuse them for detonation. Weight and price are given for individual items, as well as for the kit as a whole. Items without weight, etc., are not available separately. The explosives must be purchased separately.

A single charge uses up one blasting cap, and whatever fuse, detonators, and so on that the character chooses to use. Wire, tools, and the blasting machine can be recovered after a blast, but all other items are used up. Quantities in a kit are noted in parentheses.

Tools (1 Set): Pliers, knife, tape, cap crimper, and other items needed to prepare explosive charges. *Wt:* 4 kg *Price:* \$35 (C/V).

Cap, Blasting, Electric (50): At least one blasting cap is required to set off a charge. *Wt:* Negligible *Price:* \$2 (R/C).

Cap, Blasting, Nonelectric (50): At least one blasting cap is required to set off a charge. *Wt:* Negligible *Price:* \$1 (R/C).

Wire, Electrical (2×100m Spools):



For use with electrical blasting caps. Any length can be fastened to up to 10 caps. Not normally reused. Wt: 5 kg/spool Price: \$20 (V/V).

Wire, Trip (1x500m Spool): A thin wire used in booby traps and the like. Trip wires can be of any reasonable length, but it makes no sense to have them longer than the blast radius of the explosive. Wt: 2 kg/spool Price: \$30/spool (V/V).

Blasting Machine (1): A hand-cranked electrical igniter which can fire up to 10 caps electrically. The machine generates current by muscular motion and never needs recharging or battery changes. Wt: 0.5 kg Price: \$95 (S/C).

Fuse, Instant (2x100m coils): Burns 5900 meters per second; for use with nonelectric blasting caps. May be ignited by any igniter or by flame, and it can be combined with itself (to set off more than one cap) or with time fuse. Wt: 3 kg/coil Price: \$15/coil (S/C).

Fuse, Time (2x100m Coils): Burns 100 seconds per meter; for use with nonelectric blasting caps. May be ignited by any igniter or by flame, and it can be combined with itself (to set off more than one cap) or with instant fuse. Wt: 3 kg/coil Price: \$25/coil (S/C).

Igniter, Fuse (50): A weatherproof pull igniter, which can be used to light either instant or time fuses. This igniter can be used in simple (pull-only trip wire) booby traps. Only one trip wire per igniter. It can be fixed directly to a nonelectric blasting cap. Wt: Negligible Price: \$3 (S/C).

Timer (5): This detonator has a digital timer which can be set to any time from 30 seconds to 48 hours, in 30-second increments. It will fire up to

10 electrical caps. Once set and sealed, it is waterproof, but it cannot be set underwater. Wt: 0.25 kg Price: \$20 (S/C).

Igniter (5): A pull/release detonator, used for sophisticated booby traps. It will detonate either when pressure is placed on a trip wire or released from the trip wire (if a wire is cut, for example). Up to three trip wires may be attached. Wt: Negligible Price: \$75 (R/C).

Full Kit: All of the above, packed in a wooden chest for transport. Wt: 30 kg Price: \$500 (R/C).

Hercules Powder Co. Frame Charge: A prepared explosive charge used to blow in locked windows or doors, even those equipped with bars or metal plate up to two centimeters thick. It requires two phases (10 seconds) to emplace (using prefitted, double-sided tape or an integral wooden brace), and can be either command or remotely detonated, or rigged with a timer. The charge can also be used to blow holes in walls, provided they are not too thick. The frame charge has a penetration value of 2, but automatically counts as tamped and has only a concussion value of 1 due to the shape and composition of the charge.

Wt: 2 kg.

Price: \$100 (—/R).

Hercules Powder Co. Primercord: A rope-like plastic explosive used in various demolition jobs. Primercord can be wrapped around conduits or small girders to sever them, or taped to a wall (in a circle) to blow an entry hole. It can also be used to link other explosive charges together for almost instantaneous detonation (it will detonate other explosives by itself, without need for a blasting cap). Primercord

itself requires a blasting cap. Primercord has a DP value of 3 per meter Wt: 0.5 kgs per meter. Price: \$15 per meter (—/C).

TOOLS

Aircraft Tools: Same as wheeled vehicle tools, but for aircraft.

Wt: 22 kg.

Price: \$1100 (S/S).

Arc Welder: Operates off of an integral generator, which cannot be modified for other use.

Wt: 75 kg.

Price: \$850 (C/C).

Basic Tool Kit: Small hand tools which are suitable for a variety of purposes. These may include wrenches, pliers, screwdrivers, and so on.

Wt: 5 kg.

Price: \$250 (V/V).

Construction Tools: Hammers, saws, squares, hatchets, chisels, and other woodworking tools.

Wt: 30 kg.

Price: \$400 (V/V).

Electrical Repair: Specialized tools for work on electrical appliances, wiring, and nonsolid-state equipment.

Wt: 3 kg.

Price: \$275 (V/V).

Electronic Repair: Same as electrical repair tools, but for work on solid state electrical devices such as radios, computers, etc. It is also used for field expedient modification of solid-state equipment.

Wt: 3 kg.

Price: \$350 (V/V).

Excavating Tools: Picks, shovels, mattocks, and so on.

Wt: 20 kg.

Price: \$250 (V/V).

Heavy Ordnance Tools: Specialized tools for use in the maintenance



and repair of heavy ordnance.

Wt: 25 kg.

Price: \$2400 (—/S).

Lockpick Tools: Picks, torsion wrenches, shims, a stethoscope, and other equipment to open all types of locks.

Wt: 0.5 kg.

Price: \$50 (—/C).

Portable Machine Shop: A trailer containing powered machine tools, including a bench grinder, horizontal and vertical boring machines, a milling machine, metalworking and wood-working lathes, and numerous other machine tools. Exact components and uses are left to the discretion of the referee. It can be towed by any truck except a 1/4-ton.

Wt: 1.75 tons.

Price: \$12,000 (S/S).

Power Hand Tools: A selection of power tools including a chainsaw, nine-inch rotary saw, drill, and other electrical tools.

Wt: 35 kg.

Price: \$1200 (V/V).

Small Arms Tools: Specialized tools for use in the maintenance and repair of small arms. These tools are not

suitable for the purpose of the construction of weapons from scratch, however.

Wt: 5 kg.

Price: \$750 (S/C).

Heavy and Tracked Vehicle Tools: Same as wheeled vehicle tools, but for heavy and tracked vehicles.

Wt: 15 kg.

Price: \$2200 (—/S).

Wheeled Vehicle Tools: Specialized tools for repair and maintenance of wheeled vehicles. These vehicle tools include spark plug wrenches, torque wrenches, a grease gun, and so on.

Wt: 10 kg.

Price: \$800 (V/V).

ELECTRONICS

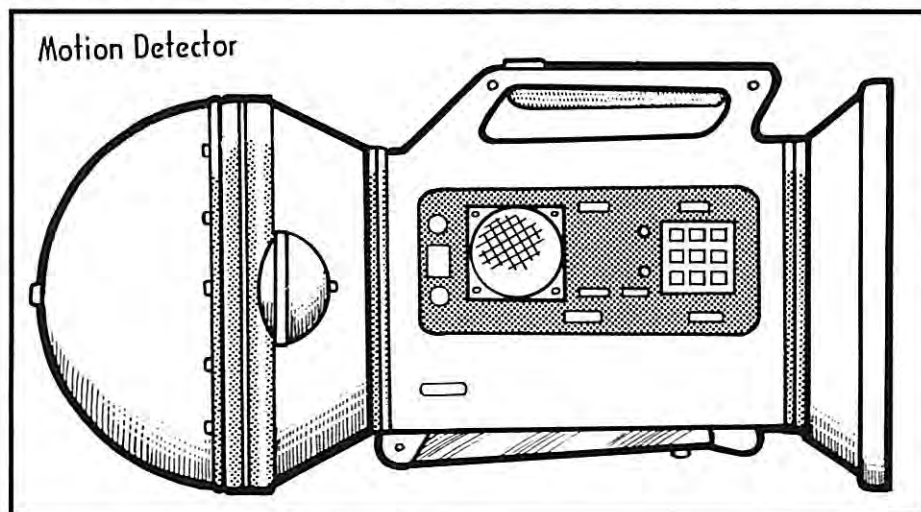
Tojicorp ROM Burner: A device used to record a specific programming sequence onto a computer chip. The chips themselves are quite inexpensive (\$25 each for a ROM chip, \$35 for a PROM) compared to the machine required to use them. A PROM (Programmable Read-Only Memory) or ROM chip may be programmed with a ROM burner. PROMs can be changed (often their programming can

be erased by exposing them for a certain length of time to certain frequencies of light), but ROMs can be programmed only once, and cannot be changed thereafter. Using a ROM burner is an Average: Computer task. Installing the chip in an electronic device is an Average: Electronic task. ROMs and PROMs are often programmed with codewords and phrases which trigger electronic devices (like radio detonators).

Wt: 20 kg.

Price: \$275,000 (—/R).

Radio Shack MST 3000 Motion Detector: An electronic monitor that uses doppler shifts in reflected ultrasonic or infrared waves to detect moving objects. When set up, the device must be run for at least five minutes to allow the machine to "learn" what its surroundings look like, and adjust itself accordingly. After that time, any moving object larger than a centimeter in any one dimension will trip the device (speed can be adjusted as needed). Motion detectors can be programmed to sound an alarm, send a signal to a switchboard, or activate another device (like a video camera or a mine). IR motion detectors can be spotted by anyone wearing IR goggles or similar devices, since they emit beams of IR radiation. Motion detectors are not very useful in areas where there is constant random motion, such as near trees or bushes, due to the unpredictable nature of such movement. Any constant, regular motion (such as the pendulum of a clock) will be discounted by the detector during setup, however. The detector can cover an area up to five meters in radius, but they can be programmed to operate in





chains or lines. Motion detectors on security robots are more sophisticated than stand-alone models, due to the greater analytical power available in the robot's "brain."

Wt: 2 kg.

Price: \$3600 (R/S).

Radio Shack Eavesdropper I: This is the cheapest, least sophisticated bugging device (it is about 2x3x1 centimeters, with a three-centimeter whisker antenna), consisting of a cheap solid-state transmitter, a sound pickup, and a small power supply. It has a range of 500 meters, a duration of 24 hours between recharges unless it is hooked into a building's electrical system (an Easy:Electronics task), and is not voice activated (it broadcasts continuously, which makes it easy to find). Any civilian FM radio can receive the signal if tuned to the right frequency.

Wt: Negligible.

Price: \$120 (C/V).

Radio Shack Eavesdropper II: This is a smaller, more sophisticated bugging device than an Eavesdropper I (it is a cube, one centimeter on a side, with a three-centimeter whisker antenna). It has a range of one kilometer, and a duration of 36 hours of continuous broadcasting (longer if voice activated).

Wt: Negligible.

Price: \$450 (S/C).

Radio Shack Eavesdropper III: This is a very small bug, about the size of a grain of rice, with a three-centimeter whisker antenna. It has a range of 200 meters, and a duration of 12 hours of continuous broadcast.

Wt: Negligible.

Price: \$1100 (R/S).

Radio Shack Eavesdropper Monitor: This is a special radio with an integral audio recorder. Can be tuned to any bug frequency. It uses standard audio recording cartridges.

Wt: 0.6 kg.

Price: \$550 (S/C).

Bug-Detecting Tools: This kit (about the size of a briefcase) contains several sophisticated electronic devices designed to detect the most common bugging devices and partially or completely neutralize them. All bugs (whether broadcasting or not) emit certain distinctive forms of radiation which can be detected if the operator knows what to look for. Once located, bugs can be physically dug out and destroyed, neutralized with jamming signals (a signal generator is included), or masked with a white noise generator (also included).

Locating an Eavesdropper I bug without these tools is Difficult: Observation. No other bug may be located without these tools.

Locating an Eavesdropper I bug with bug detecting tools is Easy: Electronics. Locating an Eavesdropper II bug with bug detecting tools is Average: Electronics. Locating an Eavesdropper III bug with bug detecting tools is Difficult: Electronics.

Wt: 6 kg.

Price: \$2400 (R/C).

Wire-Tapping Tools: This kit, combined with an electronics repair tool kit, permits characters with Electronics skill to tap into and monitor electronic telecommunications lines (telephone, fax, teletype, etc.).

Wt: 2 kg.

Price: \$300 (R/C).

Broadcast Monitoring Equipment:

This kit, combined with an electronics repair tool kit, permits characters with Electronics skill to listen in on cellular phones, radios, etc., provided the operating frequency of the device is known.

Wt: 1 kg.

Price: \$400 (R/C).

Xomax Audio Recorder (Simple): This is an inexpensive cassette recorder/player (Indonesia makes the best ones), available at any shopping mall electronics store. It uses standard audio recording cartridges.

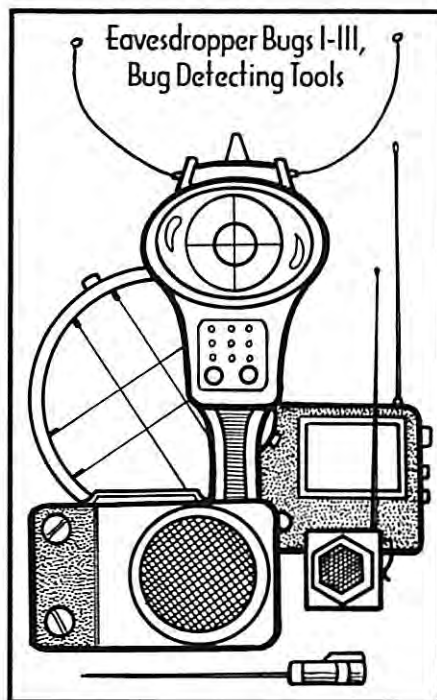
Wt: 0.3 kg.

Price: \$75 (V/V).

dbx 162X Audio Recorder (Advanced): This is a sophisticated digital recording machine (Thailand makes the best ones), capable of picking up a greater variety of sounds (including ultrasonic and subsonic), playback at a variety of speeds, and so on. It uses standard audio recording cartridges.

Wt: 2 kg.

Price: \$750 (S/S).





Verdadero Audio Recording Cartridge: A cassette-like device capable of recording up to six hours of sounds when placed in an appropriate machine.

Wt: Negligible.

Price: \$5 (V/V).

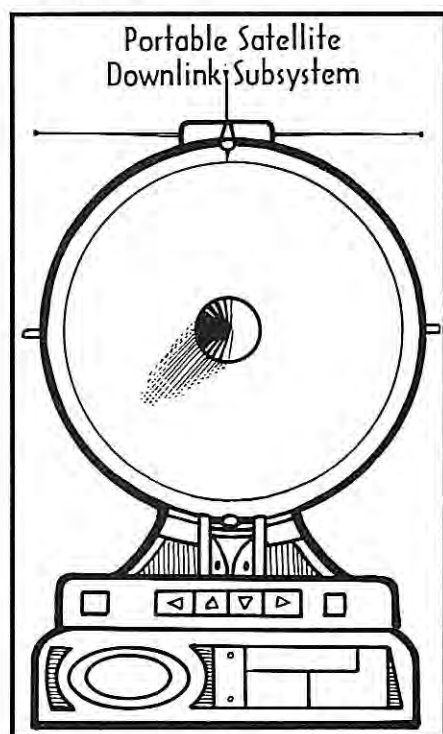
Tojicorp Kapture II Video Recording Camera: This is a digital video camera/recorder capable of recording both audio and video.

Wt: 4 kg.

Price: \$500 (C/C).

Kodak-Disney EZ Snap Still Camera: This is a fixed focal length, plastic, disposable instant camera (made in Singapore). No film to buy (it's inside); you take the whole shebang to a fast photo developing booth at the mall, drop the camera in the slot and out come the 24 pictures five minutes later (development and printing fees are included in the price of the camera).

Wt: 0.3 kg.



Price: \$10 (C/C).

Nikon DLR-35 Advanced Still Camera Set: This is a sophisticated 35mm SLR camera, and a set of professional accessories (telephoto lenses, filters, and so on). It uses film, unlike the disposable camera. The kit also includes a compact darkroom setup to enable the user to develop and print photographs. Everything comes packaged in a padded shoulder bag.

Wt: 3 kg.

Price: \$850 (C/C).

Nikon Special Vision Adaptor: This is a device to allow an advanced still camera or video camera to be attached to an IR scope, starlight scope, or image intensifier.

Wt: Negligible.

Price: \$15 (S/C).

Fuji Film, Conventional (Color/B&W): This is film for use in the advanced still camera. It is a 24-exposure of 35mm professional quality film.

Wt: Negligible.

Price: \$8 (V/V).

Verdadero Video Cartridge: This is a cassette for use in the video camera, and can record both audio and video signals.

Wt: 0.2 kg.

Price: \$12 (C/C).

GE9000 Personal Computer: In the present world situation, few people have need of sophisticated personal computers. Only a few members of the middle class use them, for freelance engineering, writing, art, graphic design, and so on.

Wt: 8 kg.

Price: \$6500 (S/C).

Zenith FX2 Portable Computer: These small, portable computers about the size of a notebook, and designed to

be used by corporate executives when they are away from their mainframe networks except through a phone line. When linked to a cellular telephone unit, they can communicate with a network without direct connection.

Wt: 2 kg.

Price: \$4500 (R/C).

Tojicorp VHC13 Cellular Telephone Unit: This is a portable telephone linked to a global wireless telephone network.

Wt: 1 kg.

Price: \$800 (C/C).

Zeiss-Krupp ZK-1956 PSD Portable Satellite Downlink Subsystem: A one-meter dish antenna system permitting radio communication via a geosynchronous satellite with practically any location in the world when linked into a proper radio in place of the normal antenna. It requires five minutes to erect and align, two minutes to dismantle.

Wt: 4 kg.

Price: \$12,000 (R/S).

Sony Global FAXman Portable Facsimile Machine: Connected to a radio or cellular phone, this enables documents to be sent and received in remote locations.

Wt: 6 kg.

Price: \$1800 (C/C).

Miltech Ltd. Model IX Scrambler/Descrambler: Used with telephone or voice radio unit, this scrambles conversation to seemingly random noise at the transmitter and back to conversation at the receiver. Both transmitter and receiver must be programmed to the same preset scrambler code, otherwise they do not work.

A sophisticated computer analysis can descramble a particular conversation within hours, and once the



scramble pattern is known, it can be used to program another scrambler with the same code.

Wt: Negligible.

Price: \$2000 (R/S).

Tandy Jackrabbit Frequency-Hopping Radio: This radio resists jamming and interception by shifting among several preset frequencies at preset intervals. Unless a listener knows the frequencies and intervals, they cannot remain locked onto the signal. All sets in a system must be synchronized in order to communicate.

Wt: 10 kg.

Price: \$800 (R/S).

Miltech Ltd. ITR-VII Individual Tactical Radio: A small radio of limited range (one kilometer) designed to be used by small groups who require precise coordination and hands-free operation. The radio consists of a voice-activated throat mike (strapped over the larynx), a headset with bone-conduction earphones, and a battery case (usually carried in a shirt pocket). This radio is hands-free, and allows the wearer to hear more-or-less normally when in use. The set also incorporates a manual "beeper" button, enabling Morse signal to be sent if the sender does not want to speak. These are relatively sophisticated radios, and are more expensive than the normal walkie-talkie.

Wt: 0.5 kg.

Price: \$550 (S/R).

Tojicorp Tagalong Transponder: Special radio transmitter designed to broadcast a specific signal at a specific frequency to provide a homing beacon for pickup aircraft, radiation homing missiles, etc. The device has a one-kilometer range without antenna, 10 kilometers with antenna. Its

internal battery will power the broadcast for 18 hours, and can be started with an internal timing circuit up to 72 hours after emplacement.

Wt: 1 kg.

Price: \$1800 (S/C).

Tojicorp Discreet Micro-Transponder: A smaller, more expensive version of the transponder described above, with a one-kilometer range (it can't be hooked up to an antenna, however). This device is about the size of an aspirin tablet, and one side is self-adhesive (peel off the backing paper and stick it in place) for attachment to a car bumper or whatever. Removing the device from its plastic carrying case activates it, and the internal battery will last for six hours. It is rechargeable by anyone with Electronics skill and an electronics tool kit.

Wt: Negligible.

Price: \$1800 (—/S).

Teledyne S1965B Radio Direction Finder: A specialized radio receiver designed to determine the specific direction a particular radio broadcast is coming from. These are useful for a variety of tasks. Getting a directional fix using one of these is a task (Easy: Electronics) and requires 30 seconds (provided that the signal stays on the air that long). The result is a compass bearing, not a distance. Two or three such RDF units, spaced far apart, can get two or more bearings for triangulation of a broadcast source.

Wt: 2 kg.

Price: \$1500 (C/C).

Shure SM80&D Directional Microphone: Also called a "shotgun mike," this is a device which permits the user to electronically eavesdrop on normal conversations at ranges of up to 500 meters. It functions off an internal

battery, and requires 30 seconds to set up and tune.

Wt: 5 kg.

Price: \$3000 (C/C).

Miltech Ltd. 2km Hand Radio: Also known as a *walkie-talkie*, this is a small, readily portable radio similar to the US AN/PRC-68 or Soviet R-126. Powered from internal batteries.

Wt: 0.5 kg.

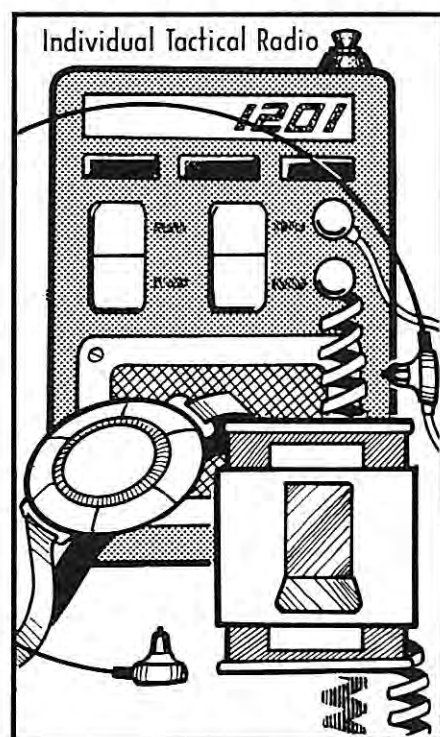
Price: \$250 (C/C).

Miltech Ltd. 5/25km Manpack/Vehicular Radio: Small, portable radio similar to the US AN/PRC-77 or Soviet R-107. Powered from internal batteries (for five-kilometer range) or a vehicle (25-kilometer range).

Wt: 5 kg

Price: \$800 (C/C).

Miltech Ltd. 5/25km Secure Manpack/Vehicular Radio: A small, portable radio similar to the AN/PRC-70 (US). Powered from internal batteries (for five-kilometer range) or





vehicle (25-kilometer range). Includes an integral scrambler/descrambler (conversations can only be understood by another unit with a scrambler/descrambler).

Wt: 10 kg.

Price: \$1100 (S/C).

Miltech Ltd. 50km Vehicular Radio: Vehicular radio similar to US AN/VRC-12. Powered by a vehicle.

Wt: 15 kg.

Price: \$1200 (C/V).

Miltech Ltd. 50km Secure Vehicular Radio: A vehicular radio capable of scrambled broadcasts. Powered by a vehicle, with integral scrambler/descrambler.

Wt: 15 kg.

Price: \$1450 (S/C).

VISION DEVICES

Zeiss-Krupp 4x Binoculars: Allows the user to see longer distances than normal.

Wt: 0.5 kg.

Price: \$75 (V/V).

GE 25x Image Intensifier: Allows the user to see in very little light. Powered from internal batteries. These act as binoculars, also.

Wt: 1 kg.

Price: \$2500 (R/S).

Weaver M-22 Telescopic Rifle Sight: May be attached to any rifle (Difficult: Small Arms (Rifle)). If a scope is mounted, add 15 to the printed range for the rifle when conducting aimed shots. In addition, aimed shots at extreme range are conducted as if at long range for hit determination. Scopes have no effect on quick shots.

Wt: 0.5 kg.

Price: \$750 (C/C).

Teledyne Catseye Starlight Scope: Powered from internal batteries. May be attached to a rifle (Average: Small Arms (Rifle)), making direct fire possible at night, but it is not telescopic and

does not improve the chance to hit.

Wt: 2 kg.

Price: \$1250 (R/S).

Miltech Ltd. Multiband IR Goggles/UV Goggles: Powered from internal batteries. IR goggles allow the user to see at night by means of infrared (IR) light. The UV goggles work essentially the same, and allow the user to see at night by means of ultraviolet light.

Wt: 0.5 kg.

Price: \$850 (R/C).

Miltech Ltd. IRS-T4 IR Spotlight: Powered by a vehicle. IR goggles must be used to see by this light.

Wt: 3 kg.

Price: \$5000 (R/C).

Martin Dynatech Deer Stalker White Light Spotlight: Powered by a vehicle.

Wt: 5 kg.

Price: \$100 (V/V).

NBC EQUIPMENT (NUCLEAR, BIOLOGICAL, CHEMICAL)

Gruman D3 Geiger Counter: Detects nuclear radiation. Powered by internal batteries.

Wt: 0.5 kg.

Price: \$500 (C/C).

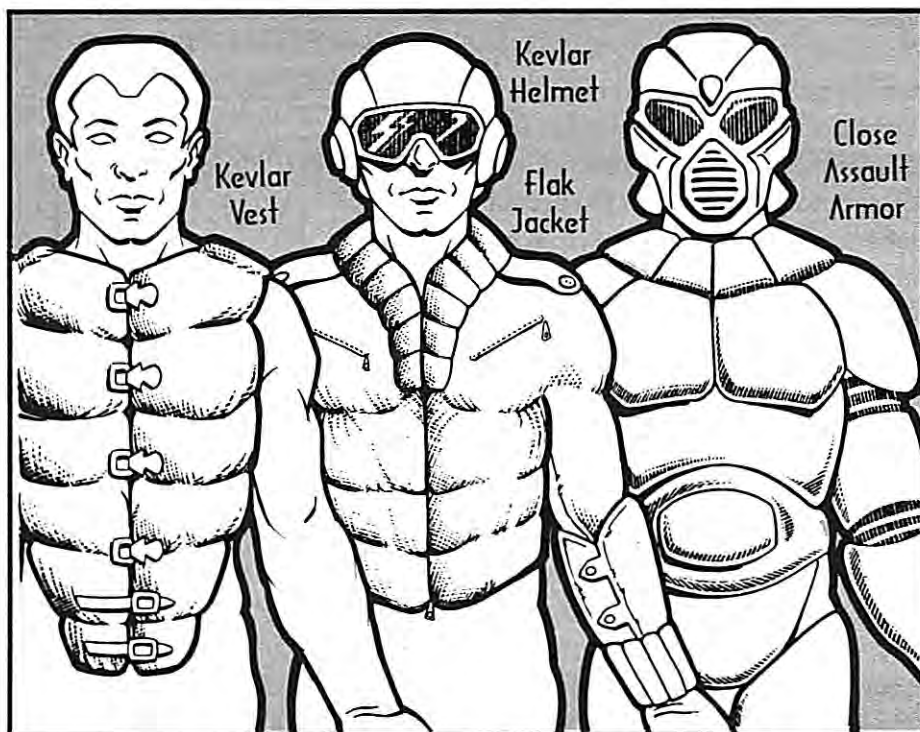
Miltech PSDM17 Gas Mask: A standard gas mask used around the world. Similar to US military models.

Wt: 1 kg.

Price: \$150 (S/C).

BODY ARMOR

RamTech Bodyguard Kevlar (Ballistic Nylon) Vest: This type of body armor is intended to provide protection from fragments, not to protect





against direct hits from small arms.

Wt: 4 kg.

Price: \$800 (S/C).

Security Industries Flak Jacket:

This type of body armor is intended to provide protection from fragments, not direct hits from small arms.

Wt: 8 kg.

Price: \$400 (R/C).

Miltech Ltd. KV1 Kevlar (Ballistic Nylon) Helmet: This is intended to provide protection from fragments, not direct hits from small arms.

Wt: 0.5 kg.

Price: \$100 (S/C).

Garcia-Seguro Steel Helmet: This is intended to provide protection from fragments, not direct hits from small arms.

Wt: 1 kg.

Price: \$50 (C/V).

RamTech Close Assault Armor: Improved, but bulky body armor incorporating additional layers of Kevlar and metal/ceramic plate inserts. It protects chest and abdomen with an armor value of 2, arms and legs with a value of 1. Because of the armor's bulk, wearers may not move faster than a trot. All tasks become one level more difficult for wearers of this armor.

Wt: 16 kg.

Price: \$1200 (—/S)

MEDICAL SUPPLIES

Anesthetic, Total (100 Units):

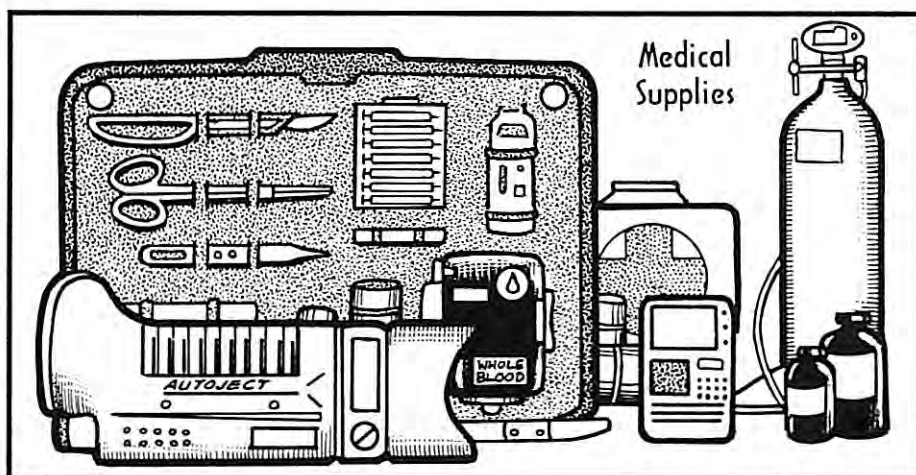
Available in two forms: liquid (for injection) and gas.

