

CAMPAIGN SETTING TWO

DPG-040

HEAVY GEAR THE PAXTON GAMBIT



PEACE RIVER SHOWDOWN

SOURCEBOOK

THE SCIENCE FICTION ROLEPLAYING & TACTICAL GAME

HEELS WITHIN WHEELS • CITIES ON THE EDGE • PEACE RIVER REVISITED • FOR THE PEOPLE • RECENT EVENTS • EXTERNAL DEVELOPMENTS • ECONOMIC
SITUATION • THE BADLANDS QUARTER • PLSTREET OF WILLOWS • CIMMARO CAFE • MINER'S SQUARE • ERZACH IBN-MUHAMMAD MOSQUE • THE LABYRINTH
OUTLANDER BAZAAR • SARACEN'S KEEP • PEACE OFFICER CORPS • OFFICE OF THE MARSHAL • PATROL DIVISION • CRIMINAL INVESTIGATION BUREAU
CROWD PACIFICATION GROUP • TACTICAL RESPONSE GROUP • SPECIAL WEAPONS OPERATIONS SQUAD • PEACE OFFICER EQUIPMENT • POC VEHICLES •
LONEL REICHTER LENARIS • HELEN LUKA • MAJOR JAN AUGUSTA • YOLANDA ORMOND • BRF TERRORIST • PAXSEC AGENT • PEACE OFFICER • SIU AGENT
JURISDICTION • THE PLOT • THE PLAYERS • GAMEMASTER SUGGESTIONS • STRUCTURE • OPPORTUNITY KNOCKS • A LITTLE KNOWLEDGE • ENDINGS AND
BEGINNINGS • A LITTLE TRUTH • VIVE LE SUD • CLOSER AND CLOSER • STRAIGHT FOR THE HEART • ALL'S FAIR IN LOVE AND WAR • FINAL JUDGMENT



DREAM POD 9

CAMPAIGN SETTING TWO

HEAVY GEAR THE PAXTON GAMBIT

"Peace Officer! Don't move!"

The suspect froze as he was ordered. His back was to Officer Donnelly and he was wearing a baggy trench coat. Donnelly's P9 pistol was pointed squarely at him.

"Hands up! Turn around slowly." While the suspect did so, Donnelly reported in on her headset. "Intruder apprehended. Request pickup at my position."

"Confirmed, officer Donnelly," came the patrol dispatch officer's voice. "Keep the suspect where you are. Bulldogs are leaving the pound now."

Donnelly relaxed at the news that patrol cars would be at her side in mere minutes. She had this perp cold, but the BRF was known for its tricks. She could never be too careful.

"Freedom for the people," he whispered.

It was only then she noticed the mad gleam in his eyes and the small deadman switch in his right hand. He let go.

Donnelly didn't even have time to scream.

Picking up where the Second Edition Heavy Gear Rulebook left off, the Paxton Gambit brings Heavy Gear fans back to Peace River, the Badlands' most powerful city-state. In the last two cycles, the city and its corporate master Paxton Arms have been rocked by scandal, assassination and terrorism. Paxton is determined to secure itself before things get out of control and its enemies are desperate to strike a telling blow. Now, Eastern rebels and Northern diplomats have come to town to strike a secret deal. Enemies are coming out of the woodwork to ruin the negotiations and bring the whole city down with them. The only thing standing in their way is a small cadre of peace officers in over their heads.

The Paxton Gambit: Peace River Showdown is a complete roleplaying campaign supplement and mini-sourcebook suitable for beginning and experienced Heavy Gear Players. It includes:

- Additional background on Peace River and recent events.
- Detailed information on the Peace Officer Corps, including specialized equipment and vehicles.
- Maps of Peace River and cutaway diagrams of its structure.
- A complete roleplaying campaign, including nine linked scenarios.
- Game statistics for three Paxton Gears.

1935

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HEAVY GEAR® THE PAXTON GAMBIT



The Paxton Gambit — Behind the Scenes

The roleplaying half of the Heavy Gear game line was designed on the principle that building a world is the top priority. Terra Nova — and the larger Heavy Gear universe — was designed as a complex and cohesive fictional setting, full of interesting and credible characters and conflicts. We reasoned that if we gave our readers a compelling setting and some ideas on how to get started, they would tell their own stories.

For the most part we were right.

But over the course of the game's development and publication, we came to realize that the large-scale, global focus we had adopted left a lot of work for the Gamemasters out there. Some smaller-scale, detail-rich roleplaying support was needed — more detail on small settings, full-fledged scenarios, to get people started right away.

The Khayr ad-Din chapter in the Duelist's Handbook and the The New Breed campaign supplement were part of our efforts to fill this need. These efforts continued with the Peace River and Campaigning chapters in the Second Edition Heavy Gear Rulebook and with this very supplement.

The Paxton Gambit is designed as the next step for people who bought the Second Edition Rulebook. It provides more information about Peace River and most importantly gives you a complete roleplaying campaign set in the city. This can be used to start off a campaign or as part of an ongoing game.

We will continue to focus on the world of Terra Nova, because we remain committed to creating one of the most believable and intricate game settings out there, but we also wish to support people who want to play our games immediately. Look for more campaign supplements to come.

Now get ready to play.



PEACE RIVER
CAMPAIGN
SHOWDOWN



DREAM POD 9

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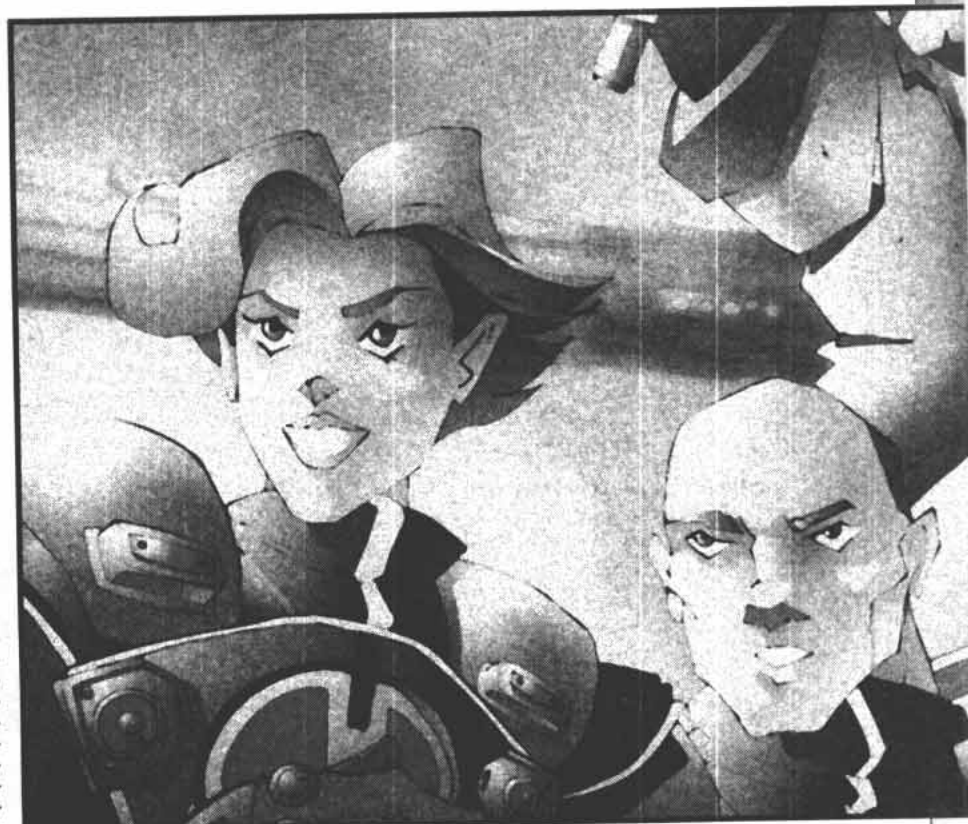
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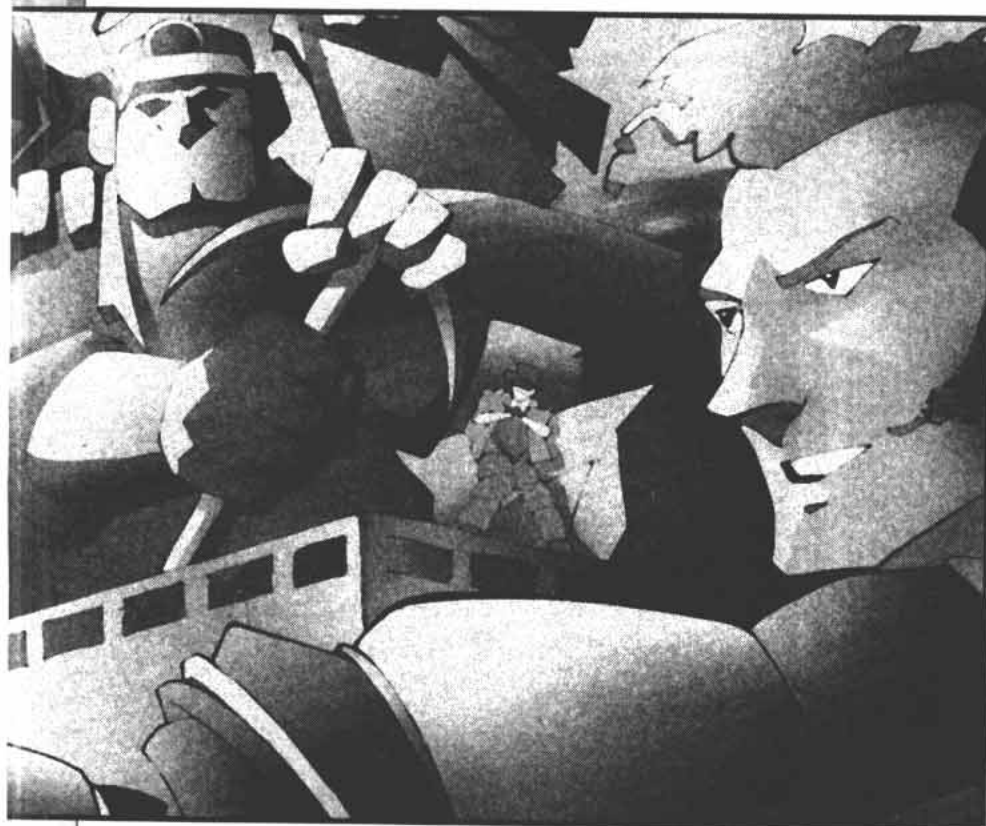
To those struggling for political reform everywhere

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WHEELS WITHIN WHEELS

"We are agreed then?" Nigel Shirow's words hung in the still, humid air of the council chamber in the heart of war-torn Basal. It was once air conditioned, but like so much else the cooling system no longer worked thanks to war damage. Heads around the table nodded as the rebel emir's advisors committed themselves and their city to a dangerous course. Seeing no dissent, Shirow turned his eyes to his lifelong companion. "So now we must see what our Northern friends say, and how much Paxton demands of us."