Wt: 0.1 kg.

Price: \$1000 (R/C).

Anesthetic, Local (100 Units): Available only in liquid form (for injection)

Wt: 0.5 kg.



Price: \$1000 (R/C).

Antivenin Autoinjector: A specially built, one-use autoinjector designed to administer the correct dose of a specially designed generic antivenin in case of snakebite, manticores sting, etc. An autoinjector is essential to enable treatment of poison to proceed (a doctor's medical kit is amply supplied with these).

Wt: 0.3 kg.

Price: \$45 (R/S).

Empathy Booster Drug: Empathy-boosting drugs add a temporary +1 to all Empathy skills for 2D6+3 hours (rolled for each injection). Referees should keep the length of the drug's effective period a secret, but can allow the character to feel the power weakening for 10 minutes or so before it cuts off completely. Doubling the dose gives a temporary +3 to all Empathy skills for the same random period, but also reduces Initiative and Willpower by 1 point each for the same duration. Injection of more than six doses in a 24-hour period, or more than a double dose, causes unconsciousness lasting 1D6 hours. Empathy booster cannot be bought, but can only be obtained in 10-dose units by characters

who have served at least one term as parapsychists, or as a refill for a parapsychist's field kit (described below).

Wt: Nil.

Price: Special (—/—).

Pain-Reliever, Mild (100 Units):

Oral (pill) form only.

Wt: 0.5 kg.

Price: \$500 (C/V).

Sedative, Mild (100 Units): Oral (pill) form only.

Wt: 0.5 kg.

Price: \$500 (C/V).

Sedative, Strong (100 Units): Liquid (for injection) form only.

Wt: 0.5 kg.

Price: \$500 (S/C).

Blood, Whole (1 Unit):

Wt: 0.5 kg.

Price: \$25 (—/C).

Plasma (1 Unit):

Wt: 0.5 kg.

Price: \$10 (—/C).

Surgical Instruments: Scalpels, forceps, hemostats, clamps, and other tools for major surgery.

Wt: 5 kg.

Price: \$2500 (R/C).

Steri-Med Personal Medical Kit:

An individual's first aid kit. Includes bandages, one unit of antibiotic, and



other first aid materials. This kit is used up in one first aid operation.

Wt: 0.2 kg.

Price: \$100 (V/V).

BroMenn Corporation Doctor's Medical Kit: Medical equipment and drugs. Includes 10 units of each drug type, plus bandages and tools for minor surgery.

Wt: 5 kg.

Price: \$1000 (—/C).

Alba Industries Paraphysicist's Field Kit: This is a black bag containing simple equipment for a number of empathic detection tests (cards, crystals, etc) and a small quantity of drugs (10 doses each of mild pain reliever, mild sedative, strong sedative and Empathy booster) and hypodermic syringes. The kit cannot be bought; it is obtained free of charge by serving one term as a paraphysicist. Refills are obtained free of charge after each adventure (or at the referee's discretion) through the paraphysicists normal contacts (players may not accumulate more than one kit's worth). The empathic test equipment enables the trained user to detect empathic talent in other characters or creatures.

The pain relievers and sedatives enable the user to relax test subjects.

The following tasks require the kit: Detecting empathic talents in a cooperative subject is Easy: Empathy. Detecting empathic talents in an uncooperative subject is Average: Empathy. Making the attempt at a range of greater than five meters makes the task one level more difficult (10 meters is the maximum range for the attempt). Detecting empathic talents in a nonhuman subject is one level more difficult.

Wt: 5 kg.

Price: Special (—/—).

OTHER EQUIPMENT

20-Liter Jerrycan: For fuel and other liquids.

Wt: 1 kg (empty).

Price: \$25 (V/V).

Bezubovo Ventures Desert Wind Four-Man Tent:

Wt: 12 kg.

Price: \$100 (C/C).

10-Man Tent:

Wt: 35 kg.

Price: \$250 (S/S).

Air Compressor: For filling aqua-

lung tanks, tires, rafts, and other items needing compressed air.

Wt: 45 kg.

Price: \$200 (C/C).

Air Tank, Aqualung: For use with aqualung. Can be refilled in five minutes with a compressor.

Wt: 5 kg.

Price: \$100 (C/C).

Pepsico Merlite Aqualung: Two compressed air tanks, fins, mask, and regulator. One tank contains enough air for 30 minutes underwater. Up to two may be connected to a single regulator for use.

Wt: 12 kg.

Price: \$300 (C/C).

Grapple: This is a multiple-pronged hook designed to be used at the end of a length of rope to assist in climbing walls, etc. It can be thrown as any other object, but counts as two kilograms instead of only one (because of the rope also attached). Some models are designed to fold, collapse, or otherwise dismantle for ease of transport.

Wt: 1 kg.

Price: \$60 (C/C).

Horse Tack: Saddle, bridle, straps, stirrups, saddle blanket, and so on.

Wt: 10 kg.

Price: \$50 (C/C).

Liquid Nitrogen Cylinder: For cooling various lasers.

Wt: 1 kg.

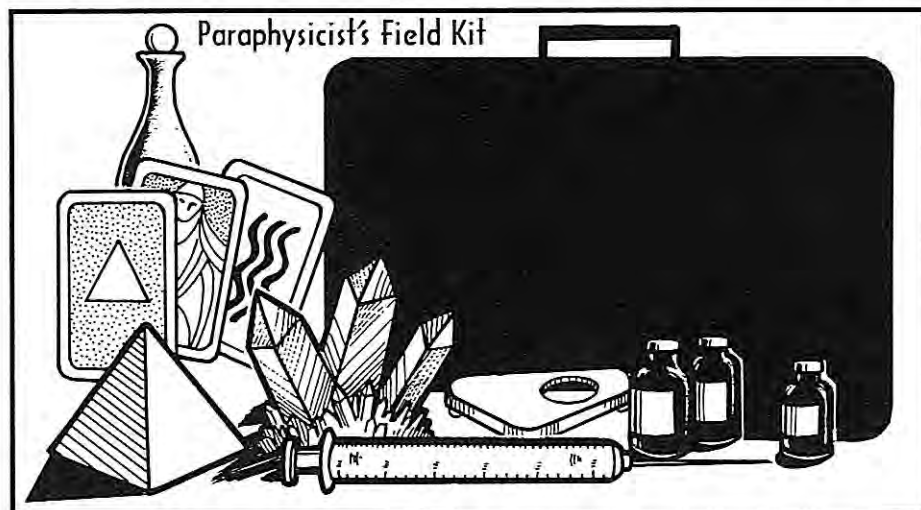
Price: \$45 (—/R).

Pack Saddle: A saddle especially designed for cargo.

Wt: 5 kg (empty).

Price: \$40 (C/C).

Pepsico Eelcraft Raft, Inflatable: Inflates using an air compressor in two minutes, or using hand-pump in 10 minutes. Capacity is 1000 kilograms.





Wt: 30 kg.

Price: \$500 (C/C).

Ford-Revlon Moray Rebreather: A device which absorbs carbon dioxide from exhaled air and bleeds pure oxygen into it. One oxygen tank is used at a time with it, and it contains enough for 30 minutes underwater. Fins and a mask are included.

Wt: 10 kg.

Price: \$400 (C/C).

Rebreather Recharge Kit: For use with the rebreather. This kit includes a can of carbon dioxide absorbent and a small tank of pure oxygen (enough to recharge a rebreather for 30 minutes underwater).

Wt: 5 kg.

Price: \$100 (C/C).

Road Flare: This is a simple pyrotechnic device intended for emergency signaling and illumination purposes. When ignited, it generates an extremely bright light (radiating slightly into the UV spectrum), and enough heat to be a source of ignition.

Wt: 0.3 kg.

Price: \$10 (V/V).

Silencer/Suppressor: A kit of parts which, when fitted to a firearm, reduces the sound of the discharge. Nothing can completely eliminate the sound of a weapon firing. There is always some sound, even from the best of silenced/suppressed weapons, even if its only the clack of the action and the click of the hammer falling. Weight and price below do not include the weapon. Price includes the cost of a gunsmith's modification (revolvers cannot be silenced).

Wt: 0.5 kg (pistol), 1 kg (SMG/rifle)

Price: \$1000 (S/C)

Epoke-Rosignol Cross-Country Skis:

Includes poles, skis, boots, and binders.

Wt: 8 kg.

Price: \$250 (C/C).

Steri-Med One Count Tranq Autoinjectors: Similar to the atropine autoinjectors used as anti-nerve agent injectors by the US Army, but loaded with a fast-acting tranquilizer drug, these devices were originally made for use by mental hospitals and police. Applied to an unresisting target (one surprised or subdued by unarmed combat), it hits the body part of the user's choice. Resisting targets must be subdued using unarmed combat before the injector can be applied.

As with tranq darts, a hit in any part of the body will be effective eventually, but some areas give faster results than others. Head hits result in instant unconsciousness. Chest and abdomen hits result in unconsciousness after 1D6+2 phases (5-15 seconds). A limb hit requires the target to make an Average: Constitution roll, succeeding to stay awake each phase. The drug will take effect even if the injector is removed immediately. Tranq autoinjectors also affect dogs in the same way as tranq darts.

Wt: 0.1 kg per set of three.

Price: \$75 per set of three (—/S).

Rope: This is high-quality, 11mm-diameter climbing and rappelling line.

Wt: 5 kg per coil.

Price: \$100 per 50m coil (V/V).

PERSONAL GEAR

Handcuffs: Used for the physical restraint of undesirables, these come in two types: the metal, reusable kind (unlocked with a key) and the plastic, disposable kind (these these must be cut off). Applying handcuffs counts as an action, and takes five seconds.

Wt: 0.2 kg (metal); 0.001 kg (plastic).

Price: \$20 (metal) (S/C); \$2 (plastic) (S/V).

Laser Sight: A laser sight is mounted atop a weapon in the same way as a telescopic sight, and must be carefully fitted and sighted in (Average: Small Arms (Rifle or Pistol)), a task requiring 30 minutes and 10 rounds. The laser is adjusted to put a red dot on the target at the point of impact for that particular weapon, and hitting the target becomes easier (although it still requires some skill). Ultraviolet and infrared laser versions exist.





Laser sights may be fitted to any small arm, and can only be used in semiautomatic fire. Laser sights may only be used at 40 meters or less, and enable up to three shots fired during a phase to count as aimed shots instead of only the first one (all other shots fired in the phase count as quick shots). All other modifiers (movement by target, movement by firer, etc.) still apply.

Wt: 1 kg.

Price: \$800 (S/C).

AN/PAQ-4A IRLS/Allard Technologies Espion UV Laser Sight: The AN/PAQ-4A is an infrared laser version of the laser sight, meaning that only those wearing IR goggles can see the dot (the firer, of course, requires such goggles—not included in the price or weight given below). The Allard Espion is a UV version, and requires a UV version of the goggles or a similar vision device ("sunglass"/visor versions could conceivably be built).

Wt: 1 kg.

Price: \$1800 (—/S).

Serengeti Sunglasses: Available in a variety of lens colors, frame colors, and styles, Serengeti Vermillions (a style with reddish tinted lenses) have become an unofficial badge of opposition to the Dark Lords in some places. The price below is for a stylish pair with boosted UV blocking capacity and a logo stenciled on one lens.

Wt: Negligible.

Price: \$300 (S/C).

Bianchi Shoulder Holster: This type of holster is specially designed to be worn under a jacket or loose shirt/blouse, holding the weapon close against the body for maximum concealment. It works only with pistols and SMGs having a bulk of 2 or less

(weapons of bulk 3 can be concealed under a long raincoat or similar garment, but shoulder holsters are not made for them...weapons of greater bulk than 4 cannot be concealed). The harness provides a holster for the weapon and space for two extra magazines (or two to three quickloaders, if a revolver). Spotting a shoulder holster is an Average: Observation task. A thorough frisk will always reveal its presence, however.

Wt: 1 kg.

Price: \$50 (C/C).

Bianchi Small Concealed Holster: A holster designed to hold a pistol of bulk 0 in a position where it can be concealed. Such holsters can be fastened around an ankle, clipped to a waist belt or brassiere, or concealed in some other spot upon the person. Such holsters do not hold extra ammunition or magazines. Spotting such a holster is a Difficult: Observation task. A thorough frisk will boost this to Easy: Observation.

Wt: 0.3 kg.

Price: \$15 (C/C).

Grizzly Field Pack: A pack is capable of carrying up to 30 kilograms of equipment. Weight given is empty.

Wt: 2 kg.

Price: \$20 (V/V).

Flashlight: Powered by internal batteries.

Wt: 0.2 kg.

Price: \$20 (V/V).

Mountaineer Sleeping Bag:

Wt: 4 kg.

Price: \$50 (V/V).

Big Ben Thermal Fatigues: Includes boots, socks, etc.

Wt: 6 kg.

Price: \$100 (C/C).

Grizzly Parka: Includes overboots, socks, etc.

Wt: 3 kg.

Price: \$150 (C/C).

CYBER HANDS

These alien artifacts cannot be purchased, and thus prices and availabilities are not given for them. Each weighs one kilogram, although this is of importance only to characters who have accumulated several. All hands fit standard wrist connectors (installed in place of the character's normal hand as part of the cyborg escapee career) and cannot function when not hooked up to one. Cyber hands draw power from the body of the wearer by means of a sophisticated and totally mysterious thermocouple system.

CYBER HANDS

<i>Weapon</i>	<i>Range</i>	<i>Hit Mod.</i>	<i>Damage Value</i>
Power Hand	S	—	2D6+Strength
Chainsaw Hand	S	—	2D6+Strength
Blade Hand	S	+2	1D6+(Strength+2)
Torch Hand	S	—	3D6

—Recoil—

<i>Weapon</i>	<i>ROF</i>	<i>Dam</i>	<i>Pen</i>	<i>Blk</i>	<i>Mag</i>	<i>SS</i>	<i>Brst</i>	<i>Rng</i>
Gun Hand	5	2	Nil	0	8	5	7	20



Basic hands occur in left and right versions, all others may be fitted to either arm as necessary (the hands automatically perform the needed adjustments). Many come with natural appearing plastic coverings that mimic human skin (automatically adjusting themselves to the skin color and age of the wearer).

All hands can be dismantled, but their inner workings are unfathomable to the present-day human mind.

Basic: The basic cyber hand duplicates the appearance, function, and capabilities of a normal human hand. To the casual glance, it cannot be distinguished from a normal hand (it feels warm to the touch), but a close examination will reveal its true nature.

Power Hand: A normal-appearing cyber hand allows up to 10 times the

normal gripping strength to be exercised, but retains the sensitivity of the normal human hand. What this means in practice is up to the referee, but bear in mind that this does not permit the character to lift any greater load than normally, merely to grip or crush things normally uncrushable.

Chainsaw Hand: This attachment is a 30-centimeter chainsaw, evidently intended for use by construction workers, but also a devastating melee weapon. It is not normal in appearance.

Blade Hand: This hand appears to be a normal basic hand, but each finger and the thumb contain 10 centimeter-long, razor-sharp blades which may be extended at will. When retracted, the hand appears to be a normal human hand (how the fingers remain flexible with the blades re-

tracted is a mystery).

Tentacle-Fingers Hand: This hand appears to be a normal basic hand, but each finger and the thumb can be telescoped to form a tentacle up to three meters in length. Each tentacle has the strength of a normal human arm, and the hand can be used for climbing, grappling, and a thousand other uses limited only by the imagination of the character and the generosity of the referee.

Gun Hand: This hand appears to be a normal basic hand, but the index (first) finger contains a pistol mechanism. The finger flexes normally when not firing, although it must be held straight for the weapon to be used. The hand fires standard 9mmP ammunition, retaining the casings inside for disposal during reloading. When re-





loading, each round must be inserted separately.

Tractor/Pressor Hand: This hand allows the user to attract and repel objects of up to 10 kilograms in weight (suspending them in the air), or drag/push heavier objects (up to 100 kilograms in weight). Maximum range for this effect is 10 meters and the object must be in sight of the user. Duration is four turns per 24 hours (with one spent turn being regained per six hours of "rest"). The means by which this is accomplished is unknown.

This hand appears to be a basic hand in all other respects.

Grapple Hand: This normal-appearing hand can be fired up to 20 meters in any direction, connected to the user's arm by means of a length of extremely strong cable. The hand con-

tains 100 meters of cable, which can be reeled in or out at will, and is strong enough to support up to 200 kilograms (the attachment to the wearer's arm is the limiting variable here). The hand can function as a grappling hook, wherever there is a handhold capable of supporting it. This hand can be used to descend as well as ascend.

Picklock Hand: This hand enables the user to open locks as if in possession of a set of lockpick tools. The internal microprocessor contains programming equivalent to Lockpick 3 skill. The hand can open conventional key locks, combination locks, or electronic locks. It is not normal in appearance.

Torch Hand: This hand is a laser cutting/welding torch, incorporating internal capacitors which contain power enough for two minutes (four

turns) of constant operation. (Each six hours of "rest" restores 30 seconds of capacity.) It is not normal in appearance. Weapon stats are noted on page 274.

Utility Hand: This is a heavy duty hand which duplicates the functions of a basic tool kit. It is not normal in appearance.

Fine Utility Hand: This hand contains numerous attachments for very delicate electronics, and can be used as if it were an electronics tool kit. It is not normal in appearance.

Surgical Hand: This hand counts as a set of surgical instruments. Its miniturized microprocessor contains the equivalent of Medical 4 skill, enabling non-doctors to perform surgery as long as they are wearing the hand. It is not normal in appearance.



WEAPONS

The following notes explain the headings on the weapons cards and notations in the weapon card statistics. Note that magazines and ammunition (and tripods for machineguns and grenade launchers) must be purchased separately, and are not counted into weight or price.

Ammo: This lists the type of ammunition used.

Mag (Magazine): All small arms have a Mag listing (short for magazine) which consists of a number and, in some cases, a letter code. This shows the type of feed device used for ammunition in the weapon and the number of rounds in it. The most common form of feed device in small arms is a box magazine which attaches through the stock or pistol grip. *Weapons with no letter code after their Mag value are fed by box magazines*, each of which contain the number of rounds shown.

One reload action is sufficient to detach an empty box magazine and insert a full one.

Other forms of feed devices are noted by letter code as explained below:

R (Revolver): A revolver's feed device is a nondetachable revolving cylinder which usually holds six bullets. If loaded individually, three bullets can be put into the cylinder per reload action. If a quick-loader is available (a circular clip holding six cartridges which enables all six to be dropped into the open cylinder at once), one reload action is sufficient to reload the weapon.

i (Individual): Weapons with nondetachable magazines, particularly underbarrel tubular magazines, often have to be reloaded one shell at a time. Up to three bullets may be loaded into an individual-class feed device per reload action.

B (Belt): The weapon, either a machinegun or automatic rifle, is fed by a

belt usually containing from 50 to 100 bullets. Two reload actions are necessary to replace a belt. However, if the machinegun has a two-person crew (gunner and loader), this requirement can be met by both expending one action reloading in the same phase. Two or three belts may be linked together if the weapon is not moved (i.e., if vehicle-mounted or firing from a dug-in position). Linking belts counts as an action, but can be done by the weapon's loader while the weapon is firing.

C (Cassette): A cassette is a large, self-contained ammunition feed system which takes one full turn to replace.

ROF (Rate of Fire): Each shot in the game represents a single bullet. It is, however, possible to fire more than a single bullet from most weapons in a five-second action phase. All weapons in the game have either a reload (Rld) rating or a rate of fire (ROF) rating.

Weapons with a reload rating hold only one round in the weapon at a time, and after firing that round must reload before firing again. The reload rating is the number of reload actions necessary to prepare the weapon to fire again.

Weapons with an ROF listing have either a letter code or a number. The various letter codes are listed below:

SS (Single Shot): This weapon can only fire one round and then must be reloaded.

BA (Bolt Action), LA (Lever Action): These weapons can fire one round per phase. Each time a round is fired from one of these weapons, the bolt or lever must be worked to eject the spent casing and chamber a new round. But this can be done in the same phase in which the weapon is fired.

PA (Pump Action), DAR (Double Action Revolver): These weapons may fire up to three rounds per phase. Pump action refers to shotguns, and involves work-

ing a lever between shots to eject the spent cartridge and chamber a fresh one. A double-action revolver cocks its hammer with the first part of the trigger pull, then fires with the second. This makes the trigger pull somewhat harder than in a semiautomatic pistol (see below).

SA (Semiautomatic): Semiautomatic weapons may fire up to five shots per combat phase. Each squeeze of the trigger fires one round, and the force of its firing automatically recocks the weapon.

Automatic Fire: Weapons with a number instead of a letter code are capable of fully automatic fire as well as semiautomatic fire. The number shown is the number of bullets in a typical burst from the weapon. Each automatic weapon can fire up to either five individual shots or five bursts per fire phase. As a practical matter, however, no character may fire at more than three different targets in the same fire phase.

Dam (Damage): For ranged combat weapons, *Dam* indicates the number of D6 to be rolled for each round that hits the target. A listing of "-1" means roll 1D6-1. Listings of "C:5," "B:20," etc., indicate explosive rounds (see Explosions on pages 92-94).

Pen (Penetration): This indicates how many D6 the damage rating is decreased by per point of armor on the target location. *Nil* means the damage rating is decreased to 0. If there are multiple listings, the first applies to short and medium range, the second to long, and the third (if any) to extreme. Note that each die of damage rating reduced becomes 1 point of blunt trauma damage to the target.

Rld (Reload): If a weapon has a reload rating listed, it indicates the number of actions necessary to reload the weapon between shots.

Blk (Bulk): This is an indication of how clumsy the weapon is to move, and serves as a modifier to Agility when determining



which of two characters with the same Initiative will act first.

Recoil: Recoil can affect fire accuracy. *SS* means single shot, and *Bst* means Burst. When a character fires a weapon, multiply the recoil rating by the number of shots or bursts fired, and if the result exceeds the character's Strength, the excess is subtracted from the character's chance to hit with single rounds, or from the number of dice rolled per burst for autofire. (See the "Combat & Damage" chapter for specific results.)

Rng (Range): This number is the weapon's short range in meters. Medium range is twice short range; long range is twice medium; and extreme range is twice long.

IFR (Indirect Fire Range): Only weapons with an indirect fire range may use indirect fire. These are rifle grenades, grenade launchers, howitzers, and mortars. The range listed is the weapon's maximum range in meters.

Rnd (Round): This indicates the type of projectile fired by mortars and the like. (See page 263.)

Weapon Types: A brief explanation of each weapon type follows.

Revolvers and Single-Shot Pistols: Revolvers carry their rounds (usually six of them) in a revolving cylinder. Recocking the pistol after firing advances the cylinder and brings a fresh cartridge in line with the firing pin. Single-shot pistols have no feed mechanism and thus require reloading after every shot. All types are fired using Small Arms (Pistol).

Automatic Pistols: Automatics are fed from a magazine held in the pistol grip. Each time the pistol fires, the recoil energy is used to eject the spent cartridge, cock the pistol, and move a new cartridge into the chamber. They are fired using Small Arms (Pistol).

Submachineguns: Submachineguns

are lightweight automatic weapons. Almost all such weapons fire pistol ammunition to reduce recoil, although a few submachineguns are simply cut-down assault rifles. They are fired using Small Arms (Rifle).

Sporting Rifles: These include a variety of civilian rifles used for hunting or target practice. They are fired using Small Arms (Rifle).

Sniper Rifles: Sniper rifles are standard semiautomatic or bolt-action target rifles fitted with telescopic sights. They are fired using Small Arms (Rifle).

Assault Rifles: Assault rifles are capable of firing either single shots or bursts of automatic fire. To make controlled firing easier, they generally fire less powerful cartridges than those fired by traditional rifles. This may be achieved either by firing a standard rifle bullet but with a weaker powder charge (as with the 7.62mm Short fired by the AKM) or a smaller rifle bullet fired with a full powder charge (as with the 5.56mm NATO fired by the M16). They are fired using Small Arms (Rifle).

Battle Rifles: Battle rifles are very similar to assault rifles in design, but fire full-power rifle cartridges. This gives them greater range and penetration, but makes it more difficult to control them. They are fired using Small Arms (Rifle).

Automatic Rifles: Automatic rifles are either heavy versions of battle rifles (fitted with bipods and heavy barrels to reduce overheating) or very light machineguns firing assault rifle cartridges. They are fired using Small Arms (Pistol).

Shotguns: Shotguns are usually civilian hunting weapons. Their standard ammunition in a combat setting is 00 Buckshot, which at longer ranges produces a fair approximation of the area fire effects of a burst of submachinegun fire

while at closer ranges it produces devastating wounds. They are fired using the Rifle cascade of the Small Arms skill.

Machineguns: Machineguns are belt-fed automatic weapons firing rifle cartridges. They are generally fired from bipods, tripods, or vehicle mounts. Very strong (or very foolish) characters can fire them from the hip without benefit of a mount. They are fired using Small Arms (Rifle).

Heavy Machineguns: These are identical in function to other machineguns except that they fire very powerful bullets. They are fired using Heavy Weapons skill.

Grenade Launchers: Grenade launchers use a low or high-low pressure system to propel 30-40mm grenades in excess of 100 meters. Most break open like a shotgun, but the American M203 has a unique slide-open system. They are fired using Small Arms or Heavy Weapons skill, whichever is greater.

Rocket Launchers: The rocket launcher is one of the most important developments of the modern battlefield, giving a readily portable and quite lethal antitank punch to infantry. These weapons, in company with the antitank missile, set the tone of modern ground combat. They are fired using Heavy Weapons skill.

Antitank Missile Launchers: The development of a weapon that could punch through a tank's armor without requiring a giant gun to shoot it is probably the salient feature of modern ground combat. Relatively small vehicles can now overpower tanks that would have required gigantic antitank guns not all that long ago. They are fired using Heavy Weapons skill.

Mortars: Mortars are fired using Heavy Weapons skill.

Surface-to-Air Missiles: SAMs are fired using Heavy Weapons skill.

Melee Weapons

For damage and other statistics on melee weapons, see the Melee Weapons Table on page 323.

Knife: About the size of a kitchen butcher knife. Of limited use because of its short reach, but deadly in the right hands.

Wt: 0.25 kg; Price: \$5 (V/V).

Bayonet: A military knife which can be held in the hand or attached to the end of an assault or battle rifle.

Wt: 0.25 kg; Price: \$20 (C/C).

Spear: A short, broad blade mounted on a long, wooden shaft. It is a thrusting weapon—awkward, but useful because of its reach. Civilians use spears as defense against animals.

Wt: 2 kg; Price: \$10 (V/V).



Club: Blunt, a half-meter long, used as a bashing instrument.

Wt: 2 kg; Price: Free for the taking in most places (V/V).

Hatchet: Short-handled chopping tool used to trim firewood.

Wt: 1 kg; Price: \$20 (V/V).

Axe: A long, shafted, heavy chopping instrument.

Wt: 2 kg; Price: \$50 (V/V).

Machete: A long-bladed slashing tool to clear away underbrush.

Wt: 1.5 kg; Price: \$50 (C/C).

Sword: A slashing and/or thrusting weapon, usually a meter in length.

Wt: 2 kg; Price: \$350 (S/S).

Garotte: A length of rope or piano wire used to strangle a victim.

Wt: 0.1 kg; Price: Usually improvised (V/V).

Bows

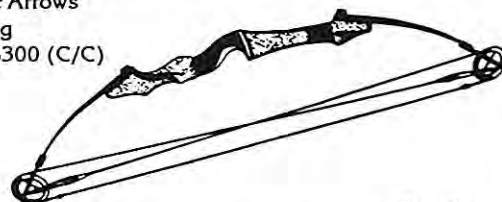
Once only for hunting and target practice, bows are now used in combat where ammunition is scarce. While the longbow requires special Archery skill, a crossbow uses Small Arms (Rifle).

Longbow: Includes fiberglass composite bows and wooden self-bows, of 30 to 50 pounds pull.

Ammo: Arrows

Wt: 1 kg

Price: \$300 (C/C)



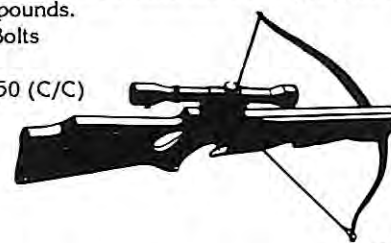
Weapon	ROF	Dam	Pen	Rld	Blk	—Recoil—		
						SS	Brst	Rng
Longbow	SS	-1	Nil	1	5	10	—	15

Crossbow: Includes prewar manufactures and recent weapons produced from old rifle stocks and truck springs. Pulls vary from 100 to 200 pounds.