Victorya Hiro said nothing. Her dark eyes betrayed no hint of her weariness as the other councillors left the room.

"Is the risk truly worth it, Vic?"

Victorya bowed her head at Nigel's soft, rhetorical question. One obstacle always led to another. They seemed to be in a maze and she often wondered if Patriarch Oliver Masao, with his insane glee at puzzles and games, was not manipulating all this for his own perverse pleasure. Perhaps as some vengeance for Nigel rebelling against him.

"Yes, it's worth it." The gentle reply showed no signs of her doubts. Nigel was under enough pressure as it was. "Paxton will sell us arms. Your deal with deRouen has just made things easier for them."

"And the cost?"

"More than we can afford, as you well know," she smiled. "Everyone is desperately buying weapons so it's a seller's market." Thoughts of the past cycles gathered behind her eyes at that, and the smile died. "But we're more desperate than anyone else."

Nigel reached out and took her hand and led her out to the balcony. The palace gardens were beautiful, the darkness hid the craters and other damage, and the shining stars made up for the fact that Basal was under curfew.

"You're wearing yourself out, Vic. Why don't you let Lord Choi lead the delegation to Peace River." He hesitated before speaking again. "Besides I don't like it when you're gone."

Leaning out over the balcony, Victorya breathed in deeply; the thorn flowers were out and their sweet scent of happier days washed her weariness away — for now at least. "I started this," she said, "and I persuaded you all that it was an acceptable risk. I have to make it work; it would be disgraceful for me to shirk the task."

Nigel snorted, "You persuaded us of nothing, Vic. The Republic may now be off our backs but not that madman in Strathclyde. We need weapons, lots of weapons. Who else can supply them? Not our friends in the Dominion or the Alliance; they're under too many demands from the Republic. We have to go Paxton, however greedy they are"

"It's not Paxton, Nigel," Victorya replied, her silvery hair falling to cover her face, "it's the rest. Paxton doesn't care who pays the bills, but you can bet the Republic will."

Suddenly the enormity of what she was risking seemed to rear up before her and she remembered simpler, happier times. Victorya turned to the man who was her friend and her lord. "Stay with me tonight?"

"And always."



1.1 CITIES ON THE EDGE

In the Autumn of TN 1935, the destinies of two great cities, Basal and Peace River, intersect thanks to mutual self-interest. Basal — in its fourth cycle of rebellion — needs arms to protect itself from Oliver Masao, mad Patriarch of the Eastern Sun Emirates. Paxton Arms, Peace River's corporate master, needs increased sales to swell its coffers and allow it to fend off enemies from both within and without. Representatives of both cities are to meet in Peace River to arrange an arms sale central to both their futures.

Such a synchronicity of needs is not a simple affair, however. Many powers would like to see one or both cities fall. The enemies of their enemies are naturally attracted as well, though they are friends of neither Basal nor Peace River. Even factions generally unconcerned with either city are drawn towards such pivotal events. So the streets of Peace River, already home to a dangerous game of cat and mouse by terrorists and secret police, have become darker and more violent still.

In the South, AST Lord Protector Molay, incensed at the Oxford Agreement that gave Basal's Emir Shirow a free hand within the ESE, plots the destruction of the upstart emir. His influence in the Southern Republic Intelligence Directorate (SRID) and its puppet Allied Southern Intelligence (ASI) gives him potent resources with which to pursue his vendetta. Agents loyal to him have involved themselves with the talks in Peace River.

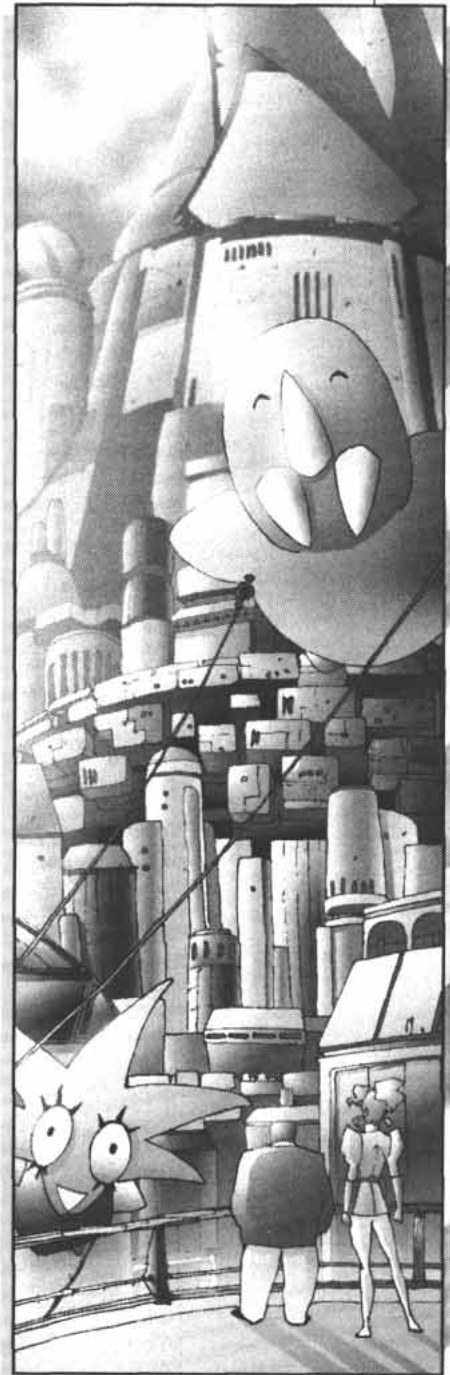
Patriarch Masao, too, watches affairs with interest, for he may be mad but he is no fool. Keeping Paxton weapons from reaching Basal is important to his campaign to suppress rebellion. He can ill afford not to intervene in the talks. His agents are notoriously blatant and often do not survive their tasks, but their loss does not bother him; in their fanaticism, they are willing to die for the Patriarch and his cause. Successful or not, they are likely to extend their master's bloody reign to Peace River.

Not all Southern eyes turning north are hostile, however. ESE Lord Chancellor Tanaka and his allies do not wish to see Basal fall and the Patriarch triumph. Neither do they have any love for the Lord Protector, and they fear the reign of terror he would bring to the ESE were he able to overturn the Oxford Agreement. As long as Basal does not risk the security of the Republic, they care little for what it does. Whether they will risk Southerner fighting Southerner is unclear, but with the MILICIA's Special Intervention Unit (SIU) available and trustworthy they have the means to intervene.

Inevitably, where the South is drawn the North soon follows. Despite the growing conflict with the Republic, not all that Northern attention is friendly. Northco has no desire to see Paxton make large sales of Gears, and their pressure through the UMF on the CNCS council has ended confederate offers of financial support for any deal between Basal and Paxton. Whether Northco and Mercantile Federation would do more is hard to say, but keeping Paxton Arms from securing a major foothold in the Gear market is worth a lot of money.

There are some for whom morality plays a larger role than money. The Norlight government understands that Basal cannot come to the North for arms but are ready to stand by their Massadan Revisionist brothers in the South. What they will give is of great concern to Basal because it will determine how much they can buy from Paxton. Consequently, Peace River also looks to a positive Norlight intervention. Norlight intelligence agents and other spies are sure to appear in the wake of any covert involvement.

The slowly boiling cauldron of Riveran politics lies as a backdrop to all these polar machinations; the Badlands city-state may yet prove to be its own worst enemy. The reaction of Paxton's internal opponents to the arms talks with Basal remains a worry. With paranoia becoming a way of life in Peace River, the security forces of the city are being mobilized with an efficiency unseen since the War of Alliance.



1.1.1 CONTENTS

The Paxton Gambit is a fully detailed campaign for Heavy Gear Gamemasters and Players set in the city of Peace River (detailed in the **Second Edition Heavy Gear Rulebook**). Chapter 2 provides an update on Peace River (covering events presented in **Crisis of Faith**, the first storyline book), and describes some groups and areas of the city in greater depth. Chapter 3 is the campaign itself; split into three acts of three scenarios, it covers three weeks of game time, the duration of the Basalite-Paxton talks. It finishes with sections detailing possible outcomes and contains handouts for the Gamemasters to use during the campaign. Chapter 4 details some of the main vehicles produced by Paxton Arms.

FOR THE PEOPLE

Placement was always the major problem, Harri mused while working his way through the crowd in Miner's Square for Remembrance Day. You could plan and plan, but it always came down to some poor fool having to put the damn thing where it was needed.

He smiled as he saw the statue; a few more meters and the last one would be in place. The smile widened as he looked around at all the soldiers and veterans in the square drinking after the parade. Such fools, celebrating that the executive bastards had sent them off to die. Harri shook his head, wondering how some workers could be so blind. They deserved this — maybe it would open their eyes. If not, it would at least enrage the executive caste. Especially on their Remembrance Day and around the worker's memorial which Simosa had the cheek to call a symbol of caste unity.

Well Harri was about to make a liar out of the corporate bastard. This huge symbol of Paxton's infallibility was about to come crashing down in the name of the Badlands Revolutionary Front. There was no stopping the revolution.

The statue was a beautiful one, a symbol of the suffering of the workers. Squatting down in front of its bluerock base, Harri ran his hands down the list of names carved into the surface until he found his father's. With his back to the crowd, getting the package out of his backpack was child's play. *Dead of accident*, the epitaph said. *Dead because safety equipment was expensive* was more like it. Harri hoped his father would forgive him for the damage to the statue.

Straightening up, he retrieved an empty glass left by some drunken soldier on the base of the statue and started for the edge of the square. Just one more old soldier in search of another drink. Another job well done. Another blow struck for the oppressed workers.

"Tuk, you old bastard!"

Harri jolted as a soldier, weaving drunkenly, wrapped an arm around his shoulders.

"Glad to see you Tuk," he slurred. "I wondered where you'd got to. I was telling these lads about the ambush at Greeches Gulch." The soldier continued, waving his other arm at the small group of even drunker veterans he was with.

"Sorry comrade, but I wasn't at Greeches Gulch." Harri said calmly, hoping to avoid a scene. He needed to get out of here but couldn't afford a disturbance.

"What! You're not Tuk?" The soldier peered into Harri's face, smelling like an open beer barrel. "Well I'll be buggered! Get the man a drink, lads, his glass is empty!"

Harris swore silently as he found himself drawn into their drunken reminiscences. He unenthusiastically sipped the beer he'd been handed as he looked for a way out without starting a brawl.

Suddenly something clicked in Harri's mind; these drunken soldiers now had him surrounded. Before he could do anything about it someone grabbed him in a joint lock.

"PaxSec says hi, dirtbag," smiled his suddenly sober mate.

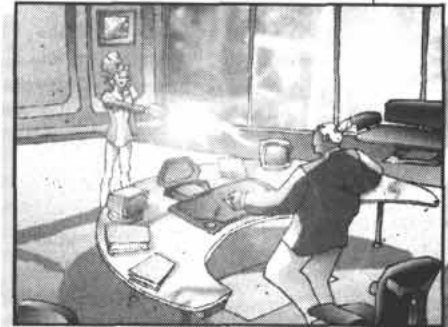
Harri barely felt the blade, a cold shiver running up his back as it slipped into his heart. Harri allowed himself a moment of triumph. *I didn't squeal*, he thought, *and they didn't take me alive*.

Then he thought no more.



2.1 RECENT EVENTS IN PEACE RIVER

TN 1933 was a watershed cycle for Paxton Arms. The rationalist faction of Fidel Jacobi seemed poised to sweep President Simosa's reformist supporters out of power in the Autumn Board of Directors elections. Increasingly violent attacks by Sundra Gabriel's Riveran Badlands Revolutionary Front (BRF), especially random bomb attacks, were killing dozens and creating an aura of fear throughout the city. The whole of Peace River seemed on the edge of boiling over and massive riots in the Prospects became a weekly occurrence. In the deserts surrounding the massive city-state more violence flared. The Southern MILICIA and Northern Guard increasingly clashed within the Paxton Protectorate despite all the Peace River Defense Force's (PRDF) efforts to keep the peace and protect the small towns beholden to Peace River. The great corporation came to the crossroads between reform or reaction, and fundamental choices had to be made. The two cycles since that critical time would set Peace River on a path toward conflict and strength. Meanwhile, the dogs of war continued to bay.



2.1.1 POLITICAL CLIMATE

The TN 1933 Board of Directors election was a byzantine affair. President Simosa and Head Executive Officer (HEO) Milani DuBeau-Slovenski tried to undermine Treasurer Jacobi. In return, he worked at destroying Simosa using his Treasury Security Service and secret links with the Southern Republic. It was Jacobi's attempts at international intrigue that were his undoing. Most critically, he underestimated the resources of PaxSec.

Jacobi's Republican contacts warned him about the BRF's links to the Forzi smuggling cartel and the explosives that they were stockpiling. Choosing not to inform the Paxton Security Service (PaxSec), Jacobi counted on BRF atrocities increasing his electoral support. While this worked initially, in Autumn TN 1933 PaxSec uncovered the truth and the HEO took customarily direct action. On the very eve of the board elections, DuBeau-Slovenski gunned down Jacobi in his office, covering it up as a BRF hit. As a result, President Simosa's supporters swept the elections and the reformists' hold on power was secured.

Their hopes for increased stability were foiled, however, by spiraling BRF violence. The Peace Officer Corps (POC) and PaxSec seemed powerless to stop the BRF, which struck at will causing death and chaos. While popular BRF support was limited to the poorest citizens of the Prospects, they were entrenched enough there that nothing was able to displace them. While many terrorists were uncovered and executed, there were always more recruits to take their places and continue the fight. Especially damaging were the attacks on reformist activists designed to undermine peaceful change. This peaked with the assassination of worker caste director Rodrigo Ferdinand in Summer TN 1934.

Despite the attacks, the reformists pushed on with returning the city to Erbert Paxton's vision of an egalitarian industrial family. With his restored political strength, Simosa placed the Treasury under his ally Cho Rojang, disbanded its security service and set out to return Paxton Arms to the control of its people. He worked feverishly through TN 1934 laying the ground work and then in Winter TN 1935 Simosa announced a major share issue, with parcels of shares distributed to all management and worker caste employees. There was widespread outrage among the executive caste as the issue cut their dividends by half and ended their exclusive control of the Board of Directors. The move consolidated Simosa's support among the management caste, however, and with many of the workers.

The BRF's response was to increase the violence and further stir up their poor supporters in the Prospects. Seemingly nothing could be done to solve the multitude of problems in the Prospects, built up by centuries of neglect. Helen Hitashi, the Habitat Core Administrator, increased spending on education and health, among many other improvements, but it would be cycles before the positive effects would be felt. The cost of transport to higher terraces was cut to allow the Prospectors to enjoy the facilities available there, but this also had the effect of spreading rioting to the higher levels. Despite all the setbacks, Simosa, Hitashi and other reformers persist to this day. They continue to believe that only time will heal the wounds of past neglect.

Winning the reformers this time is the HEO's job, and Milani DuBeau-Slovenski is using all the resources of PaxSec and the POC to undermine the BRF's hold on the Prospects. Any time won is finite, though, for once the next world war begins, internal dissension cannot be tolerated. Once the war breaks out, President Simosa knows he will have no choice but to accept Milani's solution of martial law and expell all Prospectors into camps outside the city. To avoid such harsh measures; he is preparing for an even more extensive round of reforms. He intends to completely separate the administration of Peace River from the control of Paxton Arms.

Tired of failed attempts to reform the Peace River Council, he has dismissed it and in Winter TN 1936 Peace River's first ever democratic elections will take place to elect a new council. They in turn will elect a new Habitat Core Administrator. All Riverans will vote, with no caste limitations. Using Paxton's resources, Simosa is certain that reformist candidates will win the majority of seats and that Helen Hitashi will retain her position. This is the reformists' last hope to bring peace to the city. Despite BRF's threats, Peace River is slowly gearing up for the elections in Winter TN 1936.

2.1.2 EXTERNAL DEVELOPMENTS

During TN 1933 the MILICIA and Northern Guard fought an increasingly violent series of battles in and around the communities that Paxton had pledged to protect. Despite the HEO's urging to reduce the size of Paxton's Badlands commitment, President Simosa would hear nothing of it. Thus the PRDF increasingly came into conflict with powerful polar forces, especially around the Revisionist holy city of Massada. At General Lesli Moreshead's urging, President Simosa started hoarding armaments in secret depots in Summer TN 1934, as was done during the War of the Alliance. The skirmishes with polar forces came to a head with a major MILICIA push on Massada in Spring TN 1935.

The MILICIA forces pushed straight through the PRDF's overstretched patrols, making Paxton little more than an onlooker at the final confrontation between the MILICIA and the NLC's 18th Heavy Gear Regiment, the Blue Angels. Along with the near contemptuous response of the AST to Paxton's formal complaint about the violation of the Protectorate, the battle at Massada caused a drastic reevaluation of Paxton's Badlands strategy. President Simosa finally bowed to reality and in Summer TN 1935 limited the PRDF's range of operations to the Karaq Wastes and eastern reaches of the Western Desert. He also authorized a doubling of the PRDF's active force.

President Simosa's ideals will not let him completely abandon the rest of the Western Desert, traditionally within Paxton's sphere of influence. Utilizing all the resources of PaxSec and the Badlands Affairs Bureau, Simosa works to rebuild the hidden network that eventually became the Peace River Army during the War of the Alliance. At the same time, General Moreshead has started to integrate the militias of communities within the reduced Protectorate directly into the formal PRDF order of battle, providing both training and first rate equipment. HEO Milani DuBeau-Slovenski regards these maneuvers as foolish but does not oppose them — after all, they keep Simosa out of her hair. Milani works at creating political alliances rather than military structures, believing that only allies will keep Paxton safe in the coming interpolar war. She already has made secret contact with Port Arthur's Major Beria and Fort Neil's Mayor, Royz Malkom, forever working in the shadows as she prefers.

Deeper in those same shadows Sundra Gabriel has also been working hard, not just insinuating her BRF deeper into the city and Paxton Arms but also forging strong links outside the walls. Her domination of organized crime within Peace River has allowed her to build up a web of connections with the Forzi cartel. This relationship has now developed to the point where she and cartel captain Maraka Forzi have agreed to make the BRF a full subsidiary of the cartel. The amount of money and arms this has brought the BRF makes her operations easier, though she is very careful to keep the Forzi from guessing that she is not simply a crime lord — the risks of connections to a dedicated political movement would scare the smugglers off. The growing breadth of Gabriel's activities has prevented her from traveling to Lance Point to advance her tactical studies under Ernesto Jaxon, but with her successes she has stopped being bothered by worries about her military knowledge.

In summer TN 1935 Valis Garrick, one of her contacts to the Forzi, brought a man to Peace River. The Forzi requested that she establish him in the city with a solid cover identity and anything else he required to set up. Gabriel has not only been unable to find out anything about her "guest" but has had trouble following his movements about. She is almost sure that he has been doing nothing significant. Having too much to do anyway, Gabriel now satisfies herself with only the occasional surveillance of her guest.

2.1.3 ECONOMIC SITUATION

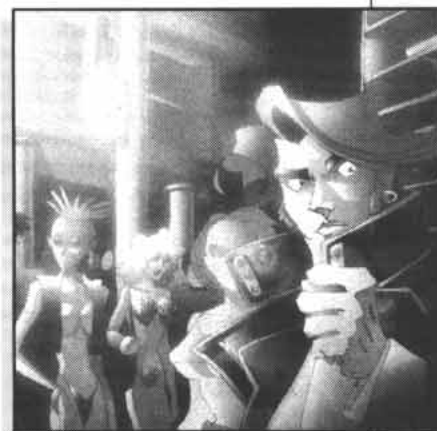
Commercially Paxton Arm's factories continue to run at full capacity to feed the polar appetite for armaments. Paxton has used this economic bonanza to update weapons systems and increase the numbers of the PRDF: a second division is slated to become active in Spring TN 1936. The boom has also seen attempts to revitalize the one section of Paxton's armaments range that has never done well, Gears. In Summer TN 1934 Paxton released new models of the Chieftain command Gear and Crusader support Gear, along with a stealth Gear, the Stalker.