Ammo: Bolts

Wt: 4 kg

Price: \$350 (C/C)



Weapon	ROF	Dam	Pen	Rld	Blk	—Recoil—		
						SS	Brst	Rng
Crossbow	SS	1	Nil	4	6	4	—	20

Zip Gun

Zip Gun (Single-Shot Pistol): This is a primitive, one-shot firearm jury-rigged out of pipe, wood, and other nonstandard materials. It is designed to fire standard ammunition—usually small-caliber pistol ammo. The end result is much the same, regardless of ammunition.

Ammo: .22 or .380 ACP

Wt: 0.5 kg

Mag: 1 individual

Price: \$75 (V/V)

Weapon	ROF	Dam	Pen	Rld	Blk	—Recoil—		
						SS	Brst	Rng
Zip gun	SS	-1	Nil	1	1	2	—	6



Black Powder Pistol

Black Powder Pistol (Single-Shot Pistol): Either a museum piece or a modern sporting reproduction.

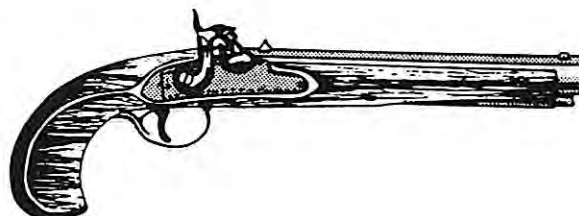
Ammo: Loose black powder and ball

Wt: 0.5 kg

Mag: 1 individual

Price: \$125 (S/S)

Weapon	ROF	Dam	Pen	Rld	Blk	—Recoil—		
						SS	Brst	Rng
BP Pistol	SS	1	Nil	2	2	3	—	8

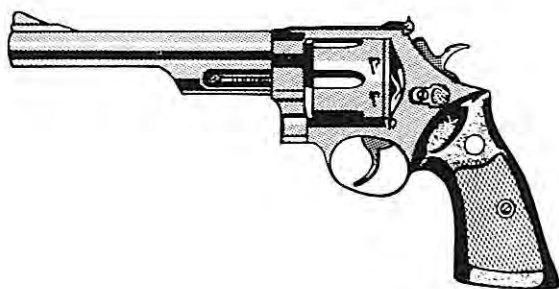


S&W Model 29/16.5

S&W Model 29/16.5 (Revolver): What Sean Connery's portrayal of James Bond did for the Walther PPK, Clint Eastwood as San Francisco detective Inspector Harry Callahan did for the Smith & Wesson Model 29 .44 magnum revolver. The Model 29 is a large-frame revolver and looks like it could bring down a buffalo.

Ammo: .44 magnum
Wt: 1.5 kg
Mag: 6 revolver
Price: \$500 (R/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
S&W 29/16.5	DAR	3	2-Nil	2	6R	4	—	16



S&W Model 36

S&W Model 36 (Revolver): The S&W Model 36 (nicknamed the Chief's Special) is built on the small "J" frame, and its cylinder has room for only five rounds. Because of this, the Model 36 is favored by plainclothes detectives who must carry revolvers.

Ammo: .38 special
Wt: 0.7 kg
Mag: 5 revolver
Price: \$315 (S/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
S&W 36	DAR	1	Nil	1	5R	6	—	4



Colt Python/20.3

Colt Python/20.3 (Revolver): A very long-barreled version of the basic Python.

Ammo: .357 magnum
Wt: 1.6 kg
Mag: 6 revolver
Price: \$425 (S/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Python/20.3	DAR	2	1-Nil	2	6R	3	—	18



Martin Dynatech Pacifier Stun Gun

Martin Dynatech Pacifier Stun Gun: A pistol-sized weapon used to stun rather than kill, the stun gun fires two small darts and two lengths of light wire into the target, then administers a mild electric shock. It doesn't always succeed in stunning the victim. With a successful hit anywhere on the target, that character immediately loses two Initiative levels for six phases and must make an Average: Constitution roll to stay conscious. Failure means the target loses consciousness for six phases. Reloading the stun gun consists of removing the expended dart package and loading a new one. The dart package contains a charged battery, darts, three meters of fine wire and a compressed gas cylinder to propel the darts.

Ammo: Dart package
Wt: 0.5 kg
Mag: 1i
Price: \$600 (R/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Stun gun	SS	*	Nil	1	1i	1	—	1

*Damage is special and is described above.

High Standard .22

High Standard .22 (Automatic Pistol): This is a very reliable, lightweight, easily handled automatic pistol in a small caliber.

Ammo: .22 long rifle

Wt: 1.3 kg

Mag: 10 box

Price: \$250 (C/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
HS .22	SA	-1	Nil	0	10	2	—	10



Desert Eagle

Desert Eagle (Automatic Pistol): An automatic pistol chambered to fire the rimmed .357 magnum and .44 magnum cartridges, the Desert Eagle is popular with some because of the power of its cartridge and its large magazine capacity (compared to revolvers).

Ammo: .357 magnum, .44 magnum

Wt: 1.3 kg

Mag: 9 box (.357 magnum), 8 box (.44 magnum)

Price: \$750 (R/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
DE .357 mag	SA	2	1-Nil	1	9	3	—	18
DE .44 mag	SA	3	2-Nil	1	8	4	—	14



Browning HP-35

Browning HP-35 (Automatic Pistol): The standard military sidearm of the British (and several other armies). It is considered by many to be the finest 9mm automatic pistol made.

Ammo: 9mm P

Wt: 1.1 kg

Mag: 13 box

Price: \$450 (S/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
HP-35	SA	1	Nil	1	13	2	—	12



Colt Krait

Colt Krait (Automatic Pistol): The Krait is a large-capacity automatic, chambered for a variety of calibers, of which 10mm is the most popular. A wide variety of accessories are available.

Ammo: 10mm ACP

Wt: 1.4 kg

Mag: 14 box

Price: \$400 (S/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
10mm	SA	2	1-Nil	1	14	3	—	15



Armington Laser Pistol

ALP (Laser): The Armington laser pistol is a prototype laser personal defense weapon, consisting of the pistol, a belt battery pack/capacitor, and a power cable linking the two. The ALP is less powerful than the ALC (page 290), and does not require a liquid nitrogen cooling cylinder, but it is limited in its rate of fire to one shot per 15 seconds (otherwise the heat of firing will damage its components). A discharged backpack requires three hours to recharge. An unknown number were UV lasers.

UV Lasers: Ultraviolet lasers are not in regular production, and the few in existence are special models produced for the government or private corporations, or one-of-a-kind modifications to existing weapons by private craftsmen, who claim this gives the weapon enhanced effectiveness against trolls and vampires.

Price for UV lasers is doubled, and availability is always (—/—). Weights may vary slightly from weapon to weapon.

Ammo: —

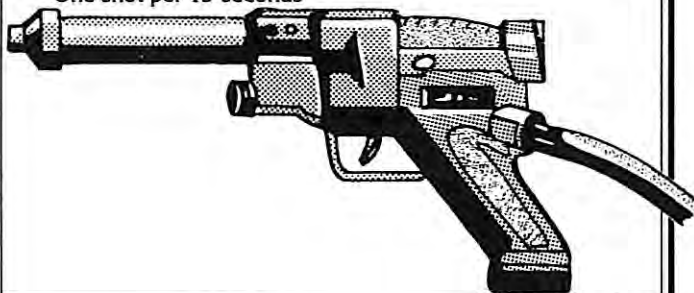
Wt: 4 kg (Pistol Wt: 1 kg; Belt Battery Pack/Capacitor: 3 kg)

Mag: A belt pack is good for 18 shots per charge.

Price: \$3200 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
ALP	(1)*	4	2	3	—	—	—	30

*One shot per 15 seconds



M9 (Beretta M92S)

M9 (Beretta M92S) (Automatic Pistol): The standard side arm for US military forces. It is essentially identical to the M92S (the civilian version).

Ammo: 9mm P

Wt: 1 kg

Mag: 15 box

Price: \$350 (C/V)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M9 (M92S)	SA	1	Nil	1	15	3	—	12



Colt M1911A1

Colt M1911A1 (Automatic Pistol): The standard military side arm of the United States until the late 1980s, the M1911A1 has been supplanted as general issue by the 9mm M9. However, M9 procurement has never been sufficient to completely replace the M1911A1 in military use, and thus it is still encountered, especially in National Guard units.

A number of civilian versions of the M1911A1 are made, including conversions to other calibers. The conversion to 10mm is among the most popular.

Ammo: .45 ACP

Wt: 1.4 kg

Mag: 7 box (6 box for 10mm variant)

Price: \$275 (C/V)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M1911A1	SA	2	Nil	1	7	3	—	12
M1911A1 10mm	SA	2	1-Nil	1	6	3	—	15



Walther PPK

Walther PPK (Automatic Pistol): The Walther PPK (*Polizei Pistole Kriminal* or criminal police pistol) is a German pistol favored by European police agencies. It is best known as the weapon of the British MI-5 and MI-6 organizations. It was made famous in the public eye by Sean Connery's use of it in the *James Bond* films.

Ammo: .380 ACP

Wt: 0.8 kg

Mag: 7 box

Price: \$350 (S/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Walther PPK	SA	1	Nil	1	7	3	—	10



Vz-52

Vz-52 (Automatic Pistol): Standard side arm of Czech military forces.

Ammo: 7.62mm T

Wt: 0.5 kg

Mag: 8 box

Price: \$350 (—/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Vz-52	SA	1	Nil	1	8	4	—	12



Wildey Wolf (.475 WM)

Wildey .475 WM (Automatic Pistol): Also known as the Wildey Wolf, this weapon is a custom-made version of the Wildey pistol.

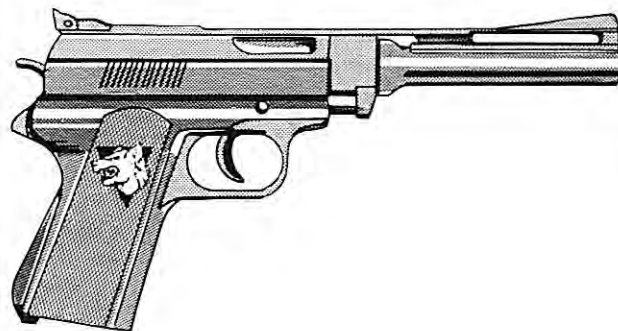
Ammo: .475 Wildey magnum

Wt: 1.5 kg

Mag: 7 box

Price: \$1900 (—/—)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Wildey .475 WM	SA	4	2-Nil	1	7	4	—	25



XM26 APW

XM26 APW (Automatic Pistol): The XM26 Advanced Personal Weapon is a smaller version of the XM22 AIW, firing a smaller cartridge. It is likewise available only through contacts in the Advanced Weapons Research Laboratory.

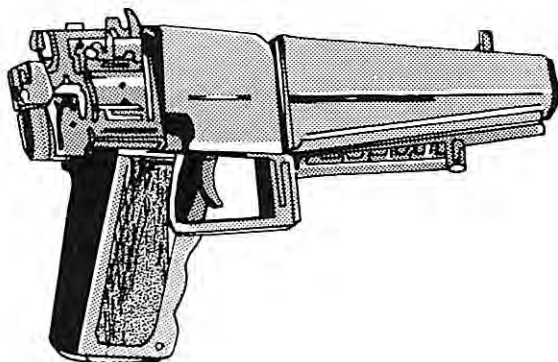
Ammo: 12.5mm caseless

Wt: 1.4 kg

Mag: 20 box

Price: \$900 (—/—)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
XM26 APW	SA	3	1-Nil	3	20	4	—	25



AKR

AKR (Submachinegun): The standard Eastern Bloc military submachinegun (with few exceptions), the AKR is merely a cut-down version of the AK-74. Although a bit heavy for a submachinegun, it has good accuracy and stopping power.

Ammo: 5.45mm B

Wt: 4 kg

Mag: 30 box

Price: \$500 (—/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AKR	5	3	1-Nil	2/3	30	3	8	30



M3A1

M3A1 (Submachinegun): Called the "grease gun" because of its fancied resemblance to an automotive maintenance tool, this weapon is no longer in US Army service, but it is used by a number of other armies and some police forces throughout the world.

Ammo: .45 ACP

Wt: 4.5 kg

Mag: 30 box

Price: \$500 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M3A1	5	2	Nil	3/4	30	2	4	30



Ingram M10 .45

Ingram M10 .45 (Submachinegun): The Ingram was designed especially for clandestine work and has acquired a large body of enthusiasts (and detractors). The barrel is threaded to take a specially designed suppressor. This model is chambered for .45 ACP and is somewhat less controllable in fully automatic fire than the other models.

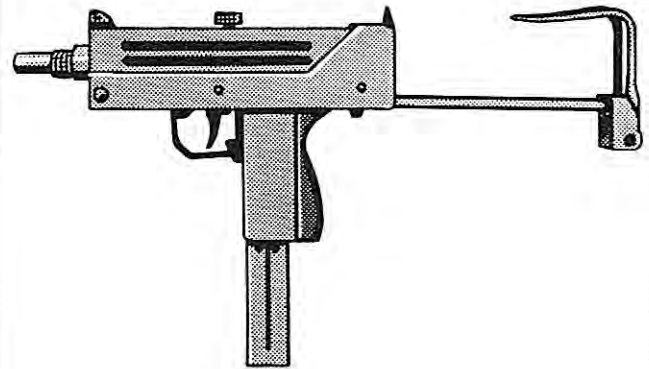
Ammo: .45 ACP

Wt: 3.8 kg

Mag: 30 box

Price: \$650 (R/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M10 .45	10	2	Nil	1/3	30	2	10	20



M177

M177 (Submachinegun): The M177 is a shortened carbine version of the M16 assault rifle. It cannot be fitted with the M203 grenade launcher, but it can use rifle grenades.

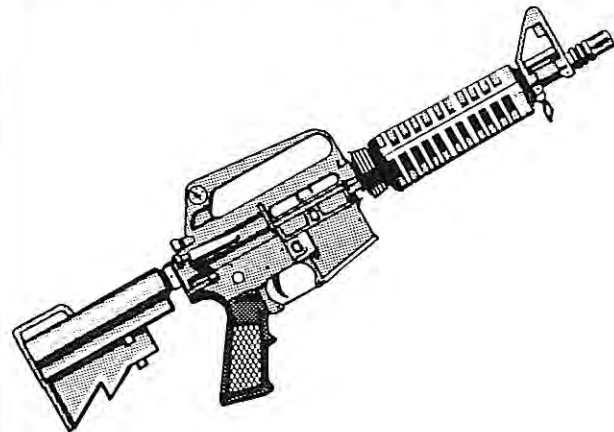
Ammo: 5.56mm N

Wt: 2.5 kg

Mag: 20 box or 30 box

Price: \$750 (—/V)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M177	5	3	1-Nil	3/4	20/30	3	8	40



M231

M231 (Submachinegun): The standard firing-port weapon on the M2 Bradley, the M231 is a satisfactory vehicle weapon for suppressive fire but a mediocre submachinegun. It cannot be fitted with the M203 grenade launcher.

Ammo: 5.56mm N

Wt: 3 kg

Mag: 20 box or 30 box

Price: \$700 (—/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M231	5	2	1-Nil	3/4	20/30	1	4	25



MAT-49

MAT-49 (Submachinegun): The French standard military and police submachinegun.

Ammo: 9mm P
Wt: 4.8 kg
Mag: 32 box
Price: \$650 (—/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
MAT-49	5	2	Nil	3/4	32	1	4	30



MP-7

MP-7 (Submachinegun): An improved version of the MP-5 series, chambered for the popular 10mm cartridge.

Ammo: 10mm ACP
Wt: 3 kg
Mag: 30 box
Price: \$750 (—/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
MP-7	5	2	1-Nil	4	30	2	6	30



Uzi

Uzi (Submachinegun): The Israeli-designed Uzi is the most common SMG. It is used by armies and police agencies worldwide, including the US Secret Service and US Federal Marshal Service.

Ammo: 9mm P
Wt: 4 kg
Mag: 25 box or 32 box
Price: \$500 (—/V)

Weapon	ROF	Dam	Pen	Blk*	Mag	—Recoil—		
						SS	Brst	Rng
Uzi	5	2	Nil	2/3	25/32	2	5	30



Vz-61/62 Skorpion

Vz-61/62 Skorpion (Submachinegun): Commonly referred to as a machinepistol, the Skorpion is small enough to carry in a shoulder holster. Its short range and underpowered ammunition make it of limited combat value, but its ease of concealment has made it very popular with Warsaw Pact covert agents. It is also frequently carried by Czech airborne forces, particularly by officers.

Ammo: .32 ACP
Wt: 1.6 kg
Mag: 10 box or 20 box
Price: \$800 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Vz-61/62	5	1	Nil	1	10/20	3	7	4
stock	5	1	Nil	3	10/20	1	4	12



Remington-Peters .22 Bolt-Action Rifle

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
.22	BA	-1	Nil	4	5i	2	—	50

Remington-Peters .22 Bolt-Action Rifle (Sporting Rifle): A widely available light hunting rifle, the .22 is excellent for squirrels and other small game, but it does not have sufficient stopping power to be reliable against larger targets.

Ammo: .22 LR

Wt: 2 kg

Mag: 5 individual

Price: \$150 (C/C)



Ruger .22 Semiautomatic

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
.22	SA	-1	Nil	4	10	2	—	50

Ruger .22 Semiautomatic (Sporting Rifle): Another widely available light hunting rifle, this version of the .22 is semiautomatic.

Ammo: .22 LR

Wt: 2 kg

Mag: 10 box

Price: \$300 (C/C)



Marlin .30-06 Bolt-Action

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
.30-06	BA	4	2-3-Nil	5	5i	2	—	75

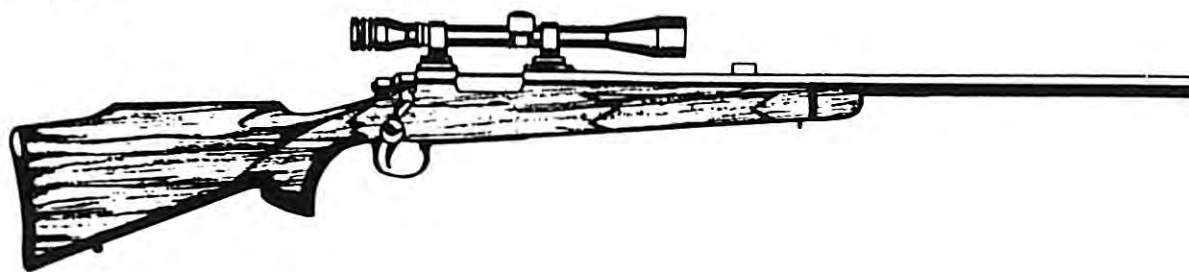
Marlin .30-06 Bolt-Action (Sporting Rifle): Another popular hunting rifle, this .30-06 is a bolt-action rifle.

Ammo: .30-06

Wt: 4 kg

Mag: 5 individual

Price: \$300 (C/C)



Winchester 1894

Winchester 1894 (Sporting Rifle): This rifle is a modernized version of the Winchester 1873. Improved versions are still used as hunting weapons in the US.

Ammo: .30-30

Wt: 3.1 kg

Mag: 6 individual

Price: \$275 (C/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
1894	LA	3	2-Nil	5	6i	4	—	50



Tranquilizer Gun

Tranquilizer Gun: A specially made weapon designed to fire hypodermic darts containing a tranquilizer or other drug by means of compressed CO₂ cartridges. These were designed originally for administering drugs to dangerous animals, but the mercenary industry soon adopted them for its own purposes.

A hit in any part of the body will be effective eventually, but some areas give faster results than others. Head hits result in instant unconsciousness. Chest and abdomen hits result in unconsciousness after 1D6+2 phases (five to 15 seconds). An arm hit requires the target to roll Average: Constitution to stay awake each phase. The drug will take effect even if the dart is removed immediately. Animals such as guard dogs will be rendered instantly unconscious from any

hit (since their smaller body weight allows the drug to take effect faster). Tranquilizer guns count as medical equipment for contact assistance.

Ammo: 15mm hypodermic dart

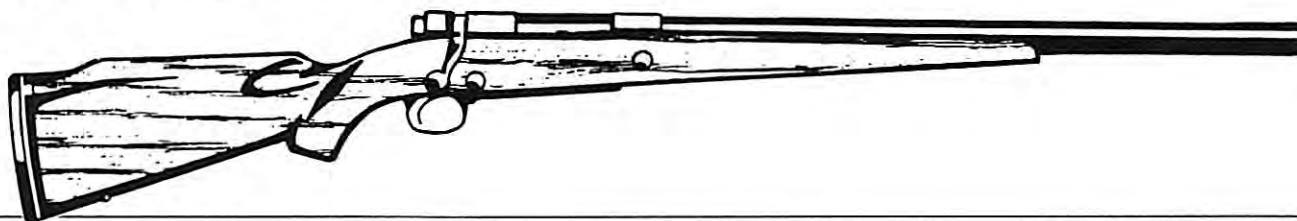
Wt: 3 kg

Mag: 1 individual

Price: \$1200 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Tranq gun	SS	*	Nil	1	1i	3	—	8

*Damage is special and is described above.



C3 (Parker Hale)

C3 (Parker Hale) (Sniper Rifle): The standard Canadian sniper rifle is a well-made civilian hunting rifle adapted to military use and fitted with a telescopic sight. It is known as the Parker-Hale in its civilian version.

Ammo: 7.62mm N

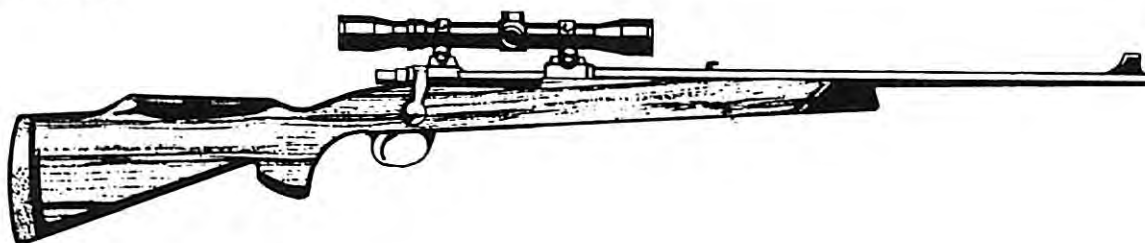
Wt: 4 kg

Mag: 3 individual

Price: \$800 (C/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
C3	BA	4	2-3-Nil	5	3i	5	—	75

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots) this modifier is not added.



M21

M21 (Sniper Rifle): The standard US Army sniper rifle, the M21 is essentially a well-made M14 assault rifle (the US Army's service rifle prior to the M16) fitted with a telescopic sight and a bipod.

Ammo: 7.62mm N

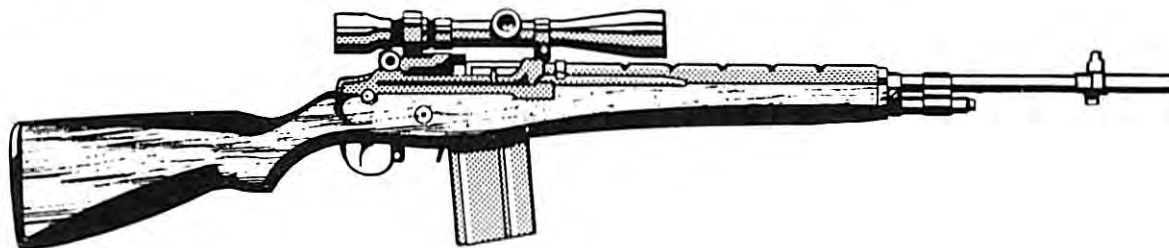
Wt: 5.4 kg

Mag: 20 box

Price: \$800 (S/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M21	SA	4	2-3-Nil	6	20	4	—	65
bipod	SA	4	2-3-Nil	6	20	2	—	75

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots) this modifier is not added.



M27 (AR-27 Keyholer)

M27 (Sniper Rifle): The Armalite AR-27 is a development of Armalite's AR-22 Olympic-grade target rifle, upcalibered for use as a military sniper rifle. It was adopted by the US Army as the M27 in 1998.

Ammo: 7.62mm N

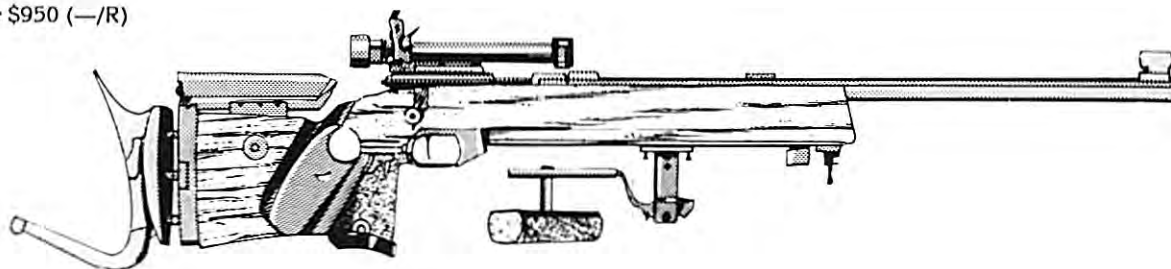
Wt: 8 kg

Mag: 20 box

Price: \$950 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AR-27	SA	4	2-3-Nil	6	20	6	—	85

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots) this modifier is not added.



AK-74

AK-74 (Assault Rifle): The standard combat rifle of what were formerly known as the Eastern Bloc forces.

Ammo: 5.45mm B

Wt: 4 kg

Mag: 30 box

Price: \$500 (—/V)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AK-74	5	3	1-Nil	5	30	3	7	50



AKM

AKM (Assault Rifle): The modern version of the ubiquitous AK-47. It is perhaps the most widely used military small arm in the world, and is very popular despite its underpowered and unstable cartridge. Replaced in front-line service by the AK-74, many AKMs were rechambered to fire 5.45 Bloc ammunition (designated AKMR for AKM rechambered). Thus, true AKMs are mostly found in use by militia units.

Ammo: 7.62mm S
Wt: 4 kg
Mag: 30 box
Price: \$500 (—/C)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AKM	5	3	2-Nil	5	30	3	8	50

AKMR

AKMR (Assault Rifle): As the AK-74 supplanted the AKM in service, large numbers of AKMs were rechambered to fire the AK-74's 5.45 cartridge to enable standardization of supply without discarding mountains of AKMs. Widely used in Eastern Bloc military units alongside the AK-74.

Ammo: 5.45mm B
Wt: 4 kg
Mag: 30 box
Price: \$550 (—/C)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AKMR	5	3	1-Nil	5	30	3	7	45

G11

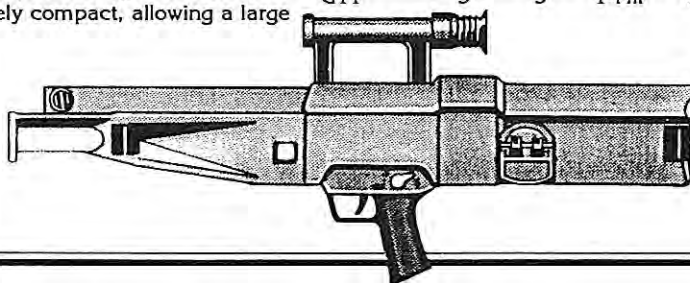
G11 (Assault Rifle): A weapon of radical design and great effectiveness, the G11 replaced the G3 as the standard assault rifle and the Uzi as the standard submachinegun of the German Army. It is a bullpup-configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that bullpup rifles can have a shorter overall length without the necessity for a shorter barrel.

It differs from other combat rifles in that it fires caseless 4.7mm bullets. The compact nature of the weapon and low recoil of its round make it as handy as a submachinegun (even though it is a rifle).

Its caseless ammunition is extremely compact, allowing a large

magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus is very reliable in a dirty environment. However, there is no way to reload the round since it is completely consumed.

Ammo: 4.7mm caseless
Wt: 4.5 kg
Mag: 50 box
Price: \$800 (—/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
G11	3	3	1-Nil	4	50	2	3	55

M16A2 (Colt AR-15)

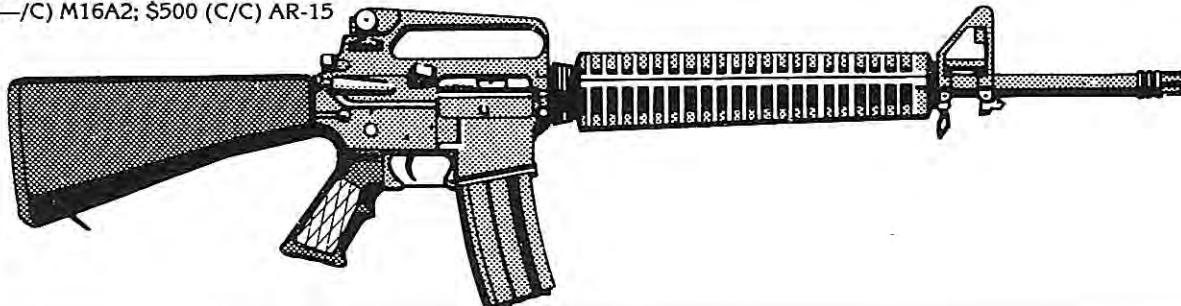
M16A2 (Assault Rifle): The standard combat rifle of the US and Canadian armies, the M16A2 (commonly called just the "M16") is in widespread use and is a popular and effective weapon. The AR-15 is the semiautomatic civilian version.