Attempts to push Gear sales occupied much of Paxton's marketing force into TN 1935. Because the rest of Paxton's products more or less sell themselves in a pre-war climate, it could afford the luxury of trying to break into the polar Gear market. The civilian market seemed open to a certain amount of penetration and Paxton built on the success of its Pit Bull police Gear to try and increase its profile. The Valence Work Gear also began to spread throughout the Badlands and into the polar leagues because of competitive pricing programs. Little headway was made in the military market, however, despite large subsidized sales throughout the pro-Paxton Badlands, until early Autumn TN 1935. In the Summer of that cycle, Emir Nigel Shirow of Basal struck the so-called Oxford Accord, a secret deal with the Southern Republic to take some of the pressure off his rebel forces. This finally put him in a position to import the heavy armament Basal's beleaguered defenders needed. The terms of his agreement with Port Oasis made Paxton the only viable source for these weapons. Indeed, Shirow agreed to keep his rebellion an internal matter and that meant not involving the North. Southern arms manufacturers could not sell to Shirow without risking contracts with the ESE's legitimate government. That left only Paxton Arms. Shirow's only problem was his lack of disposable income. He would have to strike a secret deal with the North, hoping that he could get money from his allies in Valeria without angering the Southern Republic — a very serious gamble indeed.

2.2 THE BADLANDS QUARTER

Squeezed between the arcoblock developments that cover most of the Third Terrace and the broken red rock of the mesa lies all that remains of pre-arcology Peace River. With narrow winding streets lined by squat, heavy buildings that could be part of any equatorial city and inhabitants who retain the fierce independence that characterizes most desert dwellers, this section of the city has become known as the Badlands Quarter. Less controlled by Paxton Arms than any other section — except perhaps the Prospects — the Badlands Quarter has become the bohemian fringe of the city. Here free thinkers whose opposition to Paxton is less violent than the BRF's can congregate. Less politically minded liberals also flock to the Quarter for the freedom, and their artistic endeavors have made it a popular recreation place for the more staid citizens of Peace River.

President Simosa and Peace River Administrator Helena Hitashi both see the Quarter as a valuable asset for their city-state. It provides a cosmopolitan melting pot where the castes can mix more freely and gives the Third Terrace a certain panache. It is a important part of their plan to reform the city as a whole. The rough peace that has reigned in the Quarter in the last decade also provides a useful contrast to the unruly Prospects.



2.2.1 BACKGROUND

The Badlands Quarter was originally carved into the mesa in the TN 1600s to house miners who could not fit into the original oasis tower that Erbert Paxton bought in TN 1595. As Paxton Mining expanded and built more oasis towers, the mesa settlement became unnecessary and in the hard times before the St.-Vincent's war it was sold off to independent Riverans who preferred to live outside the close supervision of the oasis towers. When Paxton Mining became Paxton Arms in the TN 1700s and prospered enormously the city rapidly expanded into the terraced arcology people are now familiar with. When the Third Terrace was under construction, however, Paxton discovered the independent Riverans living in the Badlands Quarter were not willing to let Paxton move them out to complete its architectural grand plan.

Faced with this opposition, Paxton responded with a typically grand plan. Instead of destroying the Quarter outright, Paxton proposed moving it into the Third Terrace, already under construction. Building — including the underground Erzach Ibn-Muhammad Mosque — would be disassembled and rebuilt. The Quarter would come under Riveran law, but be relatively free of omnipresent surveillance. Faced with the alternative of destruction, the residents agreed, and after its displacement the Quarter quickly became home for those seeking some separation from Paxton. This included artists and independent business people, but also criminals and political radicals. The Quarter also became a temporary home away from home for the many Badlanders who came to do business in the city. Cracking down on the criminals and political radicals was almost impossible given the maze-like construction of the Quarter, and generally only alienated the locals.

Over the centuries the Quarter became the red-light district and radically chic center of Peace River. The criminals opened brothels and nightclubs, as more extreme criminal activities became dominated by Prospects gangs, and the artists and political activists created a center of intellectual ferment, cawfee shops, bookstores and theaters unlike anything else in Peace River's controlled community. Slowly, entertainment became the main industry of the Quarter, and only caste prejudice prevented the area being bought out by the wealthy executives as it became an in place to go.

The Judas Syndrome before the War of Alliance saw the political nature of the Quarter take on a new importance; the large numbers of non-Riveran inhabitants and large transient population made it a center for intrigue. As the syndrome worked its way to a fever pitch in the last seasons before the war, it was not unusual for bodies turn up every morning in the dark and twisting byways of the Quarter. Every bar seemed to have shadowy deals being made, and radical politicians talked revolution in their lofts and cawfee shops.

The War of Alliance put a stop to such activities but the reputation remained with the Quarter. Initially the social upheaval of the post-war period rocked the Badlands Quarter particularly hard and running battles between radicals and the POC were a weekly occurrence. This chaos hurt the hospitality industries that were the Quarter's economic heart, causing further trouble. The election of President Simosa and his reformist faction saved the Quarter from turning into a slum. He immediately put Paxton funds into rejuvenating the Quarter's historical buildings and on promoting it as an entertainment and tourist center for the city. As his reforms also drew many young radicals, like Helena Hitashi, into the mainstream Riveran political process, the Quarter gradually calmed and the violence lessened.

By TN 1930 the Quarter had regained its feet, even surviving the possible economic threat of the Erbert Paxton MegaPlaza in good stead. Changes in the city have gone its way as violent radical politics followed organized crime into the Prospects and brought a measure of peace to the Quarter. The Badlands flavor of the neighborhood has remained, though an increasing number of polar expatriates also moved in. Slowly these newcomers have added more flavors to the multicultural mix, so that now a visitor can see a Bethanite restaurant next to a strip club, across from a Jerusalemite prayer house and a traditional Riveran hole-in-the-wall cawfee shop.

2.2.2 PLACES OF NOTE

The Quarter remains a good place to hide if you are not willing to risk the violence and poverty of the Prospects. Hostels, inns and rooming houses vie with bars and clubs as the Quarter's most profitable ventures, as heavy patronage by Badlands traders continues. PaxSec is aware that the high number of foreigners makes the Quarter a haven for spies but increased security has prevented a reoccurrence of the Judas Syndrome situation. Despite this, the Quarter retains a reputation for shady deals and the occasional POC drug bust merely heightens its risqué appeal. A few inns have even made an industry catering to newlywed Riverans wanting a cheap but exotic place for their wedding night. A number of areas and establishments within the Badlands Quarter are particularly famous or notorious, and are often on a visitor's itinerary even if they would never dream of patronizing them in their home town.

Street of Willows ◀



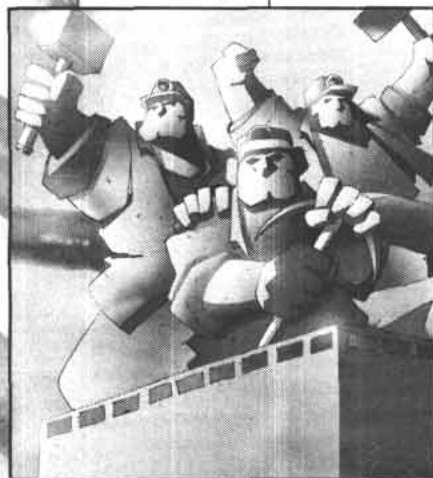
For reasons only known to the long dead builders of the Quarter, a fountain connected to the MacAllen tunnels was built at the head of this street, one of the Quarter's widest. The water trickles from the chipped and ancient basin and down channels in the street to be collected by the Southern Willow Tree Ferns that line its length. The ferns make the Street of Willows one of the most pleasant spots in the Quarter, the greenery softening the cold planes of the buildings and providing relaxing shade against the heat of the day. Over time, the street has become the center of the Quarter's sex trade, and at least half the buildings along the street are brothels. Catering to all tastes and funds, the street has a lazy decadence about it that is accentuated by the cawfee shops and bars that make up the rest of the businesses on the street. These usually throng with independent hosts and hostesses with rooms nearby. Riverans are an open minded people and the street draws its clientele from all castes. To prevent trouble, the brothel owners have private security guards to supplement the POC patrols. The resulting level of safety ensures that the popularity of the Street for a quiet evening's pleasure or private meeting is growing with every season. The Quarter's general lack of Peace River's otherwise persuasive security systems may also have something to do with this.

Cimmaro Café ◀



At the edge of the Quarter, looking out over the Prospects and the yellow-red dune sea beyond, the Cimmaro Café has been one of the Quarter's most notable establishments for nearly a hundred cycles. It lies away from the main streets of the Quarter and can only be reached through the Labyrinth's twisting backways, which has kept its clientele mostly local. The present owner is Kwei Lingling, an Eastern Sun Emirates émigré, and under his careful guidance the Cimmaro has gained a reputation as one of the notable establishments in Peace River for food and culture. Southern cuisine and exotic bioengineered produce such as real coffee and Earth grain breads are just a few of the culinary treats the Cimmaro provides. Kwei has managed to retain his local clientele of artists and thinkers by keeping cheaper items on the menu. He has also turned the Cimmaro into an impromptu gallery by giving young artists a place to exhibit their work to potential patrons and buyers. A number of newly successful Riveran artists are in his debt for this reason and the café is richly decorated with both artwork for sale and gifts from former patrons. The interior of the establishment is all polished woods and stones, with the cramped intimacy typical of Badlands locales, but the patio out front, with its stainless steel tables and canvas umbrellas, is as modern as any Executive Plaza restaurant.

Miner's Square ◀

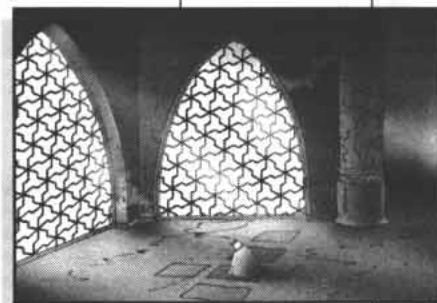


Mining the Badlands has always been a dangerous occupation with few safeguards and often second-rate technology. In its early days, Paxton Mining was no different and Miner's Square was built as a memorial to those who died in the company's mines. Though now an official memorial has been placed in Arland Longchamps Park, the older, larger memorial remains here in the Quarter. The massive statue of three miners standing together looking out over the vista before the city is powerful, all the more so since the statue represents all three castes standing together for the common good. While it once languished under hundreds of cycles of grime and grit, the titanium statue was specifically targeted for refurbishment by President Simosa during his renovation of the Quarter and is now a site of frequent school excursions. This does not mesh all that well with the Square's other popular use as the main watering hole for the Quarter. It is also popular with visitors and the streets around the Square are full of hostels and inns. The presence of so many Badlanders adds to the rowdiness of the Square's public houses and brawls and other disorderly behavior are a nightly occurrence. For that reason the POC Precinct house in the Quarter is also located here.