Ammo: 5.56mm N

Wt: 3.8 kg

Mag: 20 box or 30 box

Price: \$400 (—/C) M16A2; \$500 (C/C) AR-15



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M16A2	3	3	1-Nil	5	20/30	3	5	55
AR-15	SA	2	1-Nil	5	20/30	2	—	55

Armington Laser Carbine Model 2

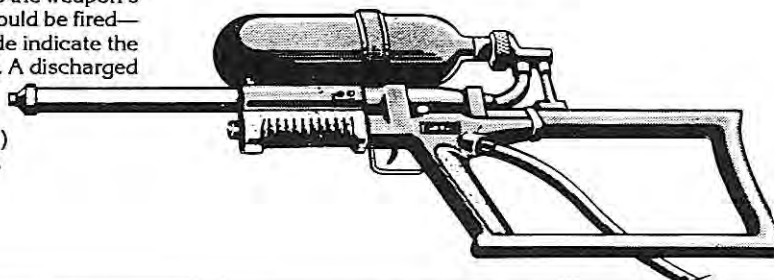
ALC-2 (Laser): The ALC-2 (Armington Laser Carbine Model 2) is extremely rare. Developed by Armington Laboratories as a testbed for a laser carbine, the ALC never entered full production, although an unknown number of prototypes (each essentially hand-made) were produced. The carbine incorporates a liquid nitrogen cooling system (the N₂ bottle is plainly seen over the action) which vents itself after each shot, producing a tendrill of "steam" that can be disconcerting to the uninitiated. The carbine is connected by a power cable to a rechargeable backpack filled with batteries and a capacitor which requires 30 seconds to recharge after a shot (leading to the weapon's nickname, "Blue Moon," since that was how often it could be fired—"once in a blue moon"). A pair of LEDs on the left side indicate the weapon's status (red for charging, green for charged). A discharged backpack requires six hours to recharge.

Ammo: —

Wt: 26 kg (Carbine Wt: 5 kg; Backpack Wt: 21 kg)

Mag: A backpack is good for 12 shots per charge.

Price: \$12,000 (—/—)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
ALC-2	1*	12	2	5	12**	—	—	60

*One shot per 30-seconds.

**Backpack is good for 12 shots; none are actually carried "in" weapon.

FN-LAR/L1A1

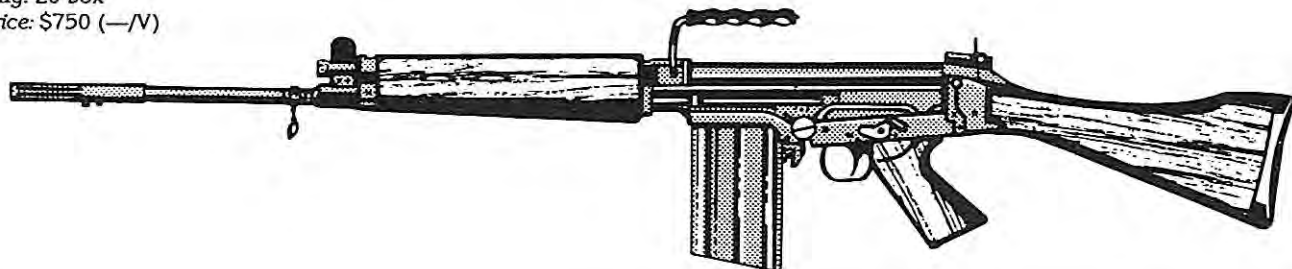
FN-LAR/L1A1 (Battle Rifle): A Belgian rifle adopted as the standard rifle of the British Army, the LAR has been replaced in service by the L85. The primary differences between the FAL and the LAR are that the FAL has a full auto option, while the British FAL/L1A1 does not. The magazines are not interchangeable.

Ammo: 7.62mm N

Wt: 5 kg

Mag: 20 box

Price: \$750 (—/V)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
FN-LAR/L1A1	SA	4	2-3-Nil	5	20	4	—	65

G3

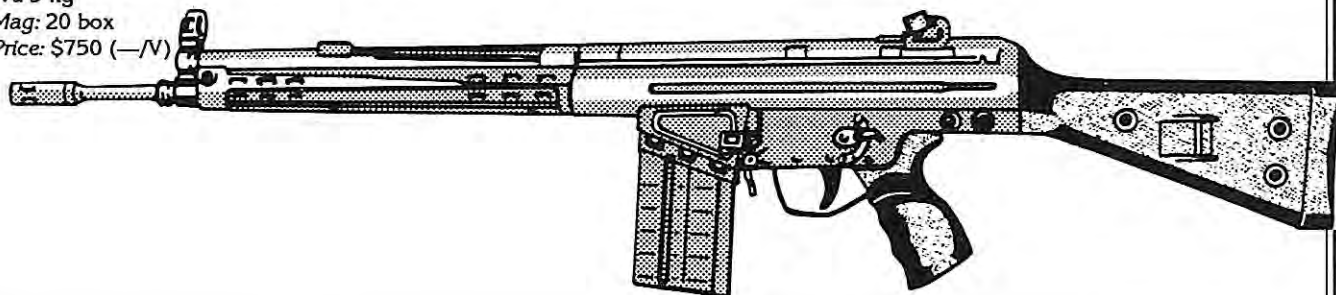
G3 (Battle Rifle): The standard German assault rifle until replaced by the G11, the G3 was still widely used by territorial and internal security troops and is now back in service with German troops. It is quite popular in Latin America, possibly since it is taken from an earlier Spanish design.

Ammo: 7.62mm N

Wt: 5 kg

Mag: 20 box

Price: \$750 (—/V)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
G3	5	4	2-3-Nil	5	20	4	9	65

KAR-98K

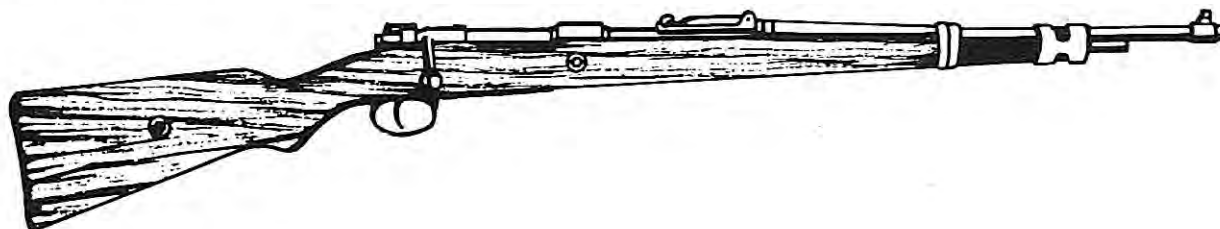
KAR-98K (Battle Rifle): The standard rifle of German troops in WWII.

Ammo: 8mm M

Wt: 4 kg

Mag: 5 individual

Price: \$300 (R/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
KAR-98K	BA	4	2-3-Nil	5	5i	4	—	65

XM22 AIW

XM22 (Battle Rifle): The XM22 Advanced Infantry Weapon is an experimental military rifle. It is a bullpup-configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that bullpup rifles can have a shorter overall length without the necessity for a shorter barrel. Its caseless ammunition is extremely compact, allowing a large magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus very reliable in a dirty environment.

A special recoil compensation system makes the weapon fairly

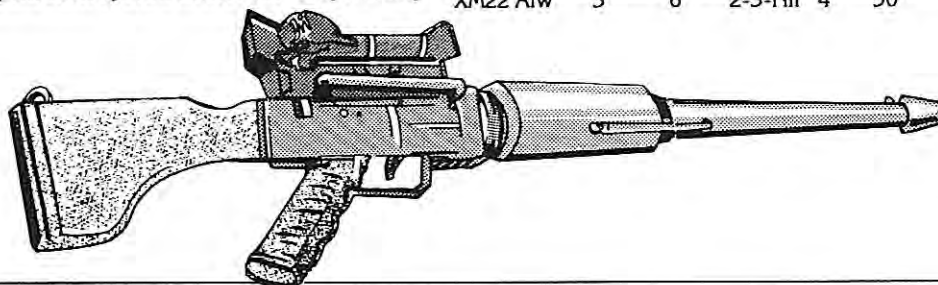
controllable under semiautomatic fire, and not unreasonably wild for larger individuals in fully automatic mode. The weapon is available only through the US Army's Advanced Weapons Research Laboratory, and can be obtained only through contacts.

Ammo: 18mm caseless

Wt: 3.5 kg

Mag: 50 box

Price: \$1500 (—/—)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
XM22 AIW	3	6	2-3-Nil	4	50	4	6	55

M249 SAW

M249 SAW (Automatic Rifle): The M249 Squad Automatic Weapon (SAW) is the standard US light automatic support weapon. It can accept either the standard 30-round magazine of the M16A2 or a 200-round belt. It is equipped with a bipod.

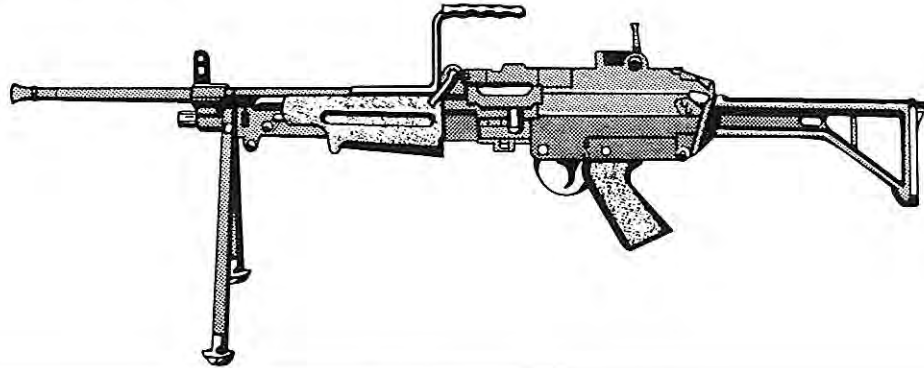
Ammo: 5.56 N

Wt: 7 kg

Mag: 30 belt or 200 belt

Price: \$750 (—/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M249 SAW	10	2	1-Nil	5	30B/200B	1	3	60
bipod	10	2	1-Nil	5	30B/200B	1	2	75



XM7 Storm Gun

XM7 Storm Gun (Automatic Rifle): The XM7 is a prototype man-portable assault cannon of advanced design. Incorporating a radically new muzzle brake and an advanced recoil compensation system, the XM7 can be carried and fired by one person (a special harness is standard equipment, and most people prefer to fire the weapon from this position than from the conventional shoulder position). The weapon is fitted with a special laser targeting system (the laser beam is visible only when viewed through a special set of goggles issued with the weapon), which enables reasonably accurate

shots from the hip. It can also be fired from a bipod at greater range.

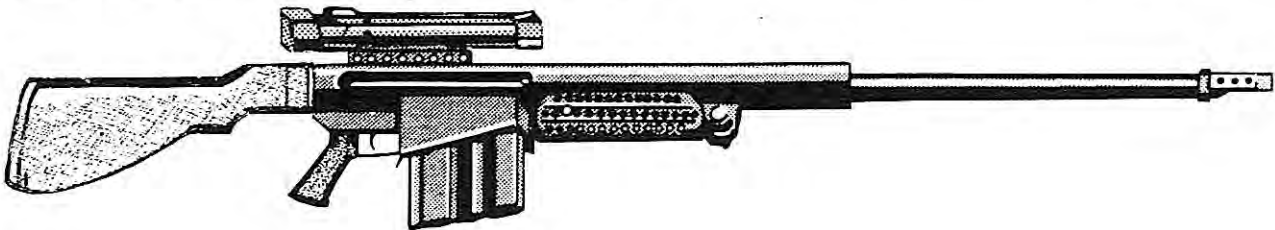
Ammo: 20mm S

Wt: 29.5 kg

Mag: 5 box

Price: \$27,000 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
XM7 Storm Gun	SA	16	1-2-3	5	5	8	—	80
bipod	SA	16	1-2-3	5	5	4	—	120



Savage 311-R

Savage 311-R (Shotgun): This weapon is one of the last of the double-barreled shotguns designed for police and prison guard use (hence its nickname of the "guard gun"). It is representative of double-barreled shotguns in general.

Ammo: 12 gauge

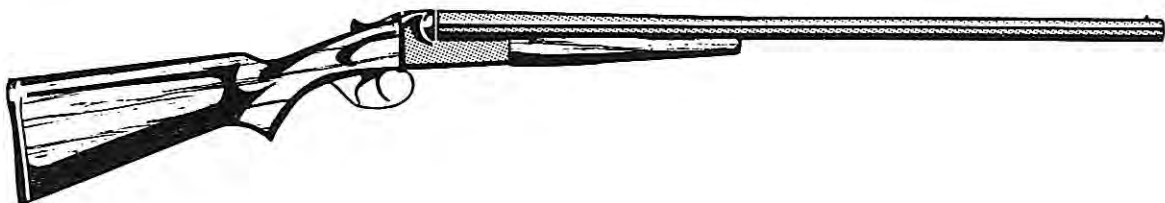
Wt: 3.5 kg

Mag: 2 individual

Price: \$350 (C/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
311-R	SA	4	3-4-Nil	5	2i	5	—	40
Short	SA	9	Nil					
with buckshot*								
Medium	5x10	1	Nil					
with buckshot*								

*See Shotguns on page 91.



Armalite AR-12 Stormcloud

Armalite AR-12 Stormcloud (Shotgun): The Armalite AR-12 Stormcloud is a combat shotgun by a firm known primarily for assault rifles. Since the Stormcloud is a shotgun capable of automatic fire, it needs a special rule: At short range, roll 5D6 for hits (as modified by recoil and possibly range, if any factor such as target movement causes it to be treated as at a longer range), with each 6 hitting and each hit causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting two immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D6 rolled for hits. Each hit does 1D6 damage.

Ammo: 12 gauge

Wt: 4 kg

Mag: 12 box

Price: \$1200 (—/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Stormcloud	5	4	3-4-Nil	4	12	3	8	45
Short	5	9	Nil					
with buckshot*								
Medium	5x10	1	Nil					
with buckshot*								

*See Shotguns on page 91.

Browning Autoriot

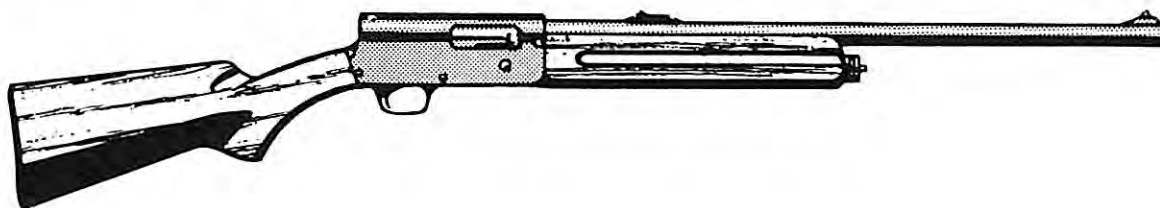
Browning Autoriot (Shotgun): This weapon is a Belgian-built semiautomatic shotgun used by the British in antiguerrilla actions in Malaya after WWII. The weapon is still in common use as a riot gun by police departments worldwide.

Ammo: 12 gauge

Wt: 4 kg

Mag: 5 individual

Price: \$450 (S/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Autoriot	SA	4	3-4-Nil	5	5i	3	—	40
Short	SA	9	Nil					
with buckshot*								
Medium	10	1	Nil					
with buckshot*								

*See Shotguns on page 91.

H&K CAW

H&K CAW (Shotgun): The Honeywell & Koch (formerly Heckler & Koch) CAW (Combat Assault Weapon) is the standard combat shotgun of the German and US armies (the US weapon being a slightly modified version produced under license by Olin. The CAW is a bullpup-configuration weapon, like the G11. Since the CAW is a shotgun capable of automatic fire, it needs a special rule: At short range, roll 5D6 for hits (as modified by recoil and possibly range, if any factor such as target movement causes it to be treated as at a longer range), with each 6 hitting and each hit causing 9D6 damage. At medium range, calculate the number of dice normally rolled for a five-round burst (subtracting two immediately for being at medium range) and after all reductions are done, multiply the remaining number by 7 to determine the number of D6 rolled for hits. Each hit does 1D6 damage.

Ammo: 12 gauge

Wt: 4 kg

Mag: 10 box

Price: \$1100 (—/S)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
H&K CAW	5	4	3-4-Nil	4	10	3	8	40
Short	5	9	Nil					
with buckshot*								
Medium	5x10	1	Nil					
with buckshot*								

*See Shotguns on page 91.

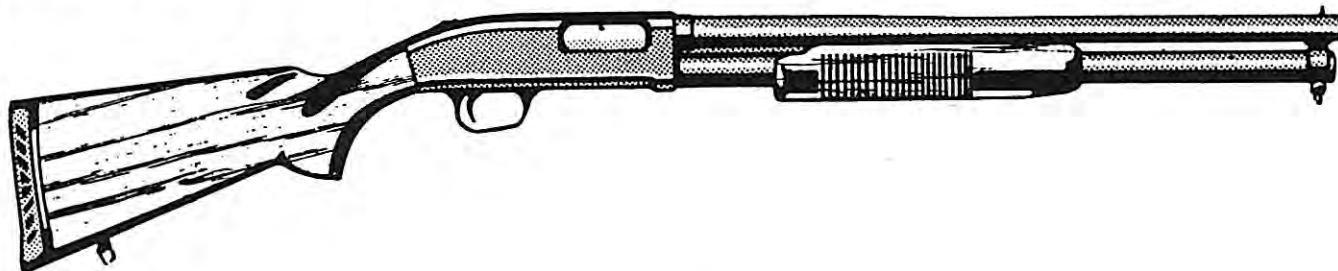
Mossberg M500

Mossberg M500 (Shotgun): The Mossberg M500 is a typical pump shotgun designed for police or home defense use rather than hunting.

Ammo: 12 gauge
Wt: 4 kg
Mag: 8 individual
Price: \$350 (C/C)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M500	PA	4	3-4-Nil	5	8i	4	—	40
Short	PA	9	Nil					
with buckshot*								
Medium	5x10	1	Nil					
with buckshot*								

*See Shotguns on page 91.

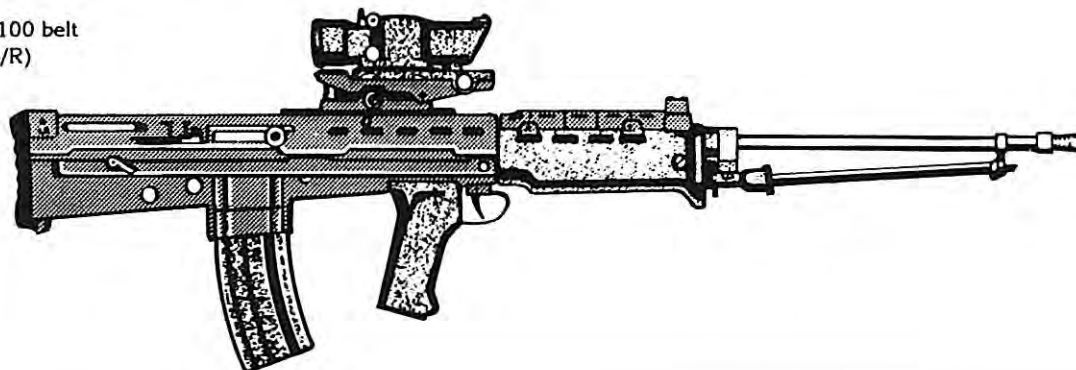


L86A1 LSW

L86A1 LSW (Machinegun): The heavy-barreled support version of the L85, the L86A1 uses either 100-round belts or the same magazines as the L85. It is equipped with a bipod.

Ammo: 5.56mm N
Wt: 4.5 kg
Mag: 30 box or 100 belt
Price: \$1500 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
L86A1 LSW	10	3	1-Nil	5	30/100B	2	11	50
bipod	10	3	1-Nil	5	30/100B	1	6	65



M60

M60 (Machinegun): The standard US general-purpose machinegun, a development of the WWII German MG42. It is equipped with a bipod and can also be fired from a tripod (NLT). It accepts 100-round belts.

Ammo: 7.62mm N
Wt: 10 kg
Mag: 100 belt
Price: \$1800 (—/V)

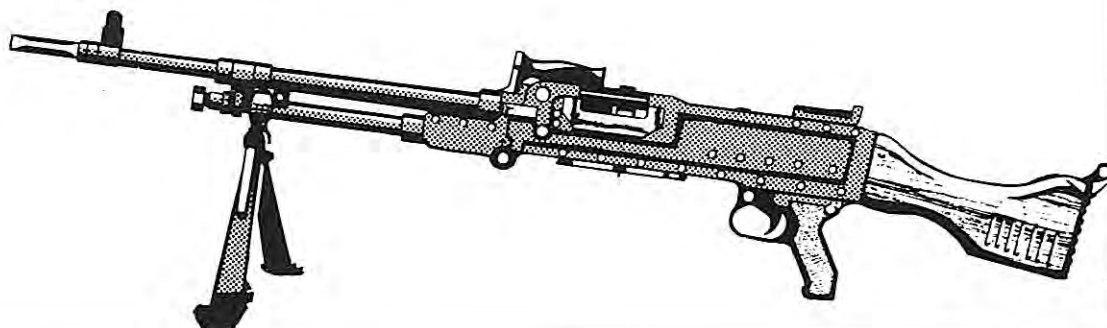
Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M60	5	4	2-3-Nil	6	100B	1	4	65
bipod	5	4	2-3-Nil	6	100B	1	2	90
tripod	5	4	2-3-Nil	6	100B	1	1	125



MAG (MAG-58, L7A2 GPMG)

MAG (Machinegun): This weapon (also known as the MAG-58 and as the L7A2 GPMG in British service) is the standard general-purpose machinegun of the Belgian and British armies (as well as others) and is often used as a coaxial (i.e., mounted with the primary gun) MG in US vehicles. It is equipped with a bipod and can also be fired from a tripod (NMT). It accepts 100-round belts.

Ammo: 7.62mm N
Wt: 12 kg
Mag: 100 belt
Price: \$1500 (—/S)

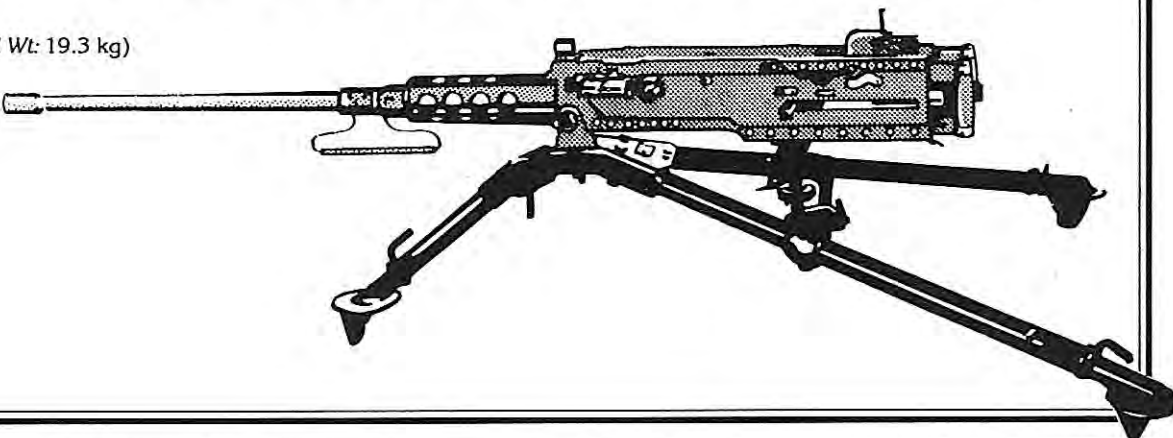


Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
MAG	10	4	2-3-Nil	6	100B	1	7	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

M2HB

M2HB (Heavy Machinegun): The M2 Heavy Barrel is the standard heavy machinegun of every western European army. It accepts 105-round belts and may be fired only from a tripod (NHT) or from a vehicle mount.

Ammo: .50 BMG
Wt: 51.2 kg (Tripod Wt: 19.3 kg)
Mag: 105 belt
Price: \$3500 (—/C)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M2HB	5	8	2-2-3*	8	105B	3	14	65
tripod	5	8	2-2-3*	8	105B	2	7	150

*.50 SLAP ammunition has a penetration value of 1-1-2.

Armington Heavy Laser

AHL (Laser): The Armington Heavy Laser is the largest prototype laser built by Armington Laboratories, and is extremely rare because of its size. The AHL requires a tripod or vehicular mount (NHT equivalent), because it is too heavy to be aimed accurately when hand held. The AHL is powered by a 600 kilowatt portable generator and a capacitor, linked by a cable to the weapon.

The weapon comes with a portable cooling system, which is also powered by the generator and linked to the weapon via an insulated cable. This cable circulates a liquid cooling compound through a cooling jacket surrounding the laser and through a refrigerator-coil system to keep the weapon from overheating. The generator consumes fuel at a rate of 10 liters per hour.

An unknown number of these prototypes were UV (ultraviolet) lasers.

Ammo: —
Wt: Weapon Wt: 54 kg (Laser Wt: 32 kg; Tripod Wt: 22 kg) Cooling System Wt: 95 kg (Cooling System: 35 kg; Generator Wt: 60 kg)
Mag: Generator/capacitor lasts as long as it has fuel
Price: \$75,000 (—/—)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
AHL	(1)*	14	5	—	—	—	—	80

*One shot per 15 seconds

M203

M203 (Grenade Launcher): The standard infantry grenade launcher of the US and Canadian armies, the M203 is a single-shot launcher which is attached to the bottom of an M16 rifle. A product-improved (PI) model can be detached and fired from a removable shoulder stock, but by 1995 this model had not completely replaced older versions in military inventories. The PI version is available for \$700 (R/S) and weighs two kilograms with shoulder stock.

Ammo: 40mm grenades

Wt: 1.4 kg

Mag: 1 individual

Price: \$550 (—/C)



Type	Mag	ROF	Rng	IFR	Rnd	Dam	Pen
M203	1i	SS	100	400	HE	C:3, B:12	Nil
					HEDP	C:3, B:12	4C
					CHEM	C:1, B:4	Nil
					ILLUM	B:100	Nil

Mk-19 AGL

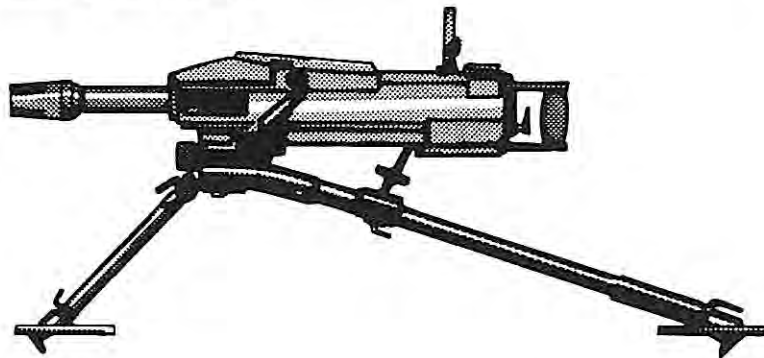
Mk-19 AGL (Grenade Launcher): The standard infantry-support grenade launcher in the United States Army, the Mk-19 is a tripod-mounted (NHT), belt-fed automatic weapon. It may also fire unbelted individual grenades (ROF 1). It may be fired only from a tripod or vehicle mount.

Ammo: 40mm grenades

Wt: 40 kg

Mag: 50 belt or 1 individual

Price: \$5000 (R/S)



Type	Mag	ROF	Rng	IFR	Rnd	Dam	Pen
Mk-19	50B or 1i	1	100	400	HE	C:3, B:12	Nil
					HEDP	C:3, B:12	4C
					CHEM	C:1, B:4	Nil
					ILLUM	B:100	Nil

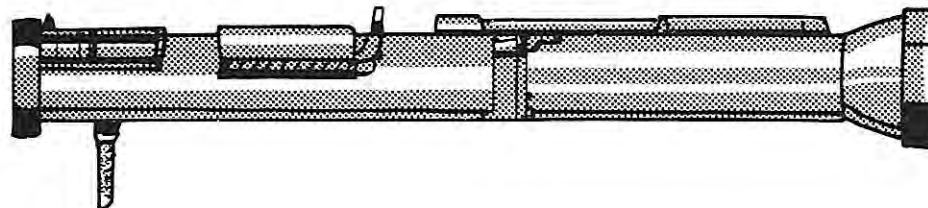
M136

M136 (Rocket Launcher): This disposable system is used in some numbers by the United States Army to supplement the M72 LAW and Armbrust.

Ammo: 84mm HEAT rocket

Wt: 6 kg

Price: \$200 (—/C)



Type	ROF	Rld	Rng	Round	Damage	Pen
M136	1	*	75	HEAT	C:4, B:4	70C

*Single-shot disposable. Cannot be reloaded.

LAW 80

LAW 80 (Rocket Launcher): The replacement for the M72 LAW in British service, this is a 94mm disposable antitank rocket launcher. While it is quite a bit heavier than the M72, it has considerably improved performance.

Wt: 9.5 kg

Price: \$250 (—/C)



Type	ROF	Rld	Rng	Round	Damage	Pen
LAW 80	1	*	125	HEAT	C:6, B:4	100C

*Single-shot disposable. Cannot be reloaded.

M12 SMAW

M12 SMAW (Rocket Launcher): A shoulder-fired "bunkerbuster" issued to US Marine Corps troops, but never formally adopted by the US Army.

Ammo: 82mm SMAW (HE or HEAT)

Wt: 3.5 kg

Price: \$1800 (—/R)



Type	ROF	Rld	Rng	Round	Damage	Pen
M12 SMAW	1	2	100 125	HEAT HE	C:4, B:4 C:12, B:12	55C 5C

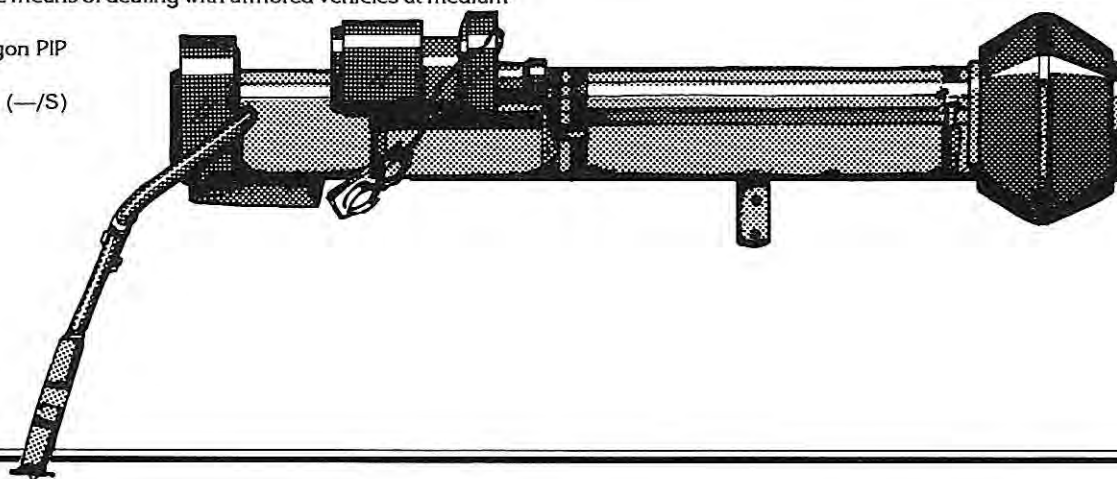
Dragon PIP

Dragon PIP (Antitank Missile Launcher): The Dragon PIP (Product Improved) is a man-portable antitank missile designed to give the rifle squad some means of dealing with armored vehicles at medium to long range.

Ammo: Dragon PIP

Wt: 8 kg

Price: \$9000 (—/S)



Type	Rld	Rng	Damage	Pen
Dragon PIP	2	1000	C:12, B:12	135C

60mm Mortar

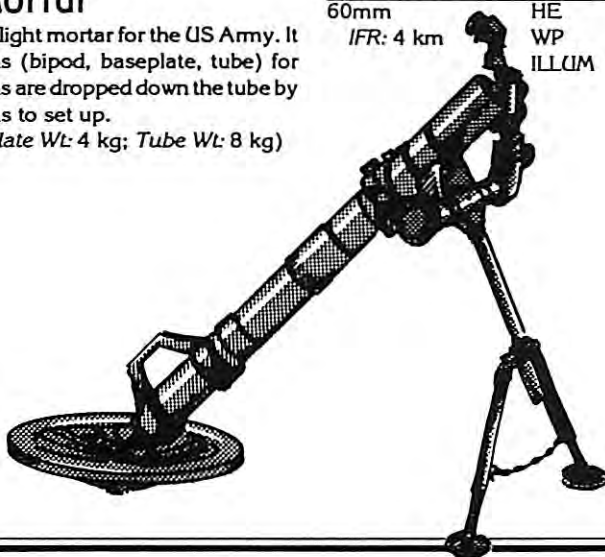
60mm Mortar (Mortar): Standard light mortar for the US Army. It can be disassembled into three loads (bipod, baseplate, tube) for easier transportation. Individual rounds are dropped down the tube by the loader. Requires two combat turns to set up.

Wt: 20 kg (*Bipod Wt:* 8 kg; *Baseplate Wt:* 4 kg; *Tube Wt:* 8 kg)

Mag: 1 individual

Price: \$5000 (—/C)

Type	Round	Damage	Pen
60mm	HE	C:5, B:20	Nil
IFR: 4 km	WP	C:2, B:12	Nil
	ILLUM	B:400	Nil



Tank Breaker

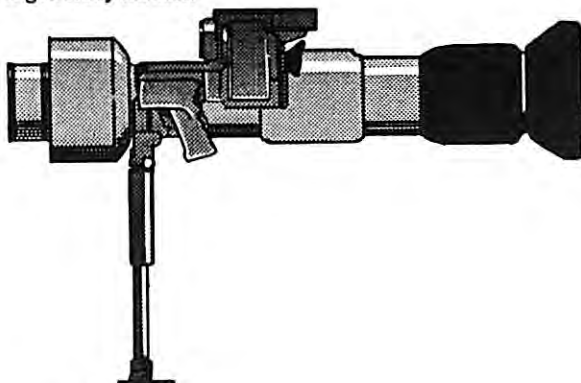
Tank Breaker (Antitank Missile Launcher): A man-portable launcher fired from an integral rest, Tank Breaker fires a homing fire-and-forget missile which can be set either to hit the target directly, or fly over it and attack from above where the armor is generally thinner.

Ammo: Tank Breaker

Wt: 10 kg

Price: \$7500 (—/R)

Type	Rld	Rng	Damage	Pen
Tank Breaker	2	2000	C:6, B:4	90C



M9A1 Flamethrower

M9A1 Flamethrower (Flamethrower): Flamethrowers squirt a stream of gasoline at their targets, using compressed gas (nitrogen is preferred) as a propellant. The stream may be "cold" (unignited) or "hot" (ignited) at the firer's option (ignition is provided by a "glow-plug" attachment at the nozzle). Originally designed to deal with bunkers and other underground complexes (killing the inhabitants by consuming all the oxygen inside), flamethrowers are also useful against armored vehicles and for clearing away underbrush, destroying supply dumps, and so on.

Each shot covers a square area four meters on a side with burning gasoline, which will continue to burn for one minute (12 turns) or until extinguished (other flammable items in the square will be ignited and may burn longer). The fuel is napalm (jellied gasoline) but can be ordinary gasoline (at half the ranges noted). Fuel cannisters have an armor value of 1, and a hit on one is resolved as a fuel hit on a vehicle (no doubt causing some minor unease among users).

Ammo: Fuel cannister

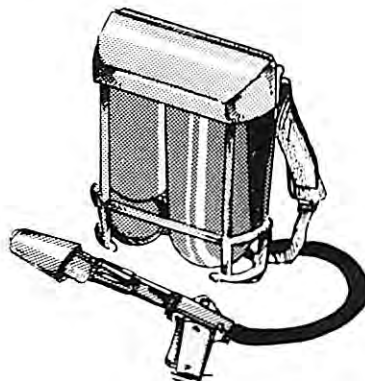
Wt: 23 kg

Mag: 5 internal (a tank of gasoline)

Price: \$1200 (—/S)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M9A1 Flamethrower	SA	*	Nil	4	5	4	—	5

*Damage by burning gasoline is covered on page 97.



FIM-92A Stinger

FIM-92A Stinger (Surface-to-Air Missile): The Stinger is an American-built surface-to-air missile with advanced IR homing capability.

Range: 6 km

Accuracy Level: Average

Wt: 20 kg

Price: \$1500 (—/R)



FIM-99 Scorpion

FIM-99 Scorpion (Surface-to-Air Missile): The Scorpion is an American-built, shoulder-fired, surface-to-air missile with televisual and advanced IR homing capability.

Range: 7 km

Accuracy Level: Easy

Wt: 16 kg

Price: \$1750 (—/R)



MBB-7 Venusfliegenfalle

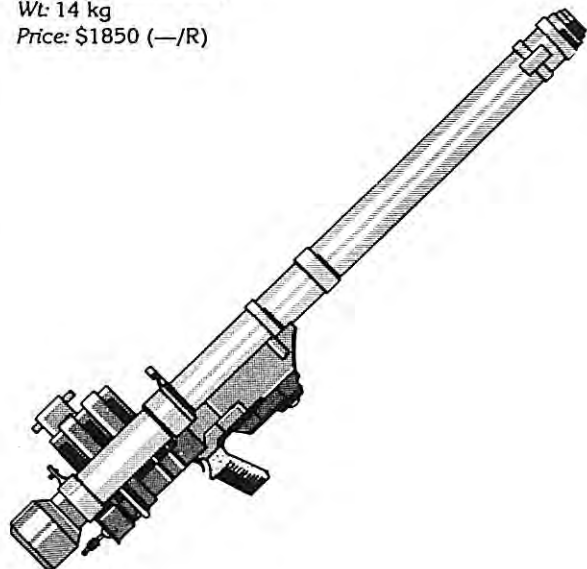
MBB-7 Venusfliegenfalle (Surface-to-Air Missile): The German-built *Venusfliegenfalle* (Venus Flytrap) is a shoulder-fired, surface-to-air missile with televisual and advanced IR homing capability.

Range: 7 km

Accuracy Level: Easy

Wt: 14 kg

Price: \$1850 (—/R)



SA-27 Grappler

SA-27 Grappler (Surface-to-Air Missile): Code-named the Grappler by the NATO powers, the SA-27 is a Soviet-built surface-to-air missile with televisual and advanced IR homing capability.

Range: 6 km

Accuracy Level: Easy

Wt: 15 kg

Price: \$1000 (—/R)



VEHICLES AND ROBOTS

Price: Includes all weapons listed under *Armament*, all ammunition listed under *Ammo*, and one full load of fuel.

RF: Range finder bonus.

Stabilization: Any special weapon stabilization machinery.

Armament: Weapons with which the vehicle is normally equipped and which are included in its price (*MG:* Machinegun *GL:* Grenade launcher).

Ammo: The amount of ammunition carried in ammunition stores (additional ammo may be purchased and carried, but counts as cargo).

Cruise Speed: Travel movement. See page 108.

Com Mov: Combat movement. See page 109.

Fuel Cap: Fuel capacity, in liters.

Fuel Cons: Fuel consumption rate, in liters of gasoline per hour.

Fuel Type: Types of fuel the vehicle can use (*G:* Gasoline *AvG:* Aviation gasoline *D:* Diesel *A:* Alcohol—methanol and ethanol *C:* Coal *W:* Wood).

Load: Interior cargo capacity, given in kilograms unless otherwise noted.

Veh Wt: Gross weight, including ammo and fuel but not cargo.

Crew: Number of crew+number of passengers.

Weapons Mounts: Most weapons are fired by the gunner. Weapons fired by other crewmembers are mounted in weapons mounts. Weapons mounts will accept any MG or the Mk-19 grenade launcher; most mounts have a weapon in them, but it may be removed. The vehicle entry will explain the location of weapons mounts (if any) and who fires weapons in them (*C:* Commander *P:* Passenger).

Firing Ports: Firing ports are small doors in the sides of some vehicles which allow passengers to fire certain small arms from inside. Only assault rifles, battle rifles, submachineguns, and sporting rifles may be used in firing ports. Drivers and gunners may not use firing ports, but all other crewmembers may (one each). Range is limited to short.

Combat Statistics: See pages 115 and 116 for details. **Config:** Configuration **Std:** Standard **Trt:** Turreted **CH:** Crew in hull **Susp:** Suspension **W:** Wheeled **T:** Tracked **HF:** Front hull armor value **HS:** Side hull armor value **HR:** Rear hull armor value **TF:** Turret front armor value **TS:** Turret side **AV TR:** Turret rear **AV:**



Horse (Broken)

Used as a mount for sport riding by nomenclatura and as transport in certain wilder areas of the country. Some people, (Native Americans, for example) have a particular affinity for horses.

Cruise Speed: 10/10

Com Mov: 10/30/60

Price: \$2000 (S/S)

Hits: 60

Feed: 12 kg+graze

Load: 120 kg

Wt: 350 kg



Conquistador Bicycle

Conquistador Bicycle (Unarmored Cargo Vehicle): A ruggedly built cross-country or mountain model. Bicycles are the cheapest private vehicle to operate, and one of the most common in cities these days.

Cruise Speed: 30/10

Com Move: 15/4

Combat Statistics

None. Driver and passengers are fired at as mounted targets (see Special Cases on page 88).

Price: \$120 (V/V)

Veh Wt: 15 kg

Crew: 1

Damage Record

Crewmembers: Driver ☐

Suspension: Minor damage ☐ Immobilized ☐



Suzuki Sparrow Motor Scooter

Suzuki Sparrow Motor Scooter (Unarmored Cargo Vehicle): A small, lightweight, and inexpensive motorbike, very popular with those who need more speed than a bicycle can give (and who can afford the gasoline).

Price: \$950 (C/C)

Fuel Type: G, A

Load: 50 kg

Veh Wt: 95 kg

Crew: 1

Night Vision: Headlight

Cruise Speed: 100/40

Com Move: 50/25

Fuel Cap: 12

Fuel Cons: .75

Combat Statistics

None. Driver is fired at as a mounted target (see Special Cases on page 88).

Damage Record

Crewmembers: Driver ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Yamaha Apache Motorcycle

Yamaha Apache Motorcycle (Unarmored Cargo Vehicle): One of a variety of small dirt and cross-country models, used primarily by the military for scouting and by certain rural criminal gangs for transportation.

Cruise Speed: 95/37

Com Move: 45/20

Fuel Cap: 16

Fuel Cons: 2

Combat Statistics

None. Driver and passenger are fired at as mounted targets (see Special Cases on page 88).

Price: \$5000 (V/V)

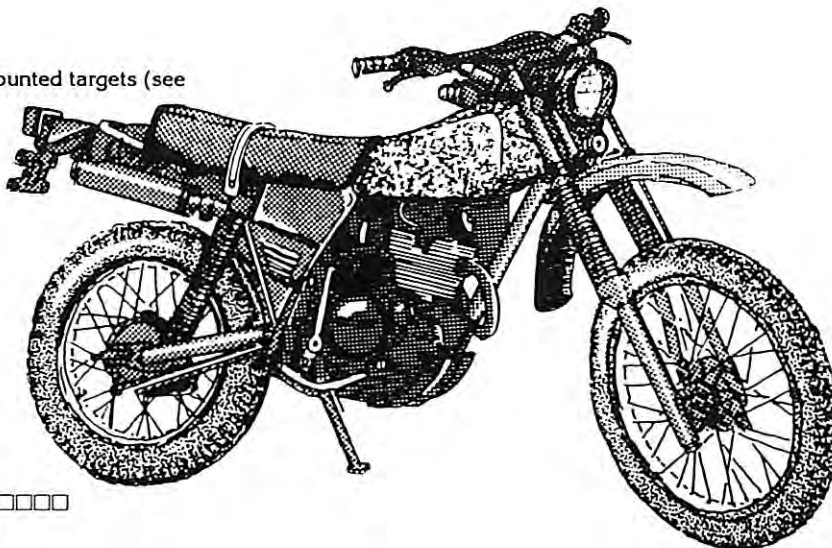
Night Vision: Headlight

Fuel Type: G, A, AvG

Load: 300 kg

Veh Wt: 156 kg

Crew: 1+1



Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Harley-Davidson Motorcycle

Harley-Davidson Motorcycle (Unarmored Cargo Vehicle): This is one of a variety of street-legal machines, some used primarily by young, up-and-coming executives trying to cultivate a daredevil image, others used by gangs who don't need to cultivate an image—they live it.

Cruise Speed: 95/40

Com Move: 50/20

Fuel Cap: 16

Fuel Cons: 2

Combat Statistics

None. Driver and passenger are fired at as mounted targets (see Special Cases on page 88).

Price: \$8500 (C/C)

Fuel Type: G, A

Load: 100 kg

Veh Wt: 140 kg

Crew: 1+1

Night Vision: Headlight



Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐



Yugo Contempo

Yugo Contempo (Unarmored Cargo Vehicle): The cutting edge of Serbo-Croatian design technology, used for for rental cars, cabs, and by middle-class types who have saved enough to get off a bicycle. Lower-echelon executives also use Yugos if they are on their way down and can't afford extravagances.

Cruise Speed: 90/15
Com Move: 50/10
Fuel Cap: 80
Fuel Cons: 5

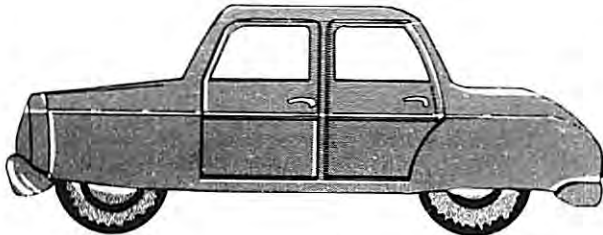
Price: \$7000 (C/C)
Fuel Type: G, A
Load: 300 kg
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights

Combat Statistics

Config: Std HF: 1
Susp: W(2) HS: 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Zil Tovarisch

Zil Tovarisch (Unarmored Cargo Vehicle): The Zil is a Russian-designed competitor to the Yugo. It is cheaper, but has a reputation for being less well-made.

Cruise Speed: 90/15
Com Move: 45/8
Fuel Cap: 80
Fuel Cons: 5

Price: \$6000 (C/C)
Fuel Type: G, A
Load: 400 kg
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights

Combat Statistics

Config: Std HF: 1
Susp: W(2) HS: 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Ford-Revlon Elite

Ford-Revlon Elite (Unarmored Cargo Vehicle): The Elite is one of the most popular modern sportscars. Its electra-glide engine provides smooth acceleration. The Elite is known to have the most well-equipped glove compartment on any current model (due to the influence of the Revlon arm of the conglomerate) with an automatic, lighted, pop-down makeup mirror and completely stocked makeup kit, including all relevant applicators. The Canadian humorist Anton Wilson Peale says of this car: "My ex-wife had an Elite, but she had to trade it in. It ran out of lip-gloss."

Cruise Speed: 110/17
Com Mov: 60/10
Fuel Cap: 80
Fuel Cons: 5

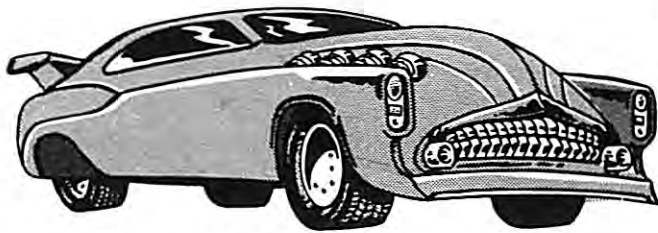
Price: \$55,000 (S/C)
Fuel Type: G, A
Load: 0.5 tons
Veh Wt: 1 ton
Crew: 1+2
Night Vision: Headlights

Combat Statistics

Config: Std HF: 1
Susp: W(2) HS: 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



General Dynamics Motors Lancer

GDM Lancer (Unarmored Cargo Vehicle): The Lancer is a good, solid car—almost a throwback to another era. But it is also one of the most luxurious animals on the road, with a plush interior, a high-response, high-powered engine, top-of-the-line stereo, soundproofing, extra safety features and near-race car quality braking and fuel injection systems. With its distinctive lines it has often been described as "the shark of the road."

Cruise Speed: 100/17
Com Mov: 60/10
Fuel Cap: 100
Fuel Cons: 6

Price: \$695,000 (S/S)
Fuel Type: G, A
Load: 0.6 tons
Veh Wt: 1.2 tons
Crew: 1+4
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 1
Susp: W(3) **HS:** 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



GDM Ariel

GDM Ariel (Unarmored Cargo Vehicle): GDM has discovered that the Ariel's design and appearance appeals mostly to young professional women, and advertises it accordingly.

Cruise Speed: 100/15
Com Mov: 60/10
Fuel Cap: 100
Fuel Cons: 6

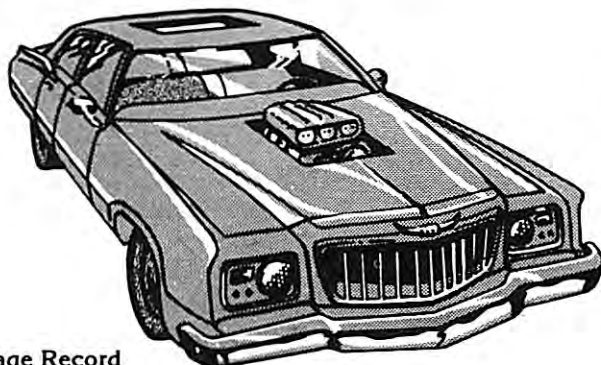
Price: \$85,000 (S/S)
Fuel Type: G, A
Load: 0.4 tons
Veh Wt: 1 ton
Crew: 1+3
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 1
Susp: W(2) **HS:** 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Chrysler LeBoeuf

Chrysler LeBoeuf (Unarmored Cargo Vehicle): Sometimes nicknamed the "Bulgemobile," the LeBoeuf is a large, rugged sedan. Certain criminal types favor the vehicle for its large trunk and rugged, though sporty, nature.

Cruise Speed: 90/15
Com Mov: 50/10
Fuel Cap: 120
Fuel Cons: 5

Price: \$25,000 (C/C)
Fuel Type: G, A
Load: 0.7 tons
Veh Wt: 1.6 tons
Crew: 1+4
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 1
Susp: W(3) **HS:** 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Mitsubishi-Ferrari Kamikaze

Mitsubishi-Ferrari Kamikaze (Unarmored Cargo Vehicle): Labeled the "testosterossa" by the Canadian humorist Anton Wilson Peale ("My nine-year-old son got in one at the dealership, and it jump-started him into puberty"), the Kamakazi is one of the hottest, most expensive sports cars on the road. It also merits the highest insurance premiums of any vehicle on the American road.

Cruise Speed: 130/17
Com Mov: 80/10
Fuel Cap: 60
Fuel Cons: 7

Price: \$980,000 (S/S)
Fuel Type: G, A
Load: 0.2 tons
Veh Wt: 1 ton
Crew: 1+1
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 1
Susp: W(1) **HS:** 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Mazda Firefly Convertible

Mazda Firefly Convertible (Unarmored Cargo Vehicle): Although it is not the only "ragtop" left, the Firefly is by far the most popular convertible available today. The vehicle is in such demand that the manufacturers have established a waiting list for purchasers, and used Fireflies can be sold almost instantly.

Cruise Speed: 110/20
Com Mov: 70/15
Fuel Cap: 100
Fuel Cons: 6

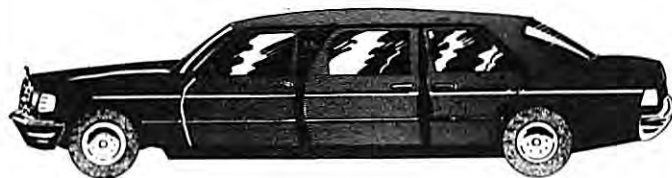
Price: \$300,000 (S/S)
Fuel Type: G, A
Load: 0.4 tons
Veh Wt: 1.1 tons
Crew: 1+3
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 1
Susp: W(2) **HS:** 1
 HR: 1

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐ 2 ☐ 3 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Mercedes-Benz 750 SLX

Mercedes-Benz 750 SLX (Unarmored Cargo Vehicle): An armored luxury automobile, with an extra-large, customized interior. Vehicles such as these are used by extremely wealthy individuals, high government officials, or by high-level corporate executives. They are often equipped with entertainment centers, cellular telecommunications devices, computers, and mobile fax machines. Most also have a two-way radio (secure channel) to enable security personnel in other vehicles to communicate with the driver and vice versa. Many have a sealed passenger/driver compartment with a 1-2 hour internal air supply (to foil chemical or flamethrower attacks).

Cruise Speed: 90/17
Com Move: 45/8
Fuel Cap: 180
Fuel Cons: 11

Price: \$1,910,000 (S/R)
Fuel Type: G
Load: 600 kg
Veh Wt: 2 tons
Crew: 1+4 (or 2+4)
Night Vision: Headlights

Combat Statistics

Config: Std **HF:** 4
Susp: W(4) **HS:** 4
 HR: 4

Damage Record

Crewmembers: Driver ☐ Bodyguard (optional) ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐
Sight/Vision: Night vision equipment ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐



Volkswagen Kartoffeln Van

Kartoffeln Van (Unarmored Cargo Vehicle): Designed for business or private use, this van is a one-ton truck with a completely enclosed cargo bed accessible from the passenger compartment. Private models can be fitted with extra seats. Vans with fake business markings are used by the police and others for covert surveillance. Weapons are seldom fitted, but a radio can be. Price does not include any additional equipment fitted. Passenger limitations are primarily comfort related.

Police forces make use of special versions of these vehicles to carry riot control teams (adding sirens, lights, and communications gear) or as prisoner transfer vehicles (at double the passenger capacity given below).

Damage Record

Crewmembers: Driver ☐
 Passengers (Business Version): 1 ☐
 Passengers (Private Version): 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Passengers (Surveillance Version): 1 ☐ 2 ☐ 3 ☐
 Sight/Vision: Night vision equipment ☐
 Radio (If Any): ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐

Cruise Speed: 90/17

Com Move: 45/8

Fuel Cap: 120

Fuel Cons: 8

Combat Statistics

Config: Std HF: 1
 Susp: W(2) HS: 1
 HR: 1

Price: \$83,000 (C/C)

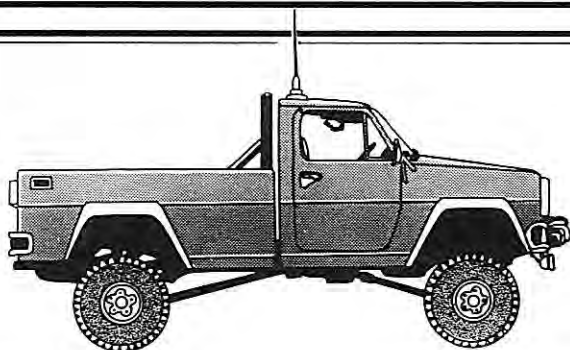
Fuel Type: G, A

Load: 1 ton (business); 600 kg (private); 300 kg (surveillance)

Veh Wt: 2 tons

Crew: 1+5

Night Vision: Headlights (private), image intensifier videocam (surveillance)



Chrysler Conestoga 5/4-Ton Pickup Truck

Chrysler Conestoga 5/4-Ton Pickup Truck (Unarmored Cargo Vehicle): These medium-sized civilian utility trucks are in common use, and are even considered a badge of status within certain groups. This truck can carry up to 1.25 tons of cargo, or an equivalent load of passengers (although no provision is made for them) in the open back end.

Damage Record

Crewmembers: Driver ☐ Cab passenger ☐
 Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐
 Armament (If Any): ☐
 Sight/Vision: Night vision equipment ☐
 Radio (If Any): ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐

Cruise Speed: 90/20

Com Mov: 60/20

Fuel Cap: 105

Fuel Cons: 5

Combat Statistics

Config: Std HF: 1
 Susp: W(3) HS: 1
 HR: 1

Price: \$ 35,000 (C/S)

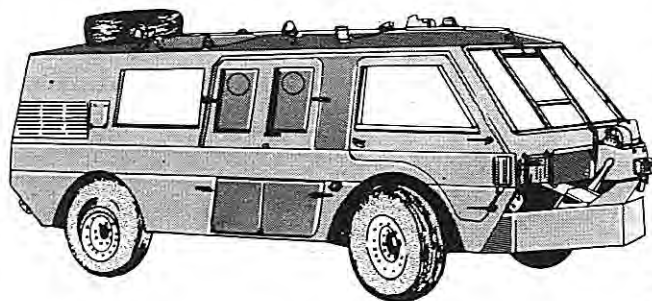
Fuel Type: G, A

Load: 1.25 tons

Veh Wt: 2 tons

Crew: 2+6

Night Vision: Headlights



Winnebago Nomad Camper

Winnebago Nomad Camper (Unarmored Cargo Vehicle): This is a specially modified version of the panel van incorporating a small kitchen, toilet, shower, and folding beds for long-distance cross-country travel or for use as mobile living quarters. Although still used for their original purpose (recreational camping), they are standard housing for an increasing proportion of the population.

Damage Record

Crewmembers: Driver ☐
 Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐
 Sight/Vision: Night vision equipment ☐
 Radio (If Any): ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐

Cruise Speed: 90/17

Com Move: 45/8

Fuel Cap: 120

Fuel Cons: 8

Combat Statistics

Config: Std HF: 1
 Susp: W(2) HS: 1
 HR: 1

Price: \$580,000 (C/C)

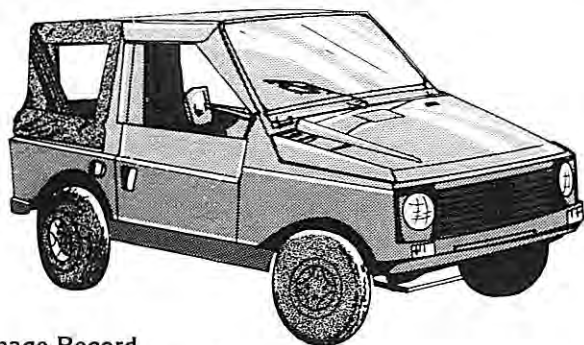
Fuel Type: G, A

Load: 800 kg

Veh Wt: 2 tons

Crew: 1+4

Night Vision: Headlights



Range Rover II

Range Rover II (Unarmored Cargo Vehicle): The rugged Range Rover series of vehicles has been popular in some circles for years. The extra capacity fuel tanks and good cross-country capability make it popular with those whose travels take them off of the pavement occasionally.