The precinct chief is Captain Adrian Sams, a veteran officer who rose through the ranks of Patrol Division to his current post. Notorious for his hard-nosed attitude, Sams knows the Quarter like few others. Taking example from Marshal Chen, Sams still occasionally patrols his precinct, often retracing his old beat on foot. The Quarter's inhabitants both respect and fear Sams and his officers. As a patrolman, Sams built a reputation as a street fighter, ready and willing to use his baton if he was challenged, and some of his subordinates have taken their cue from him. He insists, however, that officers also build a relationship with the locals. For him, solving crime in the Quarter requires that the locals both be willing to come forward and aware that they cannot push an officer too far.

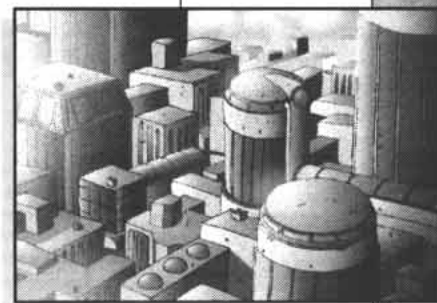
► Erzach Ibn-Muhammad Mosque

Named for Terra Nova's only native Jerusalemite prophet, the Erzach Ibn-Muhammad Mosque is the greatest achievement of Paxton's displacement of the Badlands Quarter. Originally built into the rocky mesa surrounding Peace River, the entire mosque was moved block by block and installed into the underground structure of the Third Terrace. Whole section of cave wall were cut and reassembled under the guidance of the Imam. Ever since, the Mosque has remained the center of the Riveran Jerusalemite community (which includes a large proportion of the worker caste). The Mosque lies completely underground and is large enough to hold a thousand people. It is lit by shafts to the surface that emerge around the simple staircase that leads from the Outlander Bazaar above. Imam Nawad Feisung has been key to the Mosque's importance in the last thirty cycles. Near blind since birth, this fat and smiling cleric is a major reason why the Prospects have not flared into open violence. His calls for tolerance, reform and peace, as well as activities as a go between, have earned him the respect of all Riverans and helped slow the spiral of violence. This has not endeared him to the BRF and his humble house near the entrance to the Mosque is under constant but discrete PaxSec guard.



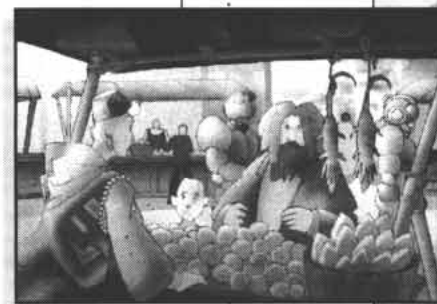
► The Labyrinth

Even in a city known for its difficulty of navigation the lanes and byways of the Badlands Quarter stand out. Anyone of the numerous visitors who get lost there will attest to the accuracy of the Quarter's nickname: the Labyrinth. Riverans develop an innate understanding of the logic behind the complex maze of Peace River's arcology-like construction. No logic beyond the easiest route at the time is behind the Quarter's layout, however. Once off a few main thoroughfares, the streets narrow into dark passageways that are partially covered by overhanging buildings for protection from the elements. These laneways — streets is too grand a name for them — twist amongst buildings built to no particular plan and are made of stone cobbles polished slick by generations of use. The Quarter isn't flat either, for it was carved into the mesa and particularly hard bands of rock were built onto rather than quarried down. The result is puzzle-like, with the lanes twisting up and down in illogical meanders, sometimes looping back onto themselves, sometimes going nowhere. Despite all this the lanes of the Quarter are busy with a rich, eclectic crowd. Even after dark the bars and clubs keep the streets full of people, despite the almost complete lack of lights.



► Outlander's Bazaar

Despite living in a trading city Riverans have always been rather xenophobic. This led to the exile of caravan traders to a special Outlander's Bazaar in the Badlands Quarter for many cycles in the early history of the city. By the time this restriction was removed, the Bazaar had become a colorful attraction and the traders saw no reason to move. The center of trade lies in the plaza of the Erzach Ibn-Muhammad Mosque. While the plaza once housed the stalls easily, the Bazaar has now had to expand into the surrounding streets. Even so traders must arrive early every Sunday morning to be sure of getting a stall. The money from renting the stalls is used by the Mosque to fund its welfare programs. The stalls themselves display a crazy variety of goods — pirated electronic products from Timmins, local artwork, Southern wetlander handicrafts, Western leather goods and much much more. The large crowds who flock to the Bazaar are just as diverse — from trendily dressed executives, to workers looking for a bargain, to Quarter locals doing their weekly shopping. Not everything sold at the Bazaar is legal but within its jammed confines the POC has had little luck at stopping the sale of small quantities of drugs and other black market goods.



► Saracen's Keep

High in an old building overlooking the Bazaar is the home of Kally Laing, the young leader of the Quarter's greatest gang, the Saracens. Kally doesn't look like a gang lord who controls the pickpockets, drug dealers, and protection rackets of the entire Quarter. Actually, she looks more like a school girl. Born to an independent hostess in TN 1910, Kally had risen to control the Quarter largest street gang by the time she was 17 cycles old. Though very intelligent, Kally is also dyslexic. Frustrated by school, she preferred the streets and took out her frustration through violence. These traits enabled Kally dominate the other Quarter gangs by TN 1933, using a mixture of wiles and force. During the underworld turmoil created by the BRF/Forzi take over of organized crime in Peace River, Kally quietly took control of the Quarter. She has proved as good an organizer as fighter and by managing her new enterprises carefully has kept the Forzi from muscling in. Initially flushed with success Kally thought that as long as she stayed in the Quarter she could keep the Forzi at bay. If it was actually the Forzi she may have been right, but the BRF is another matter. Kally is just starting to understand that things are getting out of hand as the violence escalates; she has little idea of what to do as yet and is playing matters by her wits alone.

Kally's home — often called the Keep — serves as a base of operations of sorts for the Saracens. The Keep is a stone-hewn tower featuring a private "club" on the ground and second floors and a series of apartments higher up. The club serves as a hangout for the gang and its special guests, while Kally lives upstairs. Peace Officers keep an eye on the Keep almost constantly and have raided it on many occasions, but Kally has so far avoided arrest herself — although several lieutenants have ended up behind bars. These disgruntled Saracens have become one of the major weapons in Sundra Gabriel's efforts to usurp Kally's control of the Quarter. The BRF controls much of the prison underworld in Peace River and has turned several former Saracens against her.

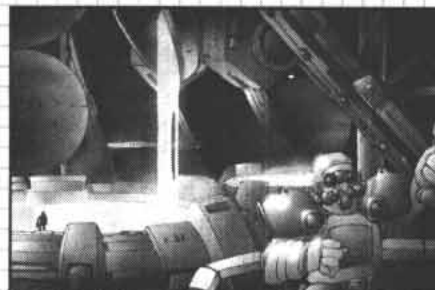


2.3 PEACE RIVER MAPS

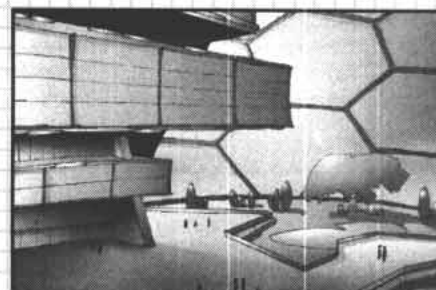
PEACE RIVER CUTAWAY VIEW

Legend

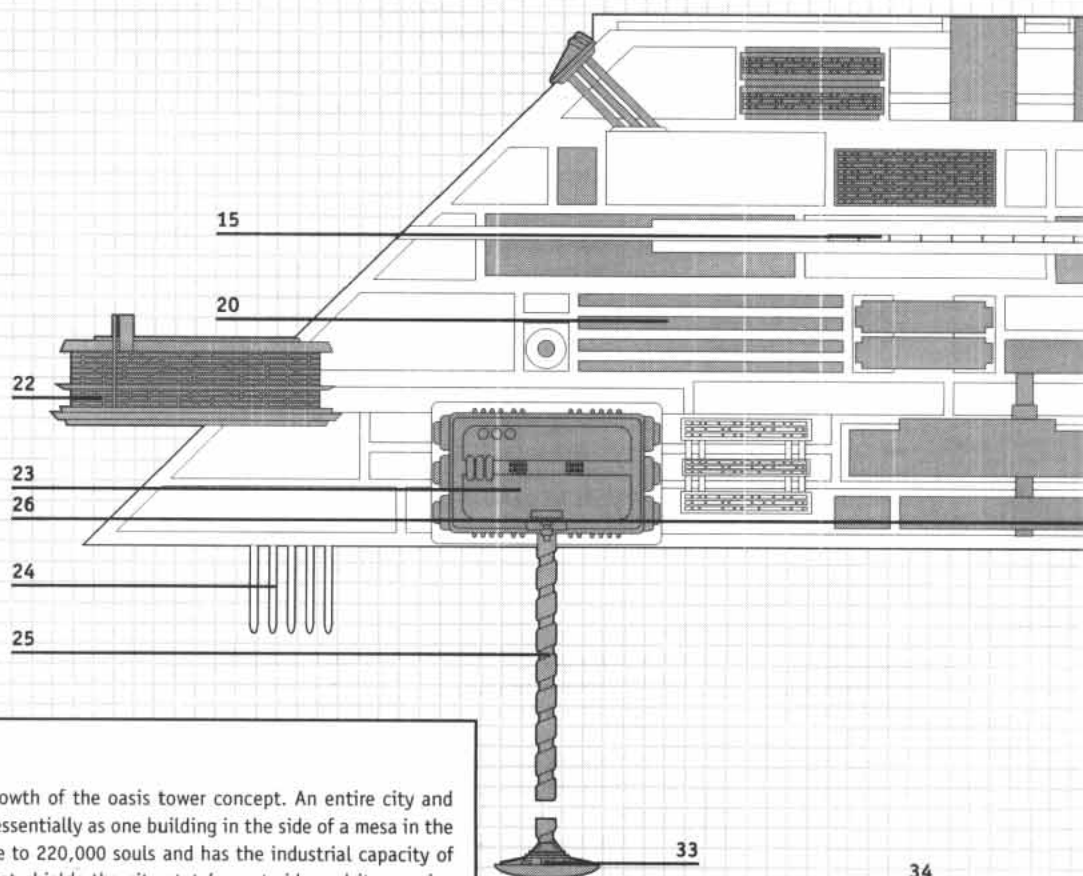
1. Air traffic Control Tower
2. Executive Tower (top portion)
3. Paxton Arms Central Offices
4. Air Defense Towers
5. Airfield
6. Airstrips
7. Airstrip Doors
8. Military Aircraft Elevators
9. Hopper/Fighter Elevators
10. Military Airbase and Hangars
11. Civilian Aircraft Elevator
12. Support Strut
13. Habitat Core
14. Paxton R&D Compound
15. Alpha Maglev Station
16. Executive Tower (interior)
17. Secondary Support Strut
18. Storm Wall
19. Ground Access Road
20. Industrial Sector (main section)
21. Industrial Sector
22. PRDF Main Garrison
23. Blast Furnace
24. West Seismic Anchors
25. Heat Sink Shaft
26. West Geothermal Power Station
27. Executive Tower Water Processors
28. East Geothermal Power Station
29. East Seismic Anchors
30. Peace River Reactor Core
31. Reactor Core Control and Storage
32. Lower Heat Exchanger Group
33. Furnace Heat Sink
34. East Geothermal Power Generator
35. West Geothermal Power Generator