Cruise Speed: 90/30

Com Mov: 50/25

Fuel Cap: 150

Fuel Cons: 5

Price: \$50,000 (S/S)

Fuel Type: G, A

Load: 0.5 tons

Veh Wt: 1.5 tons

Crew: 1+4

Night Vision: Headlights

Combat Statistics

Config: Std HF: 1

Susp: W(2) HS: 1

HR: 1

Damage Record

Crewmembers: Driver ☐

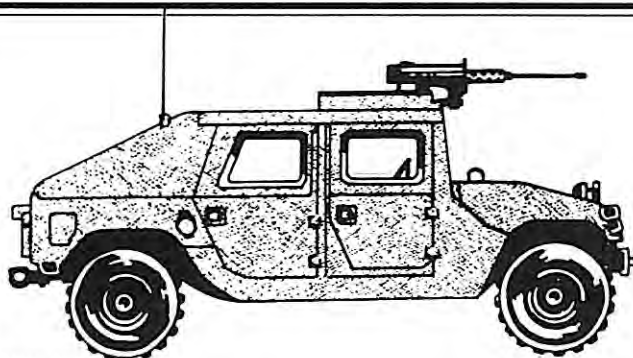
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐



HMMWV (Hummer)

HMMWV (Unarmored Cargo Vehicle): The above letters stand for high-mobility, multipurpose wheeled vehicle. The HMMWV is a four-wheel-drive, off-road vehicle designed as a light scout, utility, and cargo vehicle. Just as the jeep entered civilian use after WWII, so did the HMMWV "Hummer." Many small businesses use them as delivery vehicles.

Cruise Speed: 100/30

Com Mov: 50/15

Fuel Cap: 90

Fuel Cons: 7

Price: \$18,000 (C/C)

Fuel Type: D, G, A

Load: 1.25 tons

Veh Wt: 2 tons

Crew: 1+5

Night Vision: Headlights

Combat Statistics

Config: Std HF: 1

Susp: W(2) HS: 1

HR: 1

Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

Sight/Vision: Night vision equipment ☐

Radio: ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐



Orca 2 1/2-Ton Truck

Orca 2 1/2-Ton Truck (Unarmored Cargo Vehicle): A standard 6x6 cargo truck with moderate cross-country performance, capable of carrying 2 1/2 tons of cargo or an equivalent load of passengers.

Cruise Speed: 90/17

Com Mov: 45/8

Fuel Cap: 195

Fuel Cons: 16

Price: \$50,000 (C/C)

Fuel Type: D, A

Load: 2.5 tons

Veh Wt: 4 tons

Crew: 2+10

Night Vision: Headlights

Combat Statistics

Config: Std HF: 1

Susp: W(3) HS: 1

HR: 1

Damage Record

Crewmembers: Driver ☐ Cab passenger ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

Sight/Vision: Night vision equipment ☐

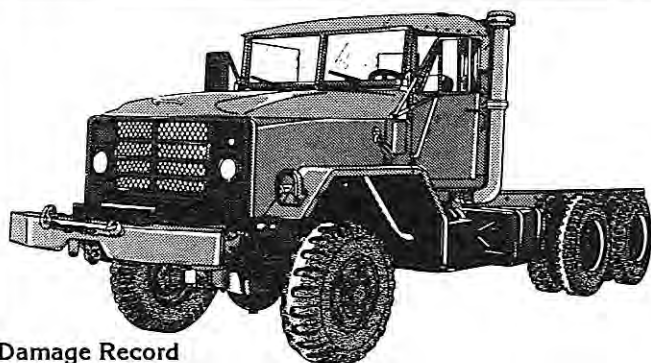
Radio: ☐

Armament (If Any): ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐



Kenilworth Piledriver Semi-Trailer Tractor

Kenilworth Piledriver Semi-Trailer Tractor (Unarmored Cargo Vehicle): A 4x6 truck engine-and-cab combination used to pull a variety of trailers. This truck is commonly known as a "semi," a shortened version of its full name. The vehicle does well on the highway, but has very poor cross-country mobility. It is usually equipped with multichannel CB radios and other electronic equipment (radar detectors, etc.).

Damage Record

Crewmembers: Driver ☐
 Passengers: 1 ☐
 Sight/Vision: Night vision equipment ☐
 Radio: ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐

Cruise Speed: 80/17

Com Move: 40/8

Fuel Cap: 280

Fuel Cons: 17

Combat Statistics

Config: Stnd HF: 1

Susp: W(2) HS: 1

HR: 1

Price: \$87,000 (C/C)

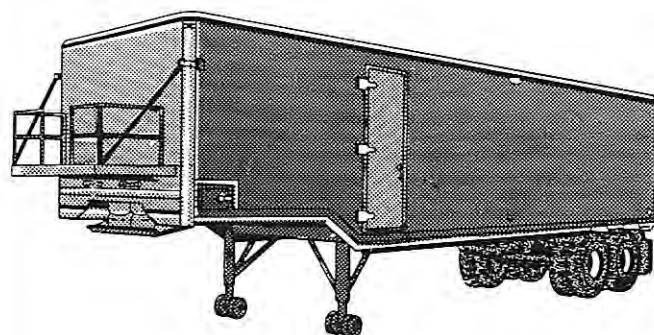
Fuel Type: D, A

Load: 400 kg

Veh Wt: 9 tons

Crew: 1+1

Night Vision: Headlights



Enclosed Trailer

Enclosed Trailer (Unarmored Cargo Vehicle): This is a fully enclosed open-cargo trailer designed to be towed by the semi-trailer tractor described above. It is used for cargos that can readily be loaded through the two rear doors (on some versions, a smaller, side door is fitted). Some versions have integral temperature control equipment for special cargos. No provision is made for armament. *Movement is per towing vehicle.*

Combat Statistics

Config: Stnd HF: 1

Susp: W(2) HS: 1

HR: 1

Price: \$24,000 (C/C)

Load: 12 tons

Veh Wt: 16 tons

Damage Record

Suspension: Minor damage ☐ Immobilized ☐



Roadrunner Passenger Bus

Roadrunner Passenger Bus (Unarmored Cargo Vehicle): This is a typical cross-country passenger bus, now mostly used for intermetropolitan travel along major interstates. Smaller models are occasionally used by city mass-transit companies, or by private companies.

Cruise Speed: 80/17

Com Move: 40/8

Fuel Cap: 280

Fuel Cons: 17

Combat Statistics

Config: Stnd HF: 1

Susp: W(2) HS: 1

HR: 1

Price: \$100,000 (S/S)

Fuel Type: D, A

Load: 7 tons

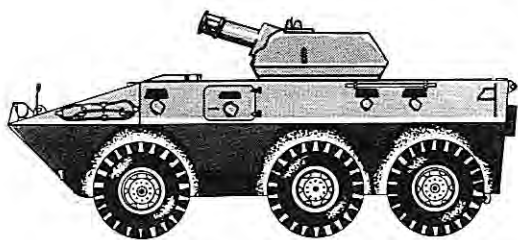
Veh Wt: 11 tons

Crew: 1+60

Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐
 Passengers: 10 ☐ 20 ☐ 30 ☐ 40 ☐ 50 ☐ 60 ☐
 Sight/Vision: Night vision equipment ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐



Weapon Data

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
Water Cannon	5	10	5	Water pulse	*	Nil

*All characters within an eight-meter square are knocked down, take 1D6-1 damage to a random location, and lose all further actions for the turn.

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—			Rng
						SS	Brst		
MAG MG	10	4	2-3-Nil	6	100B	1	7		65
bipod	10	4	2-3-Nil	6	100B	1	4		90
tripod	10	4	2-3-Nil	6	100B	1	2		125

Type	ROF	Mag	Rng	IFR	Rnd	Damage	Pen
40mm	5	50B or SS	200	3 km	CHEM	C:1, B:4	Nil

Damage Record

Crewmembers: Commander ☐ Driver ☐ Gunner ☐
 Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐
 Radio: ☐
 Water Cannon: ☐
 Traverse: ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐
 Suspension: Minor damage ☐ Immobilized ☐

Cadillac-Gage Commando V-300P

Commando V-300P (Armored Personnel Carrier): The V-300P (for police) APC is intended for riot control and civil affairs duties by police departments. It is armed with a water cannon and a Mk-19 AGL (usually armed with tear gas rounds only), although a coaxial MAG MG can be also be installed. It has six firing ports, three on the right side and three on the left side. The vehicle comes equipped with an onboard storage tank for the water cannon (the ammunition capacity below), but it is also equipped with a hose for connection to a hydrant, (unlimited "ammunition" at a sacrifice of mobility). Connecting/disconnecting the hose must be done from outside the vehicle, and takes one person 15 seconds.

Cruise Speed: 100/30

Com Move: 50/25

Fuel Cap: 284

Fuel Cons: 18

Combat Statistics

Config: Trt HF: 6

Susp: W(3) HS: 4

HR: 3

Ammunition

Water Pulses

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

40mm Grenade (100 rounds)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Price: \$230,000 (—/S)

Armament: Water cannon, Mk-19 40mm AGL coaxial, (coaxial MAG MG optional)

Ammo: Water, 100x40mm grenade (1200x7.62mm N optional)

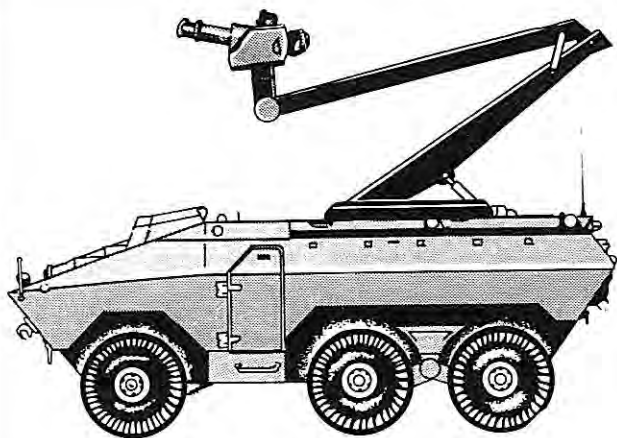
Fuel Type: D, A

Load: 600 kg

Veh Wt: 12 tons

Crew: 3+6

Night Vision: Headlights



Weapon Data

Type	ROF	Mag	Rng	IFR	Rnd	Damage	Pen
40mm	5	50B or SS	200	3 km	CHEM	C:1, B:4	Nil

Damage Record

Crewmembers: Commander/Gunner ☐ Driver ☐
 Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐
 Radio: ☐
 40mm AGL: ☐
 Foam Nozzle: ☐
 Traverse: ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐
 Suspension: Minor damage ☐ Immobilized ☐

RamTech P-320

RamTech P-320 (Armored Personnel Carrier): This vehicle represents one of the most advanced police anti-riot APCs available. The 6x6 armored vehicle is designed to carry up to 10 fully equipped riot police and provide them with support as well as transportation. The vehicle is equipped with a "cherry picker" platform, capable of elevation up to 18 meters above street level. This platform carries a remotely operated tranq dart gun, 40mm AGL, video camera, and foam nozzle, all controlled by the vehicle commander from inside the hull. The 40mm AGL has two 50-round bins for ammo storage, selected at will by the commander. It has six firing ports, three on the right side and three on the left side.

The foam nozzle sprays short bursts, each covering a single eight-meter square. The foam is very dense, highly sound-absorbent, and transmits light well, but diffuses it greatly. Victims trapped in it can breathe normally, but are unable to see beyond a few centimeters and cannot hear sounds more than a couple of meters distant. If desired, a knockout gas can also be injected into the mixture (characters must roll Difficult: Constitution to remain conscious each five-second phase exposed to the foam). A harmless dye can also be mixed into the foam, to mark suspects for later retrieval.

Cruise Speed: 100/30

Com Move: 50/15

Fuel Cap: 284

Fuel Cons: 18

Combat Statistics

Config: Trt HF: 2

Susp: W (3) HS: 2

HR: 2

Price: \$690,000 (—/S)

Armament: 40mm AGL, tranq dart gun, foam nozzle

Ammo: 100x40mm, 100xtranq darts, 20xfoam pulses

Fuel Type: D, A

Load: 600 kg

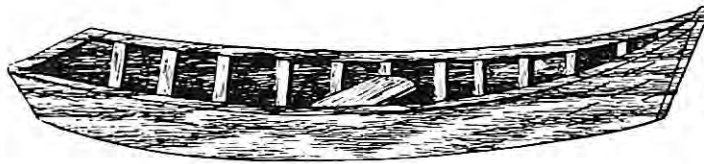
Veh Wt: 12 tons

Crew: 2+10

Night Vision: Headlights

Small Open Boat

Rowboats, canoes, assault boats, and other open craft four meters long or less. These can often be carried by one or two people, and can usually be stored on top of a vehicle as cargo. Inflatable versions are even more portable than wooden ones.



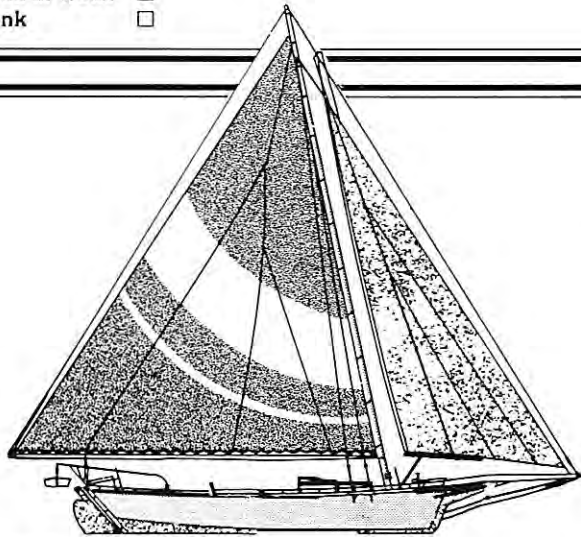
Cruise Speed: 2/2

Config: Flush deck
Tonnage: 1
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Muscle power
Size: 1

Price: Metal: \$300 (C/C)
 Inflatable: \$900 (C/C)
 Wooden: \$2300 (R/C)
Armament: None
Length: 1
Draft: 0.5 m
Speed: 1
Turn: 4
Acceleration: 1
Pumps: None
Night Vision: None
Load: 100 kg
Minimum/Optimum Crew: 2/4

Damage Record

Full Speed ☐ *
 Dead in Water ☐
 Sunk ☐



Pepsico Sunray Small Sailing Boat

A sail-powered, wooden-hulled pleasure craft with a small cabin below deck.

These boats require little maintenance and no fuel, although they can be hard to maneuver in cramped estuaries and the like.

Cruise Speed: 4/4

Config: Flush deck
Tonnage: 10
Hull Armor: 0
Waterline Armor: 0
Propulsion: Sails
Size: 1

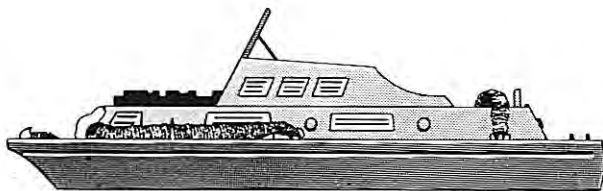
Price: \$15,000 (C/C)
Armament: None, although one machinegun can be fitted
Length: 1
Draft: 2 m
Speed: 1D6+2 downwind, 1D6+4 upwind
Turn: 2
Acceleration: 0.5
Pumps: None
Night Vision: None
Load: 1 ton
Minimum/Optimum Crew: 2/4

Damage Record

Full Speed ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Dead in Water ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Sunk ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Cris Craft Runabout Small Motorboat

A wooden-hulled, open, "runabout" pleasure boat or small private fishing boat. It is very handy for those who can afford the gas.



Cruise Speed: 8/8
Fuel Cap: 220
Fuel Cons: 5

Fuel Type: D, A
Config: Flush deck
Tonnage: 10
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Motor
Size: 1

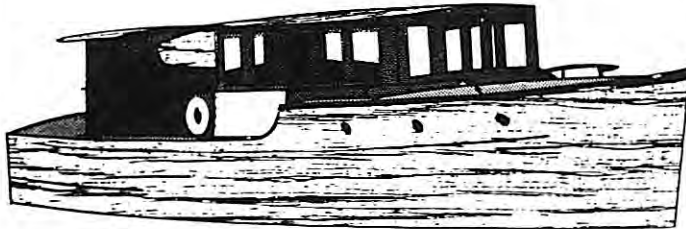
Price: \$30,000 (C/C)
Armament: None, although one machinegun or grenade launcher can be fitted
Length: 1
Draft: 1 m
Speed: 4
Turn: 4
Acceleration: 4
Pumps: 1
Night Vision: None
Load: 1 ton
Minimum/Optimum Crew: 1/2

Damage Record

Full Speed ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Dead in Water ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Sunk ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Cris Craft Foamdancer Medium Motorboat

A medium-sized, wooden-hulled pleasure boat with a small cabin (a cabin cruiser) or small commercial fishing vessel. This is the most popular type of craft with small merchants, but fishing boats of this size are usually operated by several families in a communal consortium.



Cruise Speed: 6/6
Fuel Cap: 400
Fuel Cons: 10

Fuel Type: D, A
Config: Flush deck
Tonnage: 20
Hull Armor: 0
Waterline Armor: 0
Propulsion: Motor
Size: 2

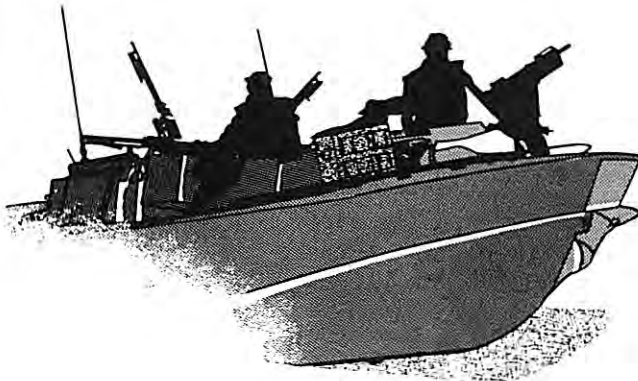
Price: \$300,000 (C/C)
Armament: None, although one or more machineguns can easily be fitted
Length: 2
Draft: 1 m
Speed: 3
Turn: 2
Acceleration: 1
Pumps: 1
Night Vision: 1 white light spotlight
Load: 2 tons
Minimum/Optimum Crew: 2/8

Damage Record

Full Speed ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Dead in Water ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Sunk ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PBR (Patrol Boat, River)

A small, armed, wooden-hulled river patrol boat or its equivalent. Many of these are former government revenue boats or customs patrol boats which are now in private hands.



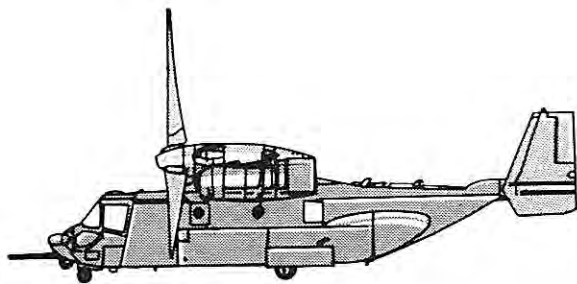
Cruise Speed: 12/12
Fuel Cap: 500
Fuel Cons: 12

Fuel Type: D, A
Config: Flush deck
Tonnage: 20
Hull Armor: 0
Waterline Armor: 0
Superstructure Armor: 0
Propulsion: Motor
Size: 2

Price: \$490,000 (R/R)
Armament: One or two machineguns, at most
Length: 2
Draft: 1 m
Speed: 8
Turn: 4
Acceleration: 4
Pumps: 1
Night Vision: White light spotlight
Load: 1 ton
Minimum/Optimum Crew: 2/8

Damage Record

Full Speed ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Dead in Water ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Sunk ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



Weapon Data

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—			Rng
						SS	Brst		
M2HB	5	8	2-2-3*	8	105B	**	**		150

*.50 SLAP ammunition has a Pen of 1-1-2.

**Weapon has negligible recoil when used this way.

Damage Record

Crewmembers: Pilot ☐ Copilot ☐ Flight Attendant ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐
12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 17 ☐ 18 ☐

Radio: ☐

Gun Pod 1: ☐

Gun Pod 2: ☐

Ammo: ☐

Engine 1: ☐

Engine 2: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Wings: Damaged ☐ Destroyed ☐

Teledyne Dornier CV-27 Peregrine

Teledyne Dornier CV-27 Peregrine (Tilt-Rotor VSTOL): The Peregrine is a tilt-rotor VSTOL (Vertical/Short Takeoff and Landing) used by the military as a tactical transport, and by some civilian firms as a substitute for helicopters. The cabin has a door on the forward right side and a cargo ramp in the rear, and provision for a cargo hoist capable of carrying a slung load (vertical takeoff only) of up to 4.5 tons at half the aircraft's normal speed (at the expense of part of the internal cargo load). Vertical takeoff is only possible at two-thirds maximum load capacity. Statistics given below are for the executive transport/corporate security model (weapon pods for security model only). For extended range, two 6600 kg fuel pods can be installed on the external hardpoints.

Cruise Speed: 10/10

Com Move: 50

Fuel Cap: 6215 (+13,200 in drop tanks)

Fuel Cons: 512

Price: \$3,200,000 (S/S)

Armament: 2xM2HB minigun pods (two hardpoints)

Ammo: 1500x.50 BMG

Fuel Type: AvG

Load: 9 tons (up to 4.5 tons slung)

Veh Wt: 24 tons

Crew: 3+18 (executive version)

Night Vision: None

Min. Runway, Takeoff: 24 m (550 m in STO mode)

Min. Runway, Land: 24 m (600 m in STO mode)

MBB/Bell/Textron Model 256 Voyager



Weapon Data

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—			Rng
						SS	Brst		
M2HB	5	8	2-2-3*	8	105B	**	**		150

*.50 SLAP ammunition has a Pen of 1-1-2.

**Weapon has negligible recoil when used this way.

Damage Record

Crewmembers: Pilot ☐ Copilot ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐

Radio: ☐

Door Gun 1: ☐

Door Gun 2: ☐

Ammo: ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Rotor: Damaged ☐ Destroyed ☐

MBB/Bell/Textron Model 256 Voyager (Rotary-Wing Aircraft): The Voyager is a civilian version of the military OH-62 Shawnee observation helicopter. Corporate security versions are sometimes fitted with a pair of M2HB door guns (one per side).

Cruise Speed: 376

Com Move: 18

Fuel Cap: 460

Fuel Cons: 153

Price: \$1,750,000 (S/S)

Armament: 2xM2HB door guns

Ammo: 2000x.50 BMG

Fuel Type: AvG

Load: 2400 kg in four hardpoints

Veh Wt: 2.5 tons

Crew: 2+6

Min. Runway, Takeoff: 24m

Min. Runway, Land: 24m



Boeing-Sikorsky RAH-66 Comanche

Boeing-Sikorsky RAH-66 Comanche (Rotary Wing Aircraft): The RAH-66 (recon and attack helicopter) Comanche was developed by Boeing-Sikorsky in the early 1990s for the US Army's LHX program, with the first models entering service in 1997. The aircraft's landing gear and weapon racks retract into the hull for stealth flights, but weapon capacity can be expanded by bolt-on wings with weapon racks. The helicopter has six internal (retractable) hardpoints, but the bolt-on wings add eight additional hardpoints (nonretractable). Each hardpoint can carry two Stingers, one fuel pod, or other weapon pod. Fuel and missile pods cannot be carried internally. Two main armament loads are carried, as noted below.

Cruise Speed: 560
Com Move: 28
Fuel Cap: 1020
Fuel Cons: 400

Price: \$6,500,000 (—/—)

Armament:

Recon Mode: 25mm Gatling autocannon, 6 internal hardpoints

Attack Mode: 25mm Gatling autocannon (internal), 6 internal and 8 external hardpoints

Ammo: 500x20mm autocannon

Fuel Type: AvG

Load: 3200 kg in up to 14 hardpoints

Veh Wt: 4.5 tons

Crew: 2

Night Vision: Thermal Imaging, Image Intensification

Min. Runway, Takeoff: 24 m

Min. Runway, Land: 24 m

Weapon Data

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
25mm	5	100B	250	HE	C:1, Brst:2	-8C

Damage Record

Crewmembers: Pilot ☐ Weapons Officer ☐

Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐

Radio: ☐

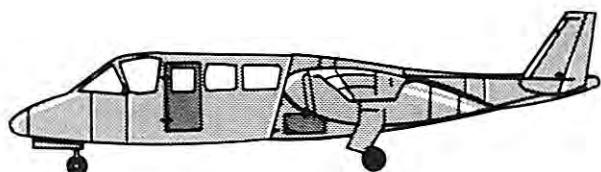
25mm Gatling Autocannon: ☐

Ammo: ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Rotor: Damaged ☐ Destroyed ☐



McDonnell-Sukhoi Nochvyéter (NightWind)

McDonnell-Sukhoi Nochvyéter (NightWind) (Fixed Wing): The Nochvyéter (NightWind) is a small private jet used by nomenklatura for sport flying and by corporations as an executive transport aircraft. It is not normally armed, but comes with two underwing attachment points for external fuel tanks (300 kilograms each), which are capable of accepting an M2HB gun pod for a small (250-pound) bomb.

Cruise Speed: 320
Com Move: 16
Fuel Cap: 750 (+600 in drop tanks)
Fuel Cons: 281

Price: \$10,650,000 (S/S)

Armament: 800 kg on two hardpoints

Ammo: 1500x.50 BMG

Fuel Type: AvG

Load: 800 kg

Veh Wt: 4.5 tons

Crew: 2+6

Min. Runway, Takeoff: 750 m

Min. Runway, Land: 800 m

Weapon Data

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—			Rng
						SS	Brst		
M2HB	5	8	2-2-3*	8	105B	**	**		150

*.50 SLAP ammunition has a Pen of 1-1-2.

**Weapon has negligible recoil when used this way.

Damage Record

Crewmembers: Pilot ☐ Copilot ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐

Radio: ☐

M2HB Pod 1 (If Fitted): ☐

M2HB Pod 2 (If Fitted): ☐

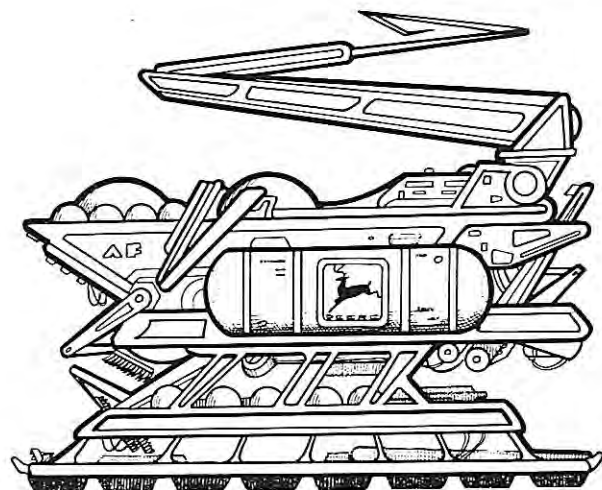
Ammo: ☐

Engine 1: ☐

Engine 2: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Wings: Damaged ☐ Destroyed ☐



Kraus Maffei-Deere Auto-Farmer

Kraus Maffei-Deere Auto-Farmer (Vehicular Robot): The Kraus Maffei-Deere Auto-Farmer is typical of a number of agricultural drudgebots made by several companies for use by the giant agricorps. The Auto-Farmer is a giant farming machine, combining the functions of tiller/cultivator, planter, and harvester. The machine is gigantic, and covers 64-128 rows of any given crop per pass. Older models of these machines had a human operator, and all models have a compartment for a human in case the robotic brain is damaged for some reason. Some models are rigged up for remote control from a central complex.

Cruise Speed: 12/12

Com Move: 12/12

Fuel Cap: 2000

Fuel Cons: 50

Combat Statistics

Config: Stnd **HF:** 1

Susp: T: 4 **HS:** 1

HR: 1

Price: \$30,000,000 (—/R)

Fuel Type: D

Skills: Observation 3

Wt: 65 tons

Crew: 0 or 1 (*Robot Initiative:* 2)

Night Vision: Headlights

Damage Record

Crewmembers (If Present): Operator ☐

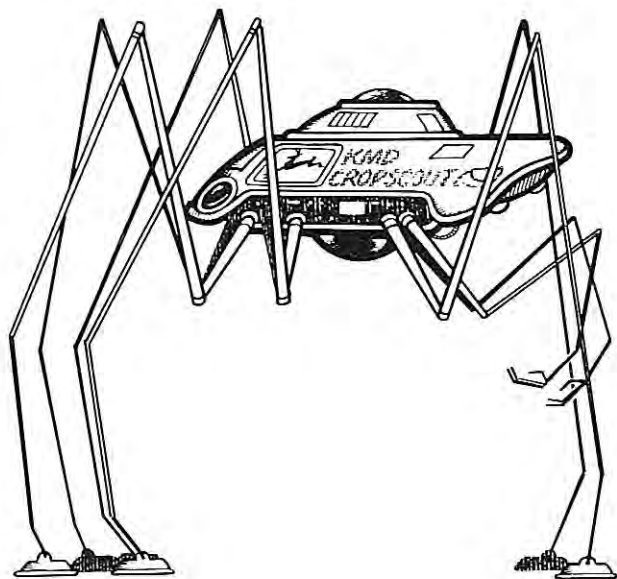
CPU: ☐

Other Electronics: ☐

Power Plant: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐



Kraus Maffei-Deere CropScout

Kraus Maffei-Deere CropScout (Nonvehicular Robot): The Kraus Maffei-Deere CropScout is a specialized drudgebot used by agricultural corporations to monitor the condition of fields. CropScouts travel from field to field checking the level of insect, weed, and fungal infestation. When a field reaches a set level of infestation, the CropScout will send for the drone helicopters to spray the field with the appropriate insecticide/herbicide/fungicide combination for its particular infestation. CropScouts resemble giant mechanical spiders, two meters wide and one high (including legs). The CropScout has an internal battery containing power sufficient for up to 18 hours average operation. It uses the *Quadruped* column on the Human/Animal Hit Location Table (with adaptations for the additional legs—the multiple legs are treated as one collective hit location). Some models come with internal pesticide sprayers.