Iron and Ore Processing Center — Industrial Sector 67

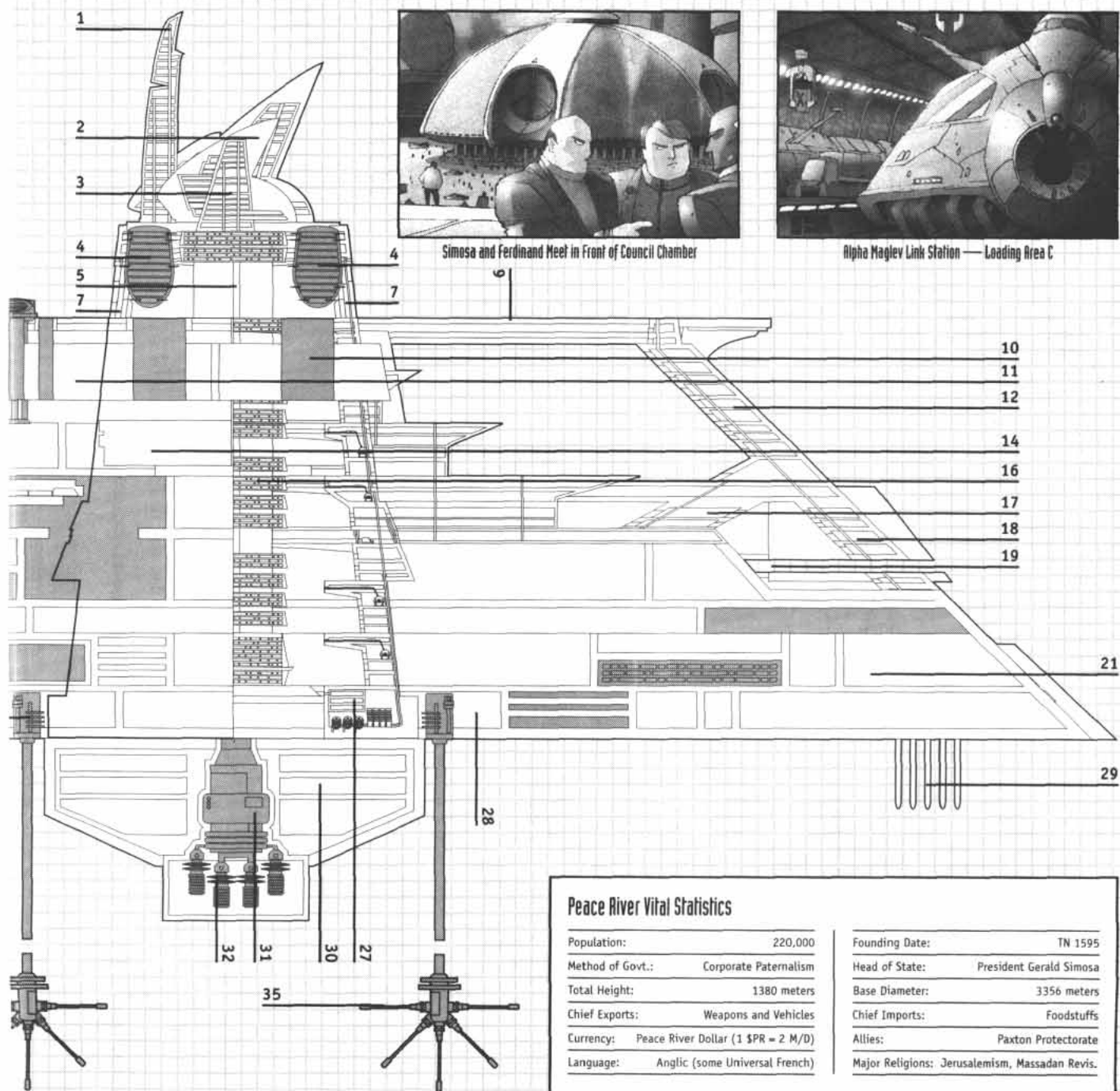


Huang Cho Building & Garden — Executive Tower



Peace River

Peace River is the ultimate outgrowth of the oasis tower concept. An entire city and massive industrial complex build essentially as one building in the side of a mesa in the Karaq Wastes, Peace River is home to 220,000 souls and has the industrial capacity of many nations. The rocky mesa that shields the city-state's west side and its massive steel construction make Peace River a virtually impregnable fortress. It is the greatest power in the Badlands and Terra Nova's biggest weapons developer. Internal dissent and polar espionage, however, threaten Riveran security more than foreign armies.



Peace River Vital Statistics

Population:	220,000
Method of Govt.:	Corporate Paternalism
Total Height:	1380 meters
Chief Exports:	Weapons and Vehicles
Currency:	Peace River Dollar (1 \$PR = 2 M/D)
Language:	Anglic (some Universal French)

Founding Date:	TN 1595
Head of State:	President Gerald Simosa
Base Diameter:	3356 meters
Chief Imports:	Foodstuffs
Allies:	Paxton Protectorate
Major Religions:	Jerusalemism, Massadan Revis.

2.3 PEACE RIVER MAPS

PEACE RIVER HABITAT CORE (CUTAWAY)

Legend

Sectors

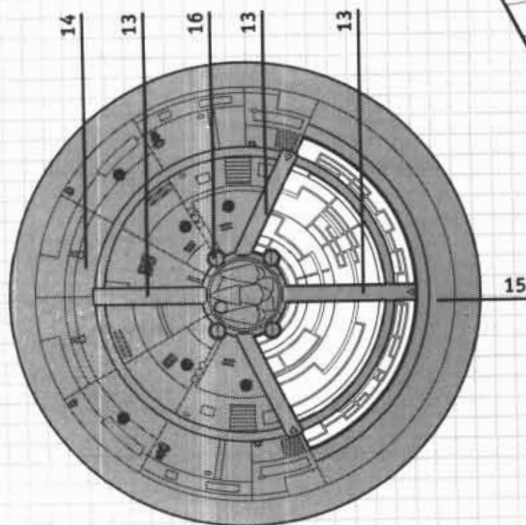
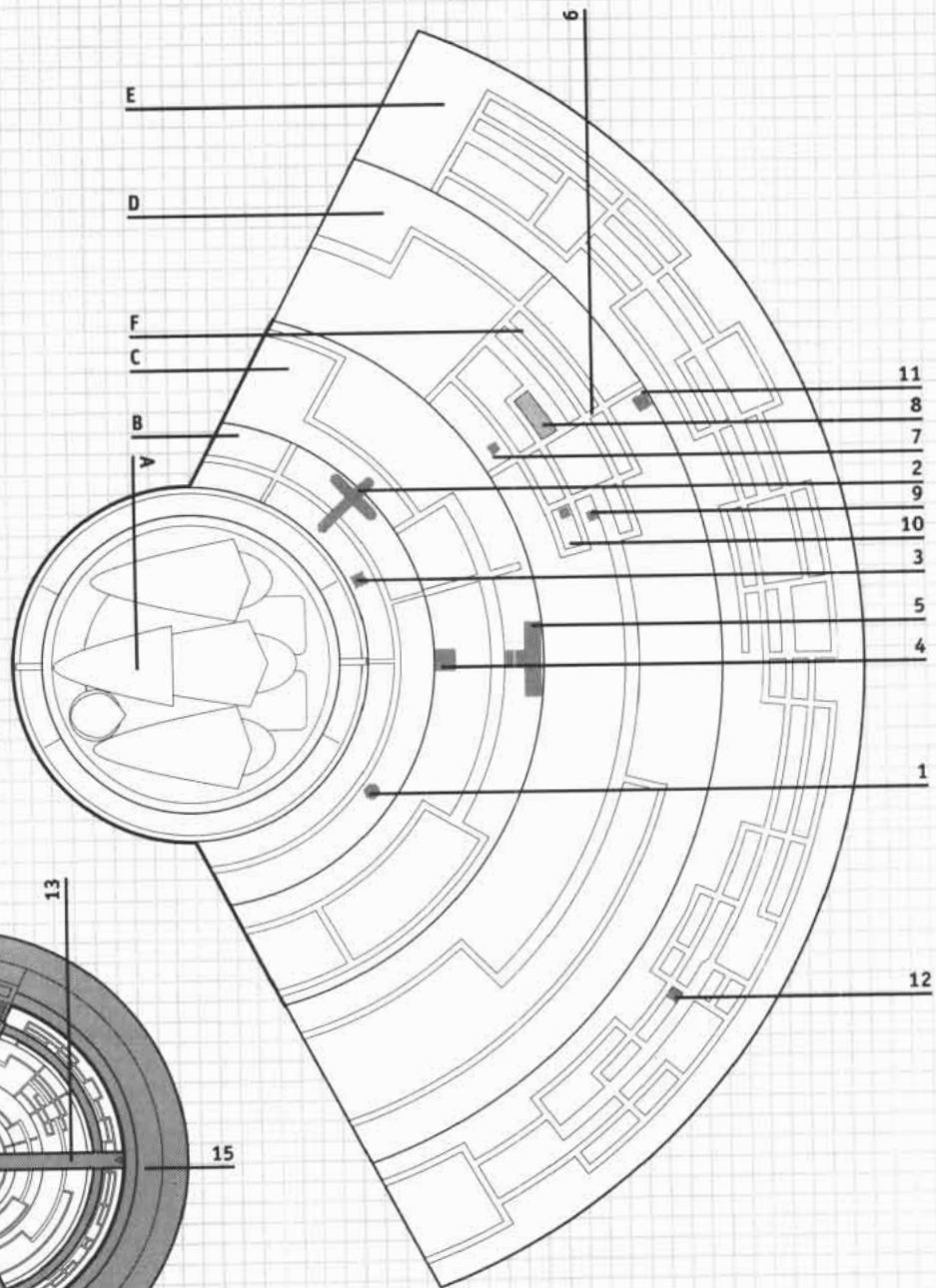
- A. Executive Tower
 B. First Terrace
 C. Second Terrace
 D. Third Terrace
 E. Fourth Terrace (The Prospects)
 F. The Badlands Quarter