Armor Values

Head: 1

Chest/Abdomen: 1

Arms/Legs: 0

Com Move: 90/50

Price: \$12,565,000 (S/C)

Initiative: 2

Agility: 2

Strength: 2

Constitution: 2

Skills: Observation 6, Unarmed combat damage 1

Wt: 60 kg

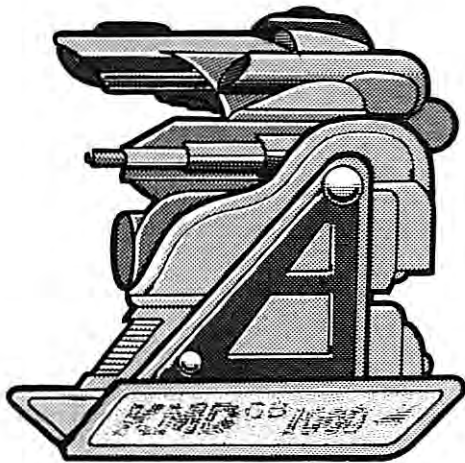
Night Vision: White light spotlight.

Damage Record

Head: ☐ **Chest:** ☐ **Abdomen:** ☐

R. Arm: ☐ **L. Arm:** ☐ **Legs:** ☐

R. Arm: ☐ **L. Arm:** ☐ **Legs:** ☐



Wt: 110 kg
Price: \$1,630,000 (—/—)
Fuel Type: G

Damage Record

Head:	☐	Chest:	☐	Abdomen:	☐
	☐		☐		☐
R. Leg:	☐	L. Leg:	☐		
	☐		☐		

(Treat right or left arm hit results as misses.)

Kraus Maffei-Deere GB-1000

Kraus Maffei-Deere GB-1000 (Nonvehicular Robot): This robot resembles a one-meter-high garbage can mounted on two tank treads (the "legs"). The top is a small turret-like structure containing a smoke detector, electronic motion sensor, siren, flashers, a spotlight, chemical spray tubes (usually loaded with tear gas), a small loudspeaker, and a paint pellet marker gun (to mark suspects for later identification). Some models also contain provisions for remote operation from a central control room, and many have an internal video camera to record evidence.

The robot is programmed to patrol a fixed route on a fixed schedule, and to react in a number of preprogrammed ways to various situations. It is intended for internal patrols, or paved areas such as parking lots where it doesn't have to cross rough terrain. It also has a small loudspeaker for warnings, challenges, and announcements ("This area is a restricted. Please vacate it at once.").

The robot's pattern recognition software is sophisticated enough to recognize the difference between animals such as dogs or cats and humans, reacting to them differently. The robot comes with a standard IR bar code scanner to recognize security passes.

GB-1000 guardbots are little more than moving burglar alarms, although they can videotape their actions, and they are capable of distinguishing between an alley cat and a cat burglar. They use the *Biped* column on the Human/Animal Hit Location Table.

Com Move: 15/6
Fuel Cap: 12
Fuel Cons: 1

Armor Values

Head: 1
Chest/Abdomen: 2
Legs: 1

Initiative: 2

Agility: 2

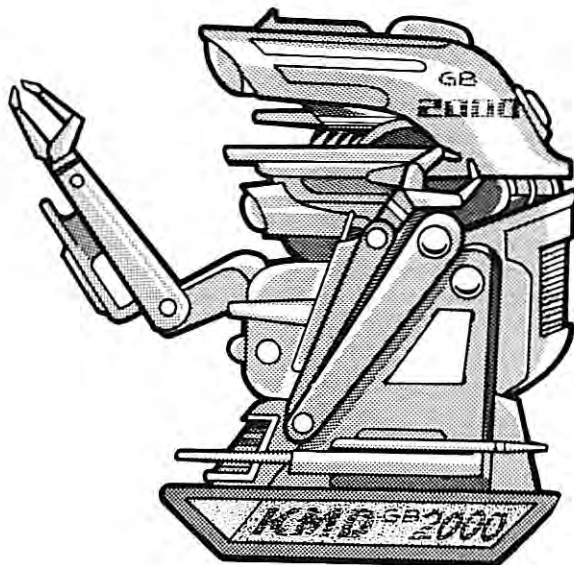
Strength: 4

Constitution: 4

Skills: Observation 8

Armament: Chemical projector, paint pellet gun (Range 15 meters)

Sensors: IR motion detector, pattern recognition software (video only)



Damage Record

Head:	☐	☐	Chest:	☐	☐	Abdomen:	☐	☐
	☐	☐		☐	☐		☐	☐
R. Arm:	☐		L. Arm:	☐				
	☐			☐				
R. Leg:	☐		L. Leg:	☐				
	☐			☐				

Kraus Maffei-Deere GB-2000

Kraus Maffei-Deere GB-2000 (Nonvehicular Robot): This is a larger, better armed and armored version of the GB-1000 guardbot. The GB-2000 guardbot is intended for security at factories, minimum-security prisons, etc. It has everything the level one robot has, and an internal tranq dart gun in addition, for apprehension of dangerous animals, escaping prisoners, fleeing felons, etc. It also has two manipulator arms which it uses for applying restraint to suspects, opening doors, melee combat, etc. It uses the *Biped* column on the Human/Animal Hit Location Table.

Armor Values

Head: 3
Chest/Abdomen: 2
Arms/Legs: 2

Com Move: 32/12
Fuel Cap: 18
Fuel Cons: 1

Initiative: 4

Agility: 4

Strength: 6

Constitution: 6

Skills: Observation 8, Small Arms (Rifle) 6, Unarmed combat damage 2

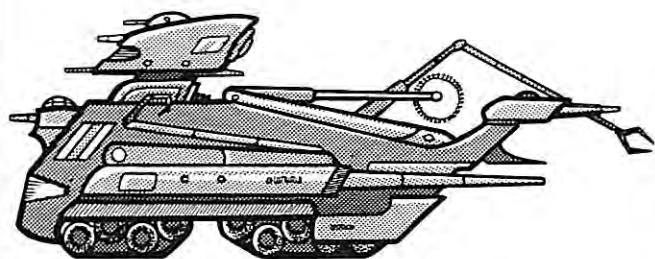
Armament: Chemical projector, paint pellet gun (Range 15 meters), tranq dart gun (see page 287)

Sensors: IR motion detector, voice/pattern recognition software (audio/video)

Wt: 160 kg

Price: \$4,875,000 (—/—)

Fuel Type: G



RamTech Roboguard-III

RamTech Roboguard-III (Nonvehicular Robot): The Roboguard-III resembles a 1.5-meter-tall armored golf cart with three arms, two of them capable of restraining suspects, opening doors, windows, cabinets, or conducting unarmed melee combat. One of the arms has a small rotary saw blade, which it uses to clear obstructions (armed melee stats for the saw are given below).

The robot's on-board computer includes a complex program detailing responses to various situations, and levels of permitted violence depending upon the stimuli. Roboguard-IIIs use the *Quadruped* column of the Human/Animal Hit Location Table (the robots have four small track units as their "legs").

Armor Values

Head: 3
Chest/Abdomen: 3
Arms/Legs: 2

Com Move: 32/12

Fuel Cap: 24

Fuel Cons: 1

Initiative: 5
Agility: 4
Strength: 8
Constitution: 10

Skills: Observation 8, Small Arms (Rifle) 6, Small Arms (Pistol) 6, Unarmed combat damage 2

Armament: Chemical projector, paint pellet gun, tranq dart gun, integral 5.56mm selective fire rifle, integral 9mm selective fire SMG

Sensors: IR motion detector, voice/pattern recognition software (audio/video), ultrasonic and subsonic sound detectors

Wt: 220 kg

Price: \$43,250,000 (—/—)

Fuel Type: G

Weapon Data

Weapon	Range	Hit Mod.	Damage
Saw arm	S	+1	1D6+4

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Int. 9mm SMG	5	2	Nil	1	120	2	5	30
Int. 5.56mm rifle	3	3	1-Nil	2	60	3	5	55

Damage Record

Head: ☐☐ Chest: ☐☐☐☐ Abdomen: ☐☐☐☐
 R. Arm: ☐ L. (Saw) Arm: ☐
 R. Leg: ☐☐ L. Leg: ☐☐

RamTech Roboguard-IV

RamTech Roboguard-IV (Nonvehicular Robot): The Roboguard-IV is intended for military and high-security applications. It resembles a three-meter-tall clam with legs, arms, and a small weapon mount attached to each side under the arm. It is extremely sophisticated and capable of considerable independent action within its preprogrammed parameters. The Roboguard-IV has two manipulative arms to restrain tranqed suspects. It uses the *Bipedal* column of the Human/Animal Hit Location Table.

Armor Values

Head: 4
Chest/Abdomen: 6
Arms/Legs: 4

Com Move: 30/18

Fuel Cap: 100

Fuel Cons: 5

Initiative: 6
Agility: 4
Strength: 14
Constitution: 10

Skills: Observation 10, Small Arms (Rifle) 8, Heavy Weapons 8, Unarmed combat damage 2

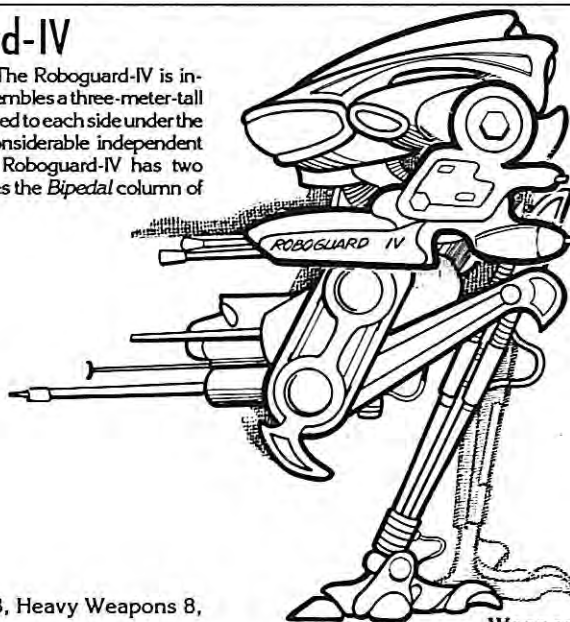
Armament: Chemical projector, paint pellet gun, tranq dart gun, integral 9mm SMG (use Uzi stats), M2HB MG, 25mm HE autocannon

Sensors: IR motion detector, voice/pattern recognition software (audio/video, UV included), ultrasonic and subsonic sound detectors, white light spotlight, IR/UV spotlight, ultrasonic motion detector

Price: \$67,750,000 (—/—)

Fuel Type: G

Veh. Wt: 240 kg



Damage Record

Head: ☐☐
 Chest: ☐☐☐☐
 Abdomen: ☐☐☐☐
 R. Arm: ☐
 L. Arm: ☐
 R. Leg: ☐
 L. Leg: ☐

Weapon Data

Weapon	ROF	Mag	Rng	Ammo	Damage	Pen
25mm	5	100B	250	HE	C:1, Brst:2	-8C

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
M2HB**	5	8	2-2-3*	8	105B	2	7	150
Int. 9mm SMG	5	2	Nil	1	120	2	5	30

*.50 SLAP ammunition has a Pen of 1-1-2.

**Weapon counts as being mounted on tripod.

LANGUAGE TABLE

Family	Group	Language
Albanian	Albanian	Albanian
Altaic	Turkic	Turkish
		Azerbaijani
		Uzbek
		Kazakh
		Tartar
		Chuvash
		Kirgiz
		Turkoman
		Hungarian
		Finnish
	Ugric	Estonian
		Lapp
		Mordvinian
Amerindian	South Amerindian	Maya
	Athabascan	Navaho
	Uto-Aztecan	Nahuatl
Armenian	Armenian	Armenian
Balto-Slavic	Baltic	Lithuanian
		Latvian
		Russian
	East Slavic	Polish
		Czech
		Slovak
	South Slavic	Serbo-Croat
		Bulgarian
		Slovenian
		Macedonian
Bantu	Bantu	Swahili
Basque	Basque	Basque
Celtic	Goidelic	Scots Gaelic
		Breton
		Welsh
	Brythonic	Gaelic
Caucasian	South Caucasian	Georgian
Dravidian	Dravidian	Tamil
Germanic	Anglic	English
		German
		Dutch
	West Germanic	Yiddish
		Flemish
		Danish
	North Germanic	Swedish
		Icelandic
		Norwegian
Greek	Greek	Greek
Indo-Iranian	Indic	Hindi-Urdu
		Bengali
		Romany (Gypsy)
	Iranian	Tajik
		Parsi (Persian)
Japanese	Japanese	Japanese
Korean	Korean	Korean
Mayalo-Polynesian	W. Mayalo-Polynesian	Malay-Indonesian
Mon-Khmer	Mon-Khmer	Cambodian
Romance	East Romance	Italian
		Romanian
		Spanish
	West Romance	Catalan
		French
		Portuguese
	East & West Romance	Latin
Semito-Hamitic	Semitic	Arabic
		Hebrew
		Berber
	Hamitic	Hausa
Sino-Tibetan	Sinitic	Mandarin*
		Cantonese*
	Tibeto-Burman	Thai
		Burmese
Vietnamese	Vietnamese	Vietnamese

*These two languages (Mandarin and Cantonese) are mutually unintelligible in their spoken form, but they are 100% intelligible in their written form.

NATIONALITY/ NATIVE LANGUAGE CHART

Nationality	Subcategory	Native Language
American	American	English (2 Spanish) (1 German) (1 Italian) (1 Polish) (1 Yiddish)
British	English	English English (2 Welsh)
		English (3 Scots Gaelic)
	Scottish	English (2 Gaelic)
		English (3 French)
Canadian	Anglo-Canadian	French (3 English)
	French-Canadian	Czech (2 Slovak) (1 Hungarian) (1 Romany)
Czech	Czech	Czech (8 Slovak) (1 Hungarian) (1 Romany)
		Danish (5 English)
	Slovak	Finnish (2 Lapp) (2 English)
		French (3 English) (1 Breton) (1 Basque) (1 Catalan)
Danish	Danish	German
Finnish	Finnish	Hungarian (1 German) (1 Romany)
French	French	Icelandic (1 English)
		Mexican (5 English) (1 Nahuatl) (1 Maya)
German	German	Norwegian (5 English)
Hungarian	Hungarian	Polish
Icelandic	Icelandic	Portuguese (1 English)
Mexican	Mexican	See Soviet Nationalities List
Norwegian	Norwegian	Spanish (3 English) (2 Catalan) (2 Basque)
Polish	Polish	Swedish (1 Lapp) (5 English)
Portuguese	Portuguese	
Soviet	See Soviet Nationalities List	
Spanish	Spanish	
Swedish	Swedish	

SOVIET NATIONALITIES

Russian*	Kazakh
Azerbaijani	Chuvash
Ukrainian*	Armenian
Byelorussian*	Estonian
Georgian	Kirgiz
Uzbek	Tartar
Lithuanian	Mordvinian
Romanian	Tajik
Latvian	Turkoman

*Ukrainians, Byelorussians, and Russians speak Russian. All other Soviet nationalities speak their own language (same name as the nationality), plus a small amount of Russian (roll 1D10+2 for skill level in Russian).

US ENLISTED AND NCO RANKS

<i>Army</i>	<i>Marines</i>
Private	Private
Corporal	Lance Corporal
Sergeant	Sergeant
Staff Sergeant	Staff Sergeant
Sergeant 1st Class	Gunnery Sergeant
Master Sergeant	Master Sergeant
Sergeant Major	Sergeant Major
<i>Navy</i>	<i>Air Force</i>
Seaman	Airman
Gunner's Mate	Senior Airman
Bo'sun	Sergeant
Petty Officer 2nd Class	Staff Sergeant
Petty Officer 1st Class	Technical Sergeant
Chief Petty Officer	Master Sergeant
Senior Chief Petty Officer	First Sergeant

US COMMISSIONED OFFICER RANKS

<i>Navy</i>	<i>Other</i>
Ensign	2nd Lieutenant
Lt. Junior Grade	1st Lieutenant
Lieutenant	Captain
Lt. Commander	Major
Commander	Lt. Colonel
Captain	Colonel
Admiral	General

CAREER LIST

Education

Undergraduate University
Graduate University
Law School
Medical School
National Military Academy
Technical School

Civilian Occupations

Astronaut	Journalist
Athlete	Manager
Attorney	Martial Artist
Bodyguard	Mechanic
Bounty Hunter	Medical Doctor
Civil Engineer	Mercenary
Clergy	Merchant Marine
Commercial Pilot	Mystic
Computer Operator/Programmer	Nomenklatura (Idle Rich)
Construction Worker	Paramedic
Criminal	Paraphysicist
Cyborg Escapee	Politician
Drifter	Prisoner
Entertainer	Private Investigator
Environmentalism	Professor
Factory Worker	Prole (Corporate Welfare Recipient)
Farmer	Psychiatrist
Federal Law Enforcement	Psychic Test Subject
Gambler	Public Employee
Ganger	State/Local Law Enforcement
Government Agent	Truck Driver
Homeless	

Military Occupations

United States Army	Elite Forces
Regular Forces	Enlisted
Enlisted	Officer
Officer	
Elite Forces	United States Navy
Enlisted	Enlisted Seaman
Officer	Naval Officer
	Naval Aviator
United States Marine Corps	Enlisted SEAL (Sea Air Land)
Regular Forces	SEAL Officer
Enlisted	
Officer	United States Air Force
	Enlisted Airman
	Pilot (Officer)

SKILL LIST

<i>Skill</i>	<i>Controlling Attribute</i>	<i>Skill</i>	<i>Controlling Attribute</i>	<i>Skill</i>	<i>Controlling Attribute</i>
Acrobatics	AGL	Forgery	AGL	Physics	EDU
Act/Bluff	CHR	Heavy Weapons	STR	Pickpocket	AGL
Animal Empathy	EMP	Horsemanship	CON	Pilot	INT
Archery	STR	Human Empathy	EMP	Project Emotion	EMP
Bargain	CHR	Instruction	CHR	Project Thought	EMP
Biology	EDU	Interrogation	CHR	Psychology	INT
Business	EDU	Language	CHR	Small Arms	STR
Chemistry	EDU	Leadership	CHR	Stalking	INT
Climbing	CON	Lockpick	AGL	Stealth	AGL
Computer Empathy	EMP	Luck	CHR	Streetwise	INT
Computer Operation	EDU	Mechanic	STR	Swimming	CON
Demolitions	AGL	Medical	EDU	Thrown Weapon	STR
Disguise	CHR	Melee Combat	STR	Tracking	INT
Electronics	AGL	Navigation	INT	Vehicle Use	INT
Empathic Healing	EMP	Observation	INT	Vessel Use	CON
Engineer	EDU	Parachute	CON	Willpower	INT
Foreboding	EMP	Persuasion	CHR	Willpower Drain	EMP

CHARACTER GENERATION WORKSHEET PART 1

1. Name _____

2. Gender _____

3. Nationality _____

4. Native Language(s) _____

(See Nationality/Native Language Table on page 316.)

5. Basic Attributes (Roll 2D6-2; roll 0 over. For Empathy, roll 1D6-1; 0 counts as 0. If total is less than 33, may add points as desired to bring total up to 33. Alternatively, allocate a total of 36 points. Empathy only attribute allowed to be at 0. None over 10. Empathy costs double. Aging and/or activities may raise or lower certain attributes.)

Attribute	Roll	Adj	Final
Strength (STR)	_____	_____	_____
Constitution (CON)	_____	_____	_____
Agility (AGL)	_____	_____	_____
Intelligence (INT)	_____	_____	_____
Education (EDU)	_____	_____	_____
Charisma (CHR)	_____	_____	_____
Empathy (EMP)	_____	_____	_____

Roll: Roll/allocation Adj: Adjustment.

6. Background Skills

_____	2
_____	2
_____	2
_____	2

BACKGROUND SKILLS

Skill	Controlling Attribute
Archery	STR
Animal Empathy	EMP
Computer Operation	EDU
Computer Empathy	EMP
Foreboding	EMP
Vehicle Use	INT
(Motorcycle or Wheeled Vehicle)	
Human Empathy	EMP
Language*	CHR
Luck	CHR
Melee Combat	STR
(Armed or Unarmed)	
Persuasion	CHR
Small Arms (Pistol)	STR
Stealth	AGL
Streetwise	INT
Swimming	CON

*This is in addition to any native languages the character has as a result of nationality choice.

7. Careers (Career List on page 317.)

1st Term _____ \$ _____
Skills _____ Level _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Secondary Activity (or Activities) _____

Contact _____ Foreign (Y/N)? _____

2nd Term _____ \$ _____

Skills _____ Level _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Secondary Activity (or Activities) _____

Contact _____ Foreign (Y/N)? _____

3rd Term _____ \$ _____

Skills _____ Level _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Secondary Activity (or Activities) _____

Contact _____ Foreign (Y/N)? _____

4th Term _____ \$ _____

Att. Adjust. (Aging) _____

Skills _____ Level _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Secondary Activity (or Activities) _____

Contact _____ Foreign (Y/N)? _____

SECONDARY ACTIVITIES

Skill or Attribute	Controlling Attribute
Act/Bluff	CHR
(neighborhood theater or gaming)	
AGL +1	AGL
(yoga classes, gymnastics, flexercise)	
Animal Empathy (If EMP 1+)	EMP
Archery	STR
CON +1 (jogging)	CON
Disguise (neighborhood theater)	CHR
EDU +1 (adult education)	EDU
Electronics (adult education)	AGL
Foreboding	EMP
Horsemanship	CON
Human Empathy (If EMP 1+)	EMP
Language	CHR
(adult education or travel)	
Luck	CHR
Mechanic	STR
Medical (CPR and first aid lessons)	EDU
Melee Combat (Unarmed)	STR
(martial arts classes)	
Observation	INT
(paint-gun combat games)	
Parachute	CON
Pilot (Fixed-wing) (flying lessons)	INT
Project Emotion (If EMP 1+)	EMP
STR +1 (weight lifting)	STR
Small Arms (target shooting)	STR
Stalking	INT
(paint-gun combat games: urban)	
Stealth	AGL
Swimming	CON
Tracking	INT
(paint-gun combat games: rural)	
Vehicle Use (Motorcycle or Wheeled Vehicle)	INT
Vessel Use (Boat)	CON
Willpower	INT

This list identifies skills that can be obtained from secondary activities. For flavor's sake, many of the skills have parenthetical notes describing activities characters might have pursued in order to gain the skills.

DARK
CONSPIRACY™

Base Hit Numbers

	Short	Medium	Long	Extreme
Skill	(x2)	(x1)	(x0.5)	(x0.25)
Small Arms (Pistol)				
Small Arms (Rifle)				
Archery				
Heavy Weapons				
Throw Range	(For 1-kg wt.)			
Thrown Weapon	(For 1-kg wt. up to Throw Range.)	(For 1-kg wt. beyond Throw Range.)		
Unarmed Cbt. Dam.		Initiative		

Hit Capacity

	(Base)				
Current	Scratch	Slight	Serious	Critical	
Head	☐	☐	☐	☐	+
Chest	☐	☐	☐	☐	+
Right Arm	☐	☐	☐	☐	+
Left Arm	☐	☐	☐	☐	+
Right Leg	☐	☐	☐	☐	+
Left Leg	☐	☐	☐	☐	+

History

Contacts

Equipment

Cash \$ _____

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		Rng
						SS	Brst	

TASKS

Roll equal to or under the target number on 1D10. Target number equals:

Easy = $2 \times$ Skill Level

Average = Skill Level

Difficult = $\frac{1}{2} \times$ Skill Level
(round down)

POWER LEVEL TABLE

Power Level	Stage
1-5	Basic Success
6-11	Stage Two
12-17	Stage Three
18-23	Stage Four
24-29	Stage Five
30-32	Stage Six

Power Level = Empath's
Skill + 1D6 - Target's Willpower

BODY ARMOR PROTECTION

Type	Head	Chest/Abd.	Arms/Legs
Flak jacket	—	1	—
Kevlar vest	—	1	—
Steel helmet	1 (1-3)	—	—
Kevlar helmet	1 (1-4)	—	—
Close assault armor	—	2	1

Numbers in parentheses are the chances on 1D6 that a round will strike the armor and not an unprotected area.

HUMAN/ANIMAL HIT LOCATION CHART

Die Roll	Biped and Prone Biped	Quadruped
1	Head	Head
2	Right Arm	Forequarter
3	Left Arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right Leg	Abdomen
8	Right Leg	Hindquarter
9	Left Leg	Hindquarter
10	Left Leg	Hindquarter

Biped: Table assumes front/rear shot. For side shots, far side hit equals near side hit.

Prone Biped: Table assumes top shot (shooting down onto target). For side shots, far side hit equals near side hit. For front shots, a leg or abdomen hit equals a miss. For rear shots, a head, arm, or chest shot equals a miss.

Quadruped: Table assumes side shot. For front shots, a hindquarters or abdomen hit equals a miss. For rear shots, a head or forequarters hit equals a miss.

COMBAT SEQUENCE

Actions in each phase are conducted in a specific order. Characters with the same Initiative as the phase number go first, followed by the next higher Initiative, followed by the next, and so forth. A typical turn proceeds as follows:

Phase 6: 6 acts.

Phase 5: 5 acts, 6 acts.

Phase 4: 4 acts, 5 acts, 6 acts.

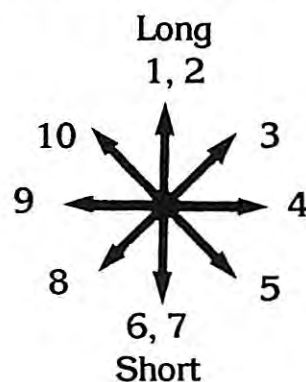
Phase 3: 3 acts, 4 acts, 5 acts, 6 acts.

Phase 2: 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.

Phase 1: 1 acts, 2 acts, 3 acts, 4 acts, 5 acts, 6 acts.

Note: If two characters have the same Initiative and are conducting actions at the same time that may interfere with each other (such as firing at each other), the character with the highest Agility goes first. However, for purposes of this determination, subtract the bulk rating of each character's weapon from that character's Agility.

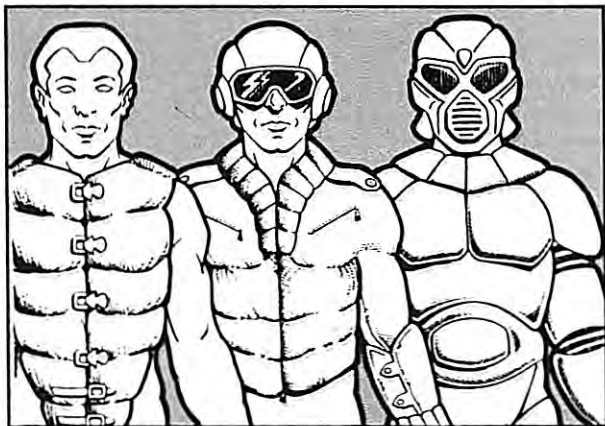
SCATTER DIAGRAM



BURN DAMAGE

Source	Damage
WP	2D6
Thermite	2D6
Fuel	1D6
Structure/ grass fire	1D6

All damage dice are *per second*, except for structure/grass fire, which is *per phase*.



MELEE WEAPONS

Weapon	Range	Hit Mod.	Damage
Axe	L	-2	1D6+STR
Bayonet†	L	+1	1D6+½STR
Bottle	S	—	1D6+2
Club	S	-1	1D6+½STR
Garotte	S	+1	Special**
Hatchet	S	—	1D6+½STR
Knife*	S	+2	1D6
Machete	L	+1	1D6
Spear	L	—	1D6+½STR
Sword	L	—	1D6+STR

*Including bayonet, when not on rifle. **Unarmed combat damage×2. †When on rifle.

BOWS

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
Hunting bow	SS	-1	Nil	1	5	10	—	15
Crossbow	SS	1	Nil	4	6	4	—	20

REVOLVERS AND SINGLE-SHOT PISTOLS

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
Zip gun	SS	-1	Nil	1	1	2	—	6
BP Pistol	SS	1	Nil	2	2	3	—	8
S&W 29/16.5	DAR	3	2-Nil	2	6R	4	—	16
S&W 36	DAR	1	Nil	1	5R	6	—	4
Python/20.3	DAR	2	1-Nil	2	6R	3	—	18
Pacifier stun gun	SS	*	Nil	1	1i	1	—	1

*Damage is special and is described on page 280.