Habitat Core Locations

1. Peace River Council Chamber
 2. Ebert Paxton MegaPlaza
 3. Reunion Café
 4. Peace Officer Corps HQ
 5. Second Terrace Municipal Hospital
 6. Street of Willows
 7. Salon Rouge Brothel
 8. Miner's Square
 9. Outlander Bazaar
 10. ... Erzach Ibn Muhammad Mosque
 11. Cimmaro Café
 12. Electric Nipple Café

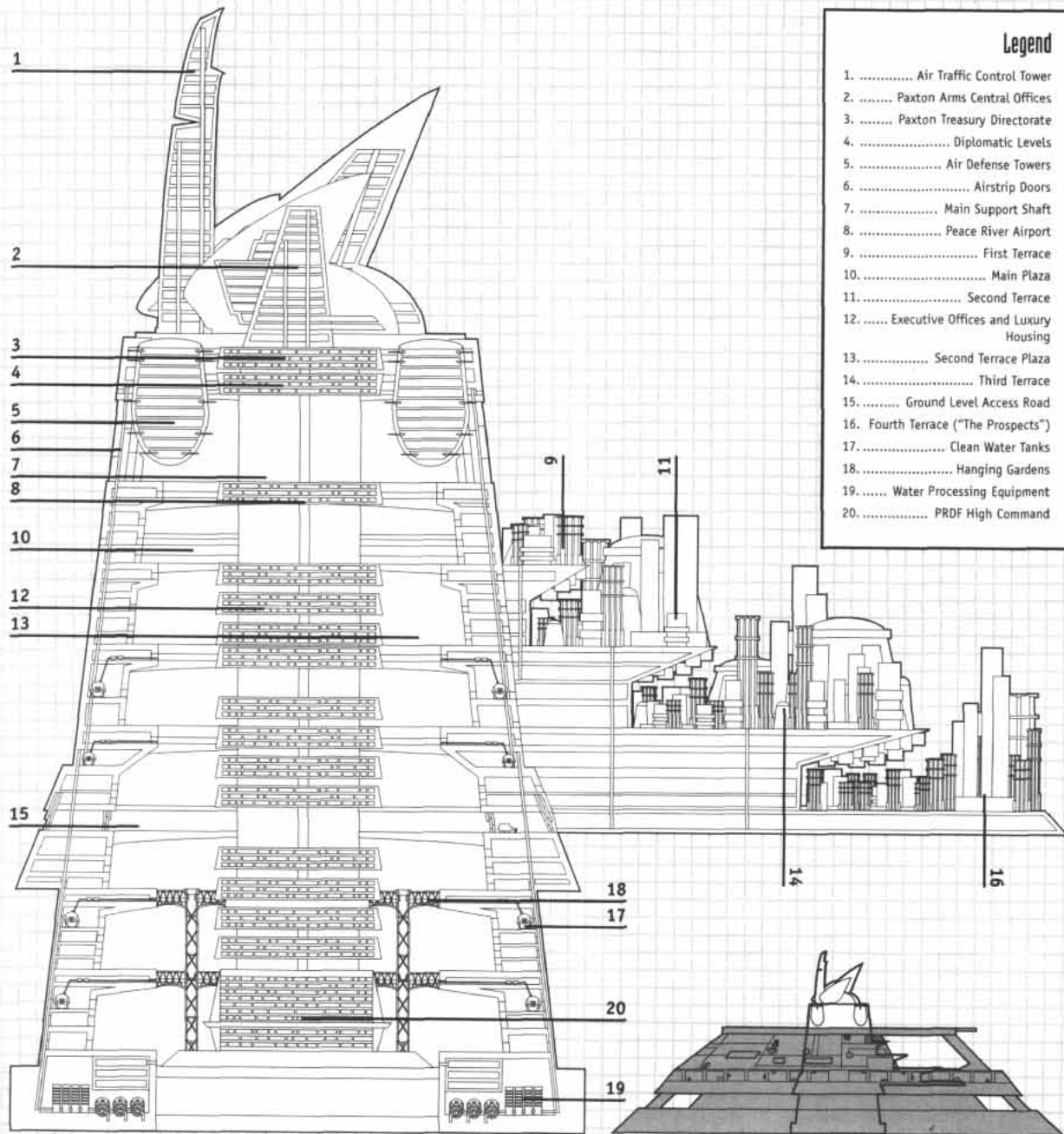
Top View Locations

13. Airstrips
 14. Industrial Sector
 15. Storm Wall
 16. Air Defense Towers

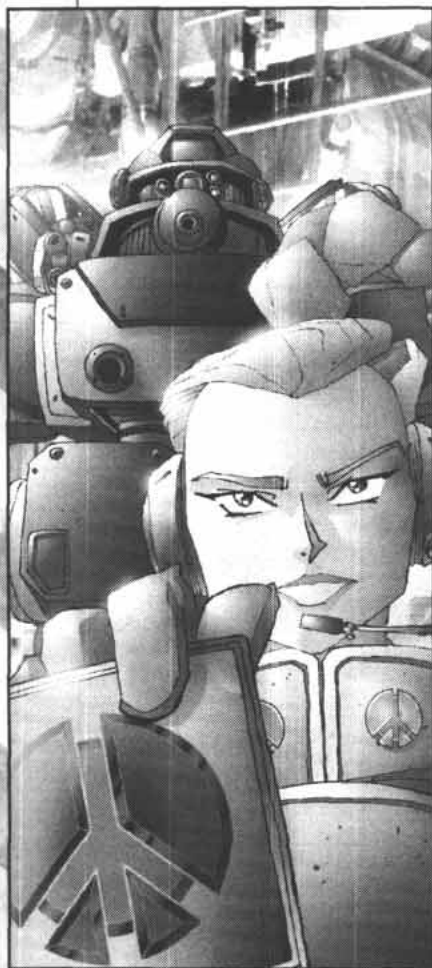


2.3 PEACE RIVER MAPS

PEACE RIVER EXECUTIVE TOWER & HABITAT CORE (CUTAWAY)



2.4 PEACE OFFICER CORPS (POC)



The Peace Officer Corps (POC) is the civilian police force of Peace River. As such, it sits sometimes uneasily between the Peace River Defense Forces' MPs and PaxSec, which (in addition to its other duties) is charged with monitoring the POC's internal affairs. The POC is a close-knit group of officers whose duties include not only maintaining law and order within the city, but also patrolling and protecting Paxton's industrial facilities. Its jurisdiction ends at the Storm Wall. Traditionally, officers were drawn only from the management caste. Following President Simosa's TN 1921 reforms, officers are drawn from all levels of Riveran society (although the majority are still from the management caste). Worker recruits are, upon acceptance into the POC, elevated to management caste. There is also a sizable contingent of veterans from the War of the Alliance, especially among the Gear pilots.

The current Marshal, Terri Chen, is a career law-enforcement officer who was promoted to the POC's highest rank only five cycles ago when her predecessor, Andre Miller, retired after 17 cycles on the job. Chen has the confidence of her officers, President Simosa and Administrator Hitashi; HEO DuBeau-Slovenski is, typically, reserving judgment until the Marshal has "proved" herself. Chen has impressed with her willingness to take to the field for informal visits and even the occasional raid or patrol. A strong believer in leading by example, she shrugs off complaints that she might get herself killed. Her "field trips," she maintains, keep her in touch with her officers and give them the chance to express their concerns to her directly.

The POC is divided into six sections: the Office of the Marshal, Patrol Division, the Criminal Intelligence Bureau, the Crowd Pacification Group, the Tactical Response Group and the Special Weapons Operations Squad. The Tactical Response Group and the Special Weapons Operations Squad have been expanded and re-equipped in the last few cycles as the threat of war looms and operations — both covert and overt — by the polar powers increase. There is, generally speaking, a friendly rivalry between each section of the POC. In recent cycles, however, these rivalries have become more bitter. Marshal Chen (correctly) believes that this is due to the increased pressure under which the POC operates. Attacks by the BRF, political unrest within Peace River and the ever-present threat of conflict with — or war between — the poles have strained the Corps to its limit. Chen and the section heads are doing all they can to relieve the situation, but there is no easy solution in sight.

The POC also maintains a variety of precinct houses across the Habitat Core, each commanded by a Captain. These generally billet patrol officers and a few CIB detectives, although some precincts lodge Tactical Response Group or Crowd Pacification Group squads as well. Each precinct is home to administrators from the Office of the Marshal as well.

2.4.1 OFFICE OF THE MARSHAL

The Office of the Marshal of Peace River is the administrative division of the POC. The Office is responsible for payroll, human resources, acquisitions, data management and communications, public relations and the POC's legal division. It is the third-largest division, after Patrol and the Tactical Response Group. The least glamorous but (in many respects) most important division of the POC, it is within the Office of the Marshal that the future of the Corps is shaped. Members of the other divisions often resent the "pencil pushers" of the Office, but Marshal Chen's hands-on attitude has done much to smooth out these differences.

2.4.2 PATROL DIVISION

Patrol is the largest division of the POC. Its officers provide foot, car and aerial patrols of Peace River and its immediate environs. Officers operate in teams of two and are assigned a regular beat. Bravely performing a thankless task, patrol officers are the most public face of the POC, bearing the brunt of the public's opinion of the Corps. Patrol Division is everywhere; when there is a domestic violence incident, Patrol Division responds; when there is a public brawl, Patrol Division breaks it up; when there is a curfew in the Prospects, Patrol Division enforces it. It's a tough job, and only the tough survive it.

Patrol Division is headed by Jake Jackson, a rail-thin ramrod of a man who expects the utmost in discipline and integrity from his officers. Jackson is a traditionalist who strongly disapproves of Chen's habit of patrolling the streets; they have clashed several times over the matter. Jackson is another lifetime law enforcement officer, and he firmly believes that it is the men and women of Patrol Division — "Peace River's finest" — who provide the thin gray line which keeps anarchy and destruction at bay. In the present climate of intrigue, terrorism and scandal, he is most probably right.