AUTOMATIC PISTOLS

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
HS .22	SA	-1	Nil	0	10	2	—	10
DE .357 mag	SA	3	2-Nil	1	9	3	—	18
DE .44 mag	SA	1	Nil	1	8	4	—	14
HP-35	SA	1	Nil	1	13	2	—	12
Colt Krait	SA	2	1-Nil	1	14	3	—	15
ALP	(1)*	4	2	3	—	—	—	30
M9 (M92S)	SA	1	Nil	1	15	3	—	12
M1911A1	SA	2	Nil	1	7	3	—	12
M1911A1 10mm	SA	2	1-Nil	1	6	3	—	15
Walther PPK	SA	1	Nil	1	7	3	—	10
Vz-52	SA	1	Nil	1	8	4	—	12
Wdy .475 wm	SA	4	2-Nil	1	7	4	—	25
XM26 APW	SA	3	1-Nil	3	20	4	—	25

*One shot per 15 seconds

SUBMACHINEGUNS

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
AKR	5	3	1-Nil	2/3	30	3	8	30
M3A1	5	2	Nil	3/4	30	2	4	30
M177	5	3	1-Nil	3/4	20/30	3	8	40
M231	5	2	1-Nil	3/4	20/30	1	4	25
MAT-49	5	2	Nil	3/4	32	1	4	30
MP-7	5	2	1-Nil	4	30	2	6	30
Uzi	5	2	Nil	2/3	25/32	2	5	30
Vz-61/62	5	1	Nil	1	10/20	3	7	4
stock	5	1	Nil	3	10/20	1	4	12

SPORTING RIFLES

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
.22	BA	-1	Nil	4	5i	2	—	50
.22	SA	-1	Nil	4	10	2	—	50
.30-06	BA	4	2-3-Nil	5	5i	2	—	75
Win. 1894	LA	3	2-Nil	5	6i	4	—	50
Tranq gun	SS	*	Nil	1	1i	3	—	8

*Damage is special and is described on page 287.

SNIPER RIFLES

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
C3	BA	4	2-3-Nil	5	3i	5	—	75
M21	SA	4	2-3-Nil	6	20	4	—	65
bipod	SA	4	2-3-Nil	6	20	2	—	75
AR-27	SA	4	2-3-Nil	6	20	6	—	85

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots) this modifier is not added.

ASSAULT RIFLES

—Recoil—								
Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
AK-74	5	3	1-Nil	5	30	3	7	50
AKM	5	3	2-Nil	5	30	3	8	50
AKMR	5	3	1-Nil	5	30	3	7	45
G11	3	3	1-Nil	4	50	2	3	55
M16A2	3	3	1-Nil	5	20/30	3	5	55
AR-15	SA	2	1-Nil	5	20/30	2	—	55
ALC-2	1*	12	2	5	12**	—	—	60

*One shot per 30 seconds.

**Backpack is good for 12 shots; none are actually carried "in" weapon.

BATTLE RIFLES

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
FN-LAR/LIA1	SA	4	2-3-Nil	5	20	4	—	65
G3	5	4	2-3-Nil	5	20	4	9	65
KAR-98K	BA	4	2-3-Nil	5	5i	4	—	65
XM22 AIW	3	6	2-3-Nil	4	50	4	6	55

AUTOMATIC RIFLES

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
M249 SAW	10	2	1-Nil	5	30B/200B	1	3	60
bipod	10	2	1-Nil	5	30B/200B	1	3	75
XM7 Storm Gun	SA	16	1-2-3	5	5	8	—	80
bipod	SA	16	1-2-3	5	5	4	—	120

SHOTGUNS

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
311-R	SA	4	3-4-Nil	5	2i	5	—	40

Short SA 9 Nil

with buckshot*

Medium 5x10 1 Nil

with buckshot*

Stormcloud 5 4 3-4-Nil 4 12 3 8 45

Short 5 9 Nil

with buckshot*

Medium 5x10 1 Nil

with buckshot*

Autoriot SA 4 3-4-Nil 5 5i 3 — 40

Short SA 9 Nil

with buckshot*

Medium 10 1 Nil

with buckshot*

H&K CAW 5 4 3-4-Nil 4 10 3 8 40

Short 5 9 Nil

with buckshot*

Medium 5x10 1 Nil

with buckshot*

M500 PA 4 3-4-Nil 5 8i 4 — 40

Short PA 9 Nil

with buckshot*

Medium 5x10 1 Nil

with buckshot*

*See Shotguns on page 91.

MACHINEGUNS

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
L86A1 LSW	10	3	1-Nil	5	30B/100B	2	11	50
bipod	10	3	1-Nil	5	30B/100B	1	6	65
M60	5	4	2-3-Nil	6	100B	1	4	65
bipod	5	4	2-3-Nil	6	100B	1	2	90
tripod	5	4	2-3-Nil	6	100B	1	1	125
MAG	10	4	2-3-Nil	6	100B	1	7	65
bipod	10	4	2-3-Nil	6	100B	1	4	90
tripod	10	4	2-3-Nil	6	100B	1	2	125

HEAVY MACHINEGUNS

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
M2HB	5	8	2-2-3*	8	105B	3	14	65
tripod	5	8	2-2-3*	8	105B	2	7	150
AHL	(1)†	14	5	—	—	—	—	80

*.50 SLAP ammunition has a penetration value of 1-1-2.

†One shot per 15 seconds

GRENADE LAUNCHERS

Type	Mag	ROF	Rng	IFR	Round	Damage	Pen
M203	1i	SS	100	400	HE	C:3, B:12	Nil
					HEDP	C:3, B:12	4C
					CHEM	C:1, B:4	Nil
					ILLUM	B:100	Nil
			10	—	Stun	*	Nil

Mk-19 50B or 1i 5 100 400 CHEM C:3, B:4 Nil

*Target knocked down, loses remaining actions for the turn, and must roll Average: CON each turn thereafter to recover. See page 262.

ROCKET LAUNCHERS

Type	ROF	Rld	Rng	Round	Damage	Pen
M136	1	*	75	HEAT	C:4, B:4	70C
LAW 80	1	*	125	HEAT	C:6, B:4	100C
M12 SMAW	1	2	100	HEAT	C:4, B:4	55C
			125	HE	C:12, B:12	5C

*Single-shot disposable. Cannot be reloaded.

ANTITANK MISSILE LAUNCHERS

Type	Rld	Rng	Damage	Pen
Dragon PIP	2	1000	C:12, B:12	135C
Tank Breaker	2	2000	C:6, B:4	90C

MORTARS

Type	Rng	Damage	Pen
60mm	HE	C:5, B:20	Nil
IFR: 4 km	WP	C:2, B:12	Nil
	ILLUM	B:400	Nil

FLAMETHROWERS

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
M9A1 Flamethrower	SA	*	Nil	4	5	4	—	5

*Damage by burning gasoline is covered in Burns on pages 97-98.

SURFACE-TO-AIR MISSILES

Missile	Accuracy	Rng
FIM-92A Stinger	Average	6 km
FIM-99 Scorpion	Easy	7 km
MBB-7 Venusfliegenfalle	Easy	7 km
SA-27 Grappler	Easy	6 km

HAND GRENADES

Type	Damage	Pen
Antitank	C:3, B:4	18C
Chemical	C:1, B:12	Nil
Concussion	C:5	Nil
Frag	C:3, B:12	Nil
Thermite	C:1, B:4	Nil
WP	C:1, B:12	Nil

RIFLE GRENADES

Type	Rng	IFR	Damage	Pen
HEAT	15	200	C:7, B:12	30C
WP	25	200	C:1, B:12	Nil
RAW HE	100	2000	C:10, B:28	1C
RAW HEAT	100	2000	C:8, B:20	75C

CYBER HANDS

Weapon	Range	Hit Mod.	Damage Value
Power Hand	S	—	2D6+Strength
Chainsaw Hand	S	—	2D6+Strength
Blade Hand	S	+2	1D6+(Strength+2)
Torch Hand	S	—	3D6

—Recoil—

Weapon	ROF	Dam	Pen	Blk	Mag	SS	Brst	Rng
Gun Hand	5	2	Nil	0	8	5	7	20

FRAGMENTATION ATTACK

Fragment	Mult.	One				
Radius	Rng	Frag.	Frag.	Miss	Dam	Pen
Primary burst radius	1xBurst	1-3	4-6	7-10	2D6	1
Secondary burst radius	2xBurst	1	2	3-10	1D6	Nil

DEMOLITION

DP	Concussion/ Penetration*
1	3
2	4
3	6
4	7
5	8
7	9
8	10
9	11
11	12
13	13
15	14
18	15
32	20
50	25
72	30
96	35
128	40
162	45
200	50

*Penetration is modified by emplacement. Tamped: Pen×2.
Laying on or Leaning Against: Pen÷2.

ARMOR VALUES OF COVER

Cover	AV
Sandbag (250mm)	5*
2" wooden plank (50mm)	1
Timber house wall (200mm)	4
Cinderblock wall (300mm)	9
Stone wall (300mm)	6
Thick stone wall (600mm)	12
Reinforced concrete	10**
Tree trunk (600mm)	12
Brick wall (100mm)	3
Thick brick wall (300mm)	9

*Per sandbag. **Per 250mm.

ARMOR EQUIVALENT

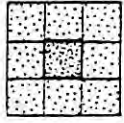
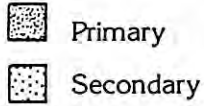
Material	Millimeters per Armor Value 1	Armor Value Constant
Armor plate	5	.2
Sheet steel	6	.16
Reinforced concrete	25	.04
Concrete and bricks	35	.03
Stone, packed dirt, wood	50	.02
Loose dirt	250	.004

EXPLOSIVE PENETRATION FORMULAS

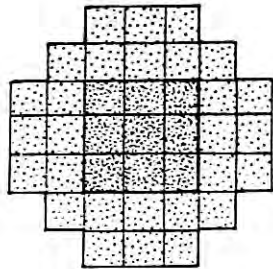
$C = 5(\sqrt{DP+2})$. C: Concussion; DP: Damage points.

$DP = 2[(C+5)^2]$. C: Concussion; DP: Number of damage points needed to arrive at a certain concussion.

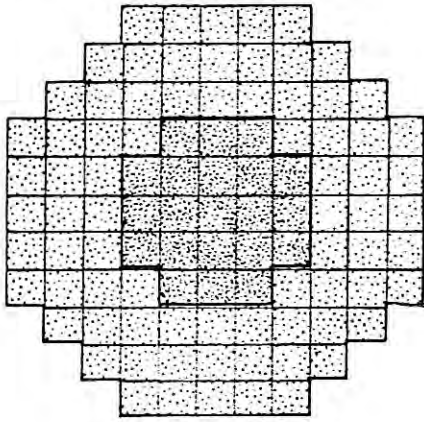
FREQUENTLY USED BURST DIAGRAMS



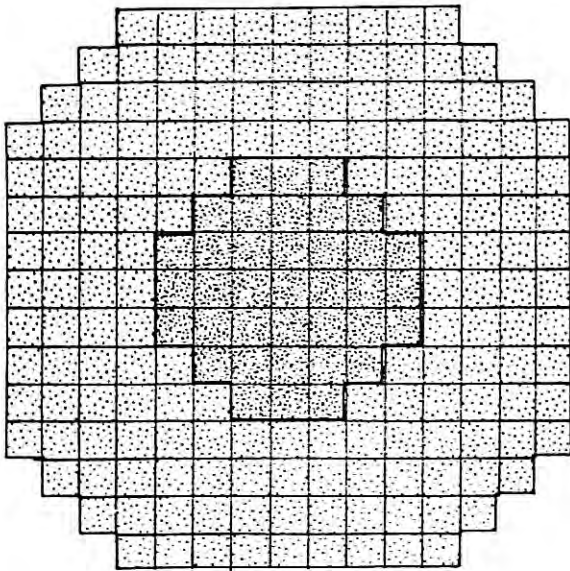
Four-Meter Burst



12-Meter Burst



20-Meter Burst



28-Meter Burst

BELT AMMO RECORD FORMS

50-Round Belt

Caliber _____

50-Round Belt

Caliber _____

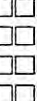
50-Round Belt

Caliber _____

50-Round Belt

Caliber _____

50-Round Belt



Caliber _____

50-Round Belt

[illegible]

50-Round Belt

[illegible]

50-Round Belt

Caliber_____

TURRETED VEHICLE DAMAGE

Turret Minor		Hull Minor	
Die	Result	Die	Result
1	Loader*	1	1 crewmember
2	Sight/vision	2	Loader*
3	Sight/vision	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull

Turret Major		Hull Major	
Die	Result	Die	Result
1	Loader*	1	Engine
2	Main armament	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Major hull	5	Ammo
6	Minor hull	6	Ammo

*Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.

**2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

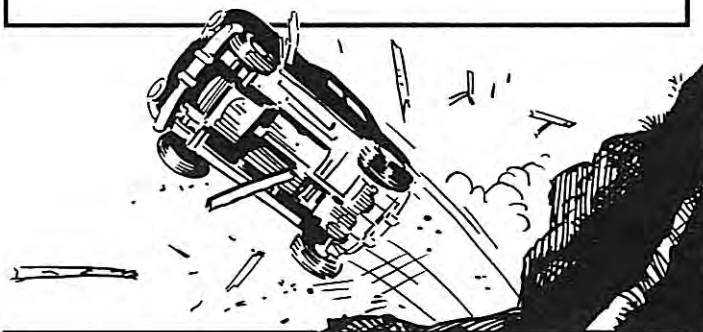
CREW-IN-HULL VEHICLE DAMAGE

Minor Turret		Minor Hull	
Die	Result	Die	Result
1	Loader*	1	1 crewmember
2	Sight/vision	2	Loader*
3	Sight/vision	3	2 passengers**
4	Traverse	4	2 passengers**
5	Secondary	5	Radio
6	Major turret	6	Major hull

Major Turret		Major Hull	
Die	Result	Die	Result
1	Main armament	1	Engine
2	Main armament	2	Engine
3	Main armament	3	Fuel
4	Main armament	4	Fuel
5	Major hull	5	Ammo
6	Minor hull	6	Ammo

*Loader is either a hit on the autoloader mechanism or the actual crewmember loading the gun. This becomes a driver hit if neither are present.

**2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.



VEHICLE DAMAGE RESOLUTION CHART

P-AV*	Result
0 or less	No effect
1 to 10	1 minor damage result
11 to 20	2 minor damage results
21 to 40	1 major damage result
41 to 60	2 major damage results
61 or more	3 major damage results

*P-AV: Penetration minus armor value.

VEHICLE HIT LOCATIONS

Surface		Aerospace	
Die	Roll* Result	Die	Roll* Result
1	Turret/superstructure**	1	Wing
2	Hull	2	Wing
3	Hull	3	Wing
4	Hull	4	Hull
5	Hull	5	Hull
6	Suspension/waterline†	6	Hull
7	Suspension/waterline†	7	Hull

*+1 to die roll for side shots.

**If the vehicle has no turret or superstructure, this becomes *Hull*.

†Minor damage halves speed; major damage immobilizes the vehicle. Two minor results equal one major.

BOAT DAMAGE

Waterline Minor		Hull Minor		Superstructure Minor	
Die	Result	Die	Result	Die	Result
1	Waterline hull	1	1 crewmember	1	1 crewmember
2	Waterline hull	2	Auxiliary machinery*	2	Radio/radar
3	Waterline hull	3	Secondary armament	3	Sight/vision
4	1 crewmember	4	Radio/radar**	4	Secondary weapon
5	Cargo	5	Sight/vision***	5	Secondary weapon
6	Major waterline	6	Major hull	6	Major superstructure

Waterline Major		Hull Major		Superstructure Major	
Die	Result	Die	Result	Die	Result
1	2 crewmembers	1	Main armament	1	2 crewmembers
2	Rudder/screw	2	Main armament	2	2 crewmembers
3	Engine	3	2 crewmembers	3	Fire
4	Fuel	4	2 crewmembers	4	Fire
5	Ammo	5	Ammo	5	Ammo
6	Minor hull	6	Fire	6	Major hull

*Auxiliary machinery includes bilge pumps, power winches on the deck, generators, etc.

**A radio/radar hit in the hull becomes 1 crewmember if this is a vessel with a superstructure.

***A sight/vision hit in the hull becomes auxiliary machinery if this is a vessel with a superstructure.

STANDARD VEHICLE DAMAGE

Minor	
Die	Result
1	1 crewmember
2	1 crewmember
3	2 passengers*
4	2 passengers*
5	Radio or sight/vision**
6	Major hull

Major	
Die	Result
1	Engine
2	Engine
3	Fuel
4	Fuel
5	Weapon/ammo
6	Weapon/ammo

*2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

** Referee's choice.

AEROSPACE CRAFT DAMAGE

Hull Minor		Wing Minor	
Die	Result	Die	Result
1	1 crewmember	1	No effect
2	Controls	2	No effect
3	Controls	3	Controls
4	2 passengers*	4	Controls
5	Radio	5	Controls
6	Major hull	6	Major wing

Hull Major		Wing Major	
Die	Result	Die	Result
1	Engine	1	Controls
2	Engine	2	Fuel
3	Instruments	3	Fuel
4	Instruments	4	Fuel
5	Weapon/ammo	5	Fuel
6	Minor wing	6	Fireball

*2 passengers becomes a 1 crewmember hit if this is not a passenger-carrying vehicle. If it is a passenger-carrying vehicle but no passengers are present, the hit has no effect. Cargo destroyed may be substituted for this result at the referee's discretion.

TERRAIN EFFECTS ON MOVEMENT

Unit	Open	Wood	Swamp	Hill	Mountain	Water
Humans	N	N	N	1/2	1/4	—
Animals	N	N	1/2	1/2	1/4	—
Vehicles	N	1/2	1/4	1/2	1/6	—
Hovercraft	1/2	1/2	N	1/2	—	N
Boats	—	—	1/2	—	—	N

N: Normal. —: Prohibited.

COMBAT MOVE TABLE

Humans	Crawl/Walk/Trot/Run
Human	2/8/15/30
Animals	Walk/Trot/Run
Horse (Broken)	10/30/60
Vehicle	On-Road/Off-Road
Conquistador Bicycle	15/4
Suzuki Sparrow Motor Scooter	50/25
Yamaha Apache Motorcycle	45/20
Harley-Davidson Motorcycle	50/20
Yugo Contempo	50/10
Zil Tovarisch	45/8
Ford-Revlon Elite	60/10
General Dynamics Motors Lancer	60/15
GDM Ariel	60/10
Chrysler LeBoeuf	50/10
Mitsubishi-Ferrari Kamikaze	80/10
Mazda Firefly Convertible	70/15
Mercedes-Benz 750 SLX	45/8
Volkswagon Kartoffeln Van	45/8
Chrysler Conestoga 5/4-Ton Pickup Truck	60/20
Winnebago Nomad Camper	45/8
Range Rover II	50/25
HMMWV (Hummer)	50/15
Orca 2 1/2-Ton Truck	45/8
Kenilworth Piledriver Semi-Trailer Tractor	40/8
Roadrunner Passenger Bus	40/8
Cadillac-Gage Commando V-300P	50/25
RamTech P-320	50/15
Boat	Speed Per Turn (or Upwind/Downwind)
Small Open Boat	1
Pepsico Sunray Small Sailing Boat	1D6+2/1D6+4
Cris Craft Runabout Small Motorboat	4
Cris Craft Foamdancer Medium Motorboat	3
PBR (Patrol Boat, River)	8
Aircraft	In Flight
Teledyne Dornier CV-27 Peregrine	50
MBB/Bell/Textron Model 256 Voyager	18
Boeing-Sikorsky RAH-66 Comanche	28
McDonnell-Sukhoi Nochvuyéter (NightWind)	16
Robot	On-Road/Off-Road
Kraus Maffei-Deere Auto Farmer	6/6
Kraus Maffei-Deere CropScout	90/50
Kraus Maffei-Deere GB-1000	15/6
Kraus Maffei-Deere GB-2000	32/12
RamTech Roboguard-III	32/12
RamTech Roboguard-IV	30/18

CRUISE SPEED TABLE

Humans	On-Road/Off-Road
Human	5/4
Animals	On-Road/Off-Road
Horse (Broken)	10/10
Vehicles	On-Road/Off-Road
Conquistador Bicycle	30/10
Suzuki Motor Scooter	100/40
Yamaha Apache Motorcycle	95/37
Harley-Davidson Motorcycle	95/40
Yugo Contempo	90/15
Zil Tovarisch	90/15
Ford-Revlon Elite	110/17
General Dynamics Motors Lancer	100/17
GDM Ariel	100/15
Chrysler LeBoeuf	90/15
Mitsubishi-Ferrari Kamikaze	130/17
Mazda Firefly Convertible	110/20
Mercedes-Benz 750 SLX	90/17
Volkswagon Kartoffeln Van	90/17
Chrysler Conestoga 5/4-Ton Pickup Truck	90/20
Winnebago Nomad Camper	90/17
Range Rover II	90/30
HMMWV (Hummer)	100/30
Orca 2 1/2-ton Truck	90/17
Kenilworth Piledriver Semi-Trailer Tractor	80/17
Roadrunner Passenger Bus	80/17
Cadillac-Gage Commando V-300P	100/30
RamTech P-320	100/30
Boats	On-Road/Off-Road
Small Open Boat	2/2
Pepsico Sunray Small Sailing Boat	4/4
Cris Craft Runabout Small Motorboat	8/8
Cris Craft Foamdancer Medium Motorboat	6/6
PBR (Patrol Boat, River)	12/12
Aircraft	On Ground/In Flight
Teledyne Dornier CV-27 Peregrine	10/10
MBB/Bell/Textron Model 256 Voyager	376
Boeing-Sikorsky RAH-66 Comanche	560
McDonnell-Sukhoi Nochvuyéter (NightWind)	320
Robots	On-Road/Off-Road
Kraus Maffei-Deere Auto Farmer	12/12
Kraus Maffei-Deere CropScout	None
Kraus Maffei-Deere GB-1000	None
Kraus Maffei-Deere GB-2000	None
RamTech Roboguard-III	None
RamTech Roboguard-IV	None

NPC STATS

<i>Level</i>	<i>Initiative</i>	<i>Attributes</i>
Elite	5	7
Veteran	4	6
Experienced	3	5
Novice	1	5

<i>Level</i>	<i>Skill</i>	<i>Damage</i>
Elite	6	4
Veteran	5	3
Experienced	4	2
Novice	2	1

NPC MOTIVATION

Clubs: Violence		Diamonds: Greed	
Card	Motivation	Card	Motivation
Ace	War leader	Ace	Generous
King	Brutal	King	Selfish
Queen	Stubborn	Queen	Lustful
Jack	Murderous	Jack	Coward
8-10	Very violent	8-10	Very greedy
5-7	Moderately violent	5-7	Moderately greedy
2-4	Somewhat violent	2-4	Somewhat greedy

Hearts: Sociability		Spades: Ambition	
Card	Motivation	Card	Motivation
Ace	Just	Ace	Charismatic
King	Honorable	King	Deceitful
Queen	Loving	Queen	Ruthless
Jack	Wise	Jack	Pompous
8-10	Very sociable	8-10	Very ambitious
5-7	Moderately sociable	5-7	Moderately ambitious
2-4	Somewhat sociable	2-4	Somewhat ambitious

NPC RECORD FORMS

NPC#: _____	Wounds	
Experience: _____	① ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	①-1 Init
Attributes: _____	② ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	②-2 Init
Skills: _____ _____		
Initiative: _____	In Weapon	
Weapon: _____	☐ ☐ ☐	
Magazines: ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	
Special:	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
	☐ ☐ ☐ ☐	
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NPC#:	_____	Wounds	
Experience:	_____	①	①-1 Init
Attributes:	_____	②	②-2 Init
Skills:	_____		

Initiative:	_____		
Weapon:	_____		
Magazines:	□□□□□□□□		
Special:	_____		

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Character _____
 Player _____
 Gender _____ Age _____
 Nationality _____
 Weight _____ Height _____ Load _____
 Current Occupation _____

DARK CONSPIRACY™

Skills & Attributes

Strength

Archery
 Heavy Weapons
 Mechanic
 Melee Combat (Unarmed)
 Melee Combat (Armed)
 Small Arms (Pistol)
 Small Arms (Rifle)
 Thrown Weapon

Constitution

Climbing
 Horsemanship
 Parachute
 Swimming
 Vessel Use (Boat)
 Vessel Use (Ship)
 Vessel Use (Hovercraft)

Agility

Acrobatics
 Demolitions
 Electronics
 Forgery
 Lockpick
 Pickpocket
 Stealth

Intelligence

Navigation
 Observation
 Pilot (Fixed-Wing)
 Pilot (Rotary)
 Pilot (Shuttle)
 Psychology
 Stalking
 Streetwise
 Tracking
 Vehicle Use (Motorcycle)
 Vehicle Use (Wheeled Vehicle)
 Vehicle Use (Heavy Vehicle)
 Willpower

Education

Biology
 Business
 Chemistry
 Computer Operation
 Engineer
 Medical
 Physics

Charisma

Act/Bluff
 Bargain
 Disguise
 Instruction
 Interrogation
 Language ()
 Language ()
 Language ()
 Language ()
 Language ()
 Leadership
 Luck
 Persuasion

Empathy

Animal Empathy
 Computer Empathy
 Empathic Healing
 Foreboding
 Human Empathy
 Project Emotion
 Project Thought
 Willpower Drain

Base Hit Numbers

Short Medium Long Extreme
 Skill (x2) (x1) (x0.5) (x0.25)

Small Arms (Pistol)

☐ ☐ ☐ ☐

Small Arms (Rifle)

☐ ☐ ☐ ☐

Archery

☐ ☐ ☐ ☐

Heavy Weapons

☐ ☐ ☐ ☐

Throw Range

☐ (For 1-kg wt.)

Thrown Weapon

☐ (For 1-kg wt. up to Throw Range.) ☐ (For 1-kgwt. beyond Throw Range.)

Unarmed Combat Damage Initiative

☐ ☐

Hit Capacity

(Base)

Current Scratch Slight Serious Critical

Head

☐ ☐ ☐ ☐ ☐

Chest

☐ ☐ ☐ ☐ ☐

Abdomen

☐ ☐ ☐ ☐ ☐

Right Arm

☐ ☐ ☐ ☐ ☐

Left Arm

☐ ☐ ☐ ☐ ☐

Right Leg

☐ ☐ ☐ ☐ ☐

Left Leg

☐ ☐ ☐ ☐ ☐

History

Contacts

Character Illustration

Equipment

\$

Weapon

ROF

Dam

Pen

Blk

Mag

—Recoil—

SS

Brst

Rng



S

hapes that rip and tear. Shadows that live in corners. Windows in space and time that lead to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion tortured souls. This is the center of a twisted, sinister conspiracy which threatens the very existence of all humankind.

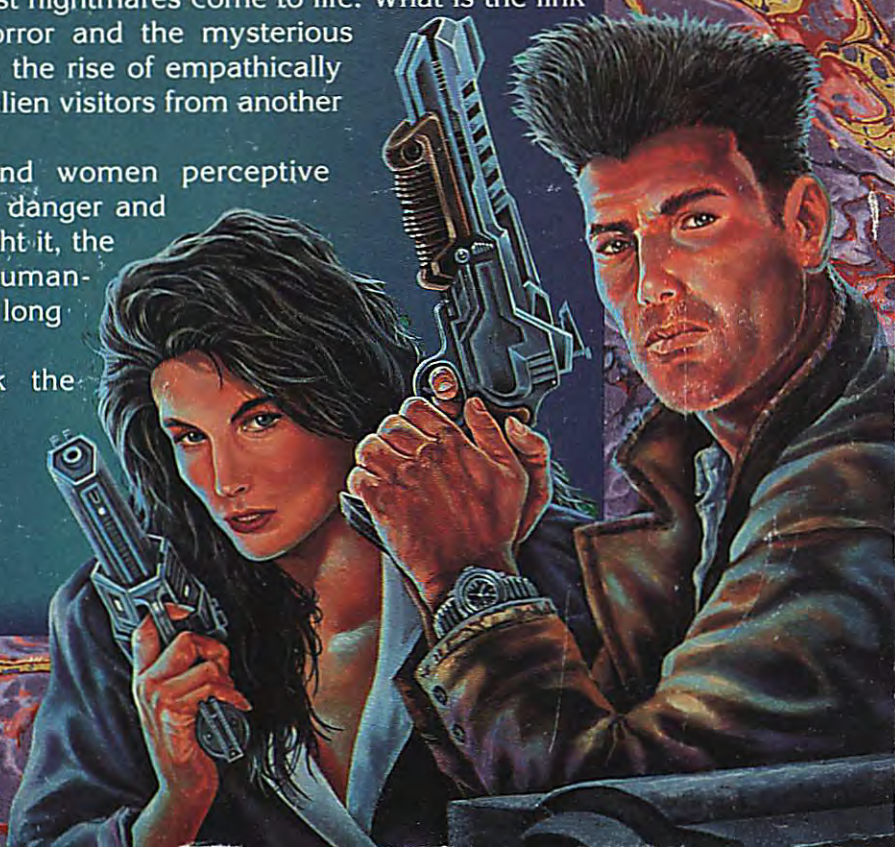
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2100 22.00



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ISBN 1-55878-076-9