2.4.3 CRIMINAL INVESTIGATION BUREAU [CIB]

Investigations of all serious crimes (with the exception of terrorism) fall within the purview of the CIB. Bureau detectives rarely wear their uniforms and often operate undercover. A sizable amount of their time is spent trying to control smuggling. They are aware that the Forzi cartel is operating out of Peace River, but so far have been frustrated in their attempts to root it out. Officers assigned to the CIB like to think of themselves as the brains of the POC. This may be true, but they are also the most likely to be engaged in a little profit-making on the side. Marshal Chen has been slowly uncovering the few bad cops in the CIB, with the assistance of its head, Ryu Hashimoto.

Hashimoto is a formidable officer, whose "back to basics" approach to law enforcement has yielded high conviction rates. He places great faith in the integrity and ability of his officers, many of whom he hand-picked. Hashimoto has for a number of cycles been conducting a private crackdown on citizens he considers "undesirable." He and a small group of like-minded officers are engaged in a variety of highly illegal activities (planting evidence on suspects, forcing confessions from unwilling or innocent suspects, etc.) to prevent crime. These operations are funded by selling confiscated evidence (typically drugs and other contraband). He does not want any crooked cops in his division; the chance of an internal affairs (i.e. PaxSec) investigation uncovering his own operation would become too great.

2.4.4 CROWD PACIFICATION GROUP [CPG]

Formed only 12 cycles ago in response to the increased worker unrest which followed in the wake of the War of the Alliance, the CPG is perhaps the most hated group of law enforcement officers in Peace River (after PaxSec, of course). Charged with maintaining public order in times of civil unrest, the CPG has become a close-knit group of officers who are intolerant of outsiders and over-sensitive to criticism. Armed with riot shields, stun batons and chemical sprays and backed up by specialist APCs with water cannon and ear-splitting sonic pacifiers, the Crowd Pacification Group is nicknamed the goon squad by their fellow officers and the zombies by the worker caste, their most frequent targets.

The CPG is commanded by Chun Yeoh, who mustered out of the Peace River Army after the war and joined the POC as a combat instructor. Yeoh insists on martial arts training for all her officers, who are given ample opportunity to practice their skills for real. Yeoh is also keenly aware that the strong political views held by many of her officers have attracted the attention of PaxSec, whom she is sure has placed several agents in the CPG.

2.4.5 TACTICAL RESPONSE GROUP [TRG]

The TRG intervenes in violent situations (hostage situations or apprehending dangerous criminals) in Peace River and also cooperates with PaxSec in anti-terrorist operations. The men and women of the TRG are mostly PRDF veterans, though younger officers may have only served a peacetime tour before transferring across. All have combat experience of some sort and all are trained in a wide variety of weapons. The TRG conducts no investigations and is only called in as a rapid-response team to situations involving force which exceeds the operational parameters of the CIB or Patrol Division. In recent times, these situations have become more common, which has led to demands for increased manpower and funds from the divisional head, Elizabeth Bain.

Elizabeth Bain is a one-eyed veteran of the PRDF's reconnaissance commandos. Used to deploying swift, overwhelming force to resolve hostile situations, Bain's command has seen the officers of the TRG become both more brutal and more effective in their duties. Marshal Chen is reluctant to replace an officer with such a good track record, but has recently cautioned Bain about her new operational methods. If the cost of success for the TRG is a reign of terror, Chen is not willing to pay — but Bain is.

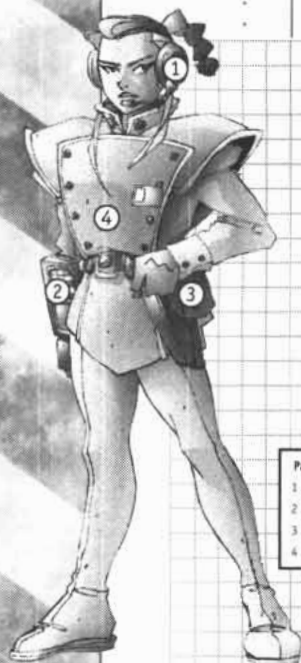
2.4.6 SPECIAL WEAPONS OPERATIONS SQUAD [SWOS]

The Special Weapons Operations Squad is the elite of the POC. They handle the Corps' heavy weapons, and are generally called in by the TRG or (in extreme cases, the CPG) to control situations that have escalated beyond their capabilities. The Bomb Squad is also part of the SWOS; they have responsibility not only for explosive ordinance disposal, but also for NBC (nuclear, biological, chemical) weapon disposal. The Gear Cadre has just completed familiarization with an urban combat version of the Warrior IV, designed to replace their older Pit Bull and Warrior I Gears. These compliment the attack hoppers, Fast Attack Vehicles and armored cars in the SWOS arsenal. The jurisdiction of the SWOS ends at the Storm Wall; if a fight spilled out of the city it would technically fall into the jurisdiction of the PRDF. In practice, the SWOS would pursue for a short distance before the PRDF became involved.

The SWOS is commanded by Captain Leon Gaspovich, a good-humored Petropolis expatriate who came to Peace River with his parents over forty cycles ago. Gaspovich's jolly exterior hides a ruthless killer and expert Gear pilot; he served with distinction in the Peace River Army. He expects his officers to be calm, dedicated and professional. There is no place in the SWOS for heroes or glory hounds. Recent casualties in the bomb squad and Gear cadre, and an increase in crowd pacification duties, have caused morale to plummet despite the best efforts of both Gaspovich and Marshal Chen.

2.4.7 PEACE OFFICER EQUIPMENT & VEHICLES

The officers of the POC have access to a wide variety of equipment. Paxton prides itself on its public image and its police officers are known to be among the slickest on Terra Nova. Fortunately for the Peace Officer Corps, Marshal Chen and her predecessors have assured that their officers have access to quality as well as style. Following are some of the basic pieces of POC equipment.



Patrol Division Officer
 1 Communicator
 2 Dataglove
 3 PS Sidearm
 4 Service Uniform

Uniform ◀

The standard POC duty uniform is a dark gray jumpsuit with black boots and webbing. Insignia are metal (silver on black). For units expected to enter situations where metal insignia could cause problems (primarily the TRG, SWOS and CPG), cloth insignia (red on black) are worn. Armor is worn as needed; patrol officers typically do not wear armor unless they know they are about to enter a hostile situation. The use of light ballistic cloth vests (light flak vest, see **Second Edition Heavy Gear**, p. 84) is standard then. Basic equipment consists primarily of those staples of police officers everywhere — pistols, billy clubs, radios, flashlights and of course, handcuffs.

Badge ◀

The POC badge is essentially a large peace symbol made of a heavy, corrosion-resistant silver alloy and bears an identifying number. It is kept in a leather wallet. The badge may be clipped onto the left breast pocket or, for plainclothes officers (usually in the TRG, CIB or Office of the Marshal), worn on a chain around the neck, clipped to a belt or simply kept in a pocket. Officers who are on duty and engaged in police work (questioning suspects, taking statements etc.) are required by law to show their badge to any citizen who requests to see it.

Handcuffs ◀

All POC officers carry a set of handcuffs. Made of a sturdy, long-chain polymer plastic, they are highly resistant to cutting and corrosion. The key is a short, studded barrel, usually kept on a chain around the officer's neck. Handcuffs cost 15 Peace River dollars (30 marks/dinars).

Sidearms ◀

The standard-issue sidearm for all officers is a Paxton 9mm automatic pistol. Long a staple of the POC, the "Paxton Nine" or P9 (as it is known) is a reliable weapon designed to withstand the harsh conditions of the Badlands. As with most Paxton products, it has been given a once-over by both the marketing and PsyWar divisions, to ensure that it looks both elegant and lethal. Patrol cars carry a shotgun, submachine gun and light flak vests. The TRG, depending on the situation, is capable of fielding literally any weapon in the Paxton arsenal, from sniper lasers to grenade launchers to chainguns. Considerable leeway is granted to officers when it comes to sidearms and an allowance may be taken in place of the Paxton Nine. Thus, it is not unusual to see officers carrying revolvers or even 13mm pistols. All are of Paxton manufacture. See the **Second Edition Heavy Gear Rulebook**, p. 83, for game statistics and costs.

Secondary Weapons (Knife & Billy Club) ◀

The POC standard knife is a folding multi-tool with tweezers, small scissors, mini-saw, mini-pliers and several blades. There are a number of different models competing for the law enforcement officer's dollar, each with its own unique features. The Paxton model is almost universally disliked, most officers opting for the much-loved WFP Army Knife. Largely ineffective as weapons, the Paxton knives typically do AD+3, cannot be used to parry, and have an Accuracy of -1. More appreciated, the Paxton billy club is a three-section duraluminium staff (35-85 cm). When riding in a vehicle, the billy club is clipped beside the seat. See the **Second Edition Heavy Gear Rulebook**, p. 83, for game statistics.

Dataglove ◀

Uniformed officers use a military-grade dataglove for instant access to the POC database. Undercover and non-uniformed officers use a more subtle pocket version (easier to conceal, lighter and more convenient to use, but substantially more fragile). Police grade datagloves cost 200 dollars and pocket assistants 150.

Communicator ◀

A lightweight headset, it has a limited range (500 meters in clear terrain) so forms a "cellular" link to a patrol car or public telecommunications circuit (on a restricted frequency, of course). See the **Second Edition Heavy Gear Rulebook**, p. 69, for game statistics.



CIB Officer
 1 Civilian Clothes
 2 Badge
 3 Pocket Assistant
 4 P9 Sidearm

► Bulldog Patrol Car

The most common POC vehicle is the patrol car known as the Bulldog. Built to withstand concentrated small-arms fire, the Bulldog has a number of useful features, including two holding seats (equipped with restraints and sealed off from the rest of the cabin), a cellular data/communications (datcom) terminal, emergency medical supplies and more. The Bulldog is also highly maneuverable and very fast on the road. Most patrol officers ride in a Bulldog along with a partner, rolling across the small surface roads of their precinct. These serve as a constant reminder of the POC's presence and makes the officers able to respond to emergency calls and to support patrol officers on foot.

► Vehicle Statistics

Threat Value:	52 (0/52/104)	Sensors:	n/a
Size:	3	Communications:	+1/10 km
Crew:	1	Fire Control:	-5
Movement:	Ground (150 kph/25 MP)	Base Armor:	5
Maneuver:	-1	Weapons:	none
Depl. Range:	500 km	Cost:	PR\$ 17,333
Perks & Flaws: Emergency Medical, HEP: Desert, Passenger Seating (3), Urban Friendly, WA Searchlight (50m), No Sensor.			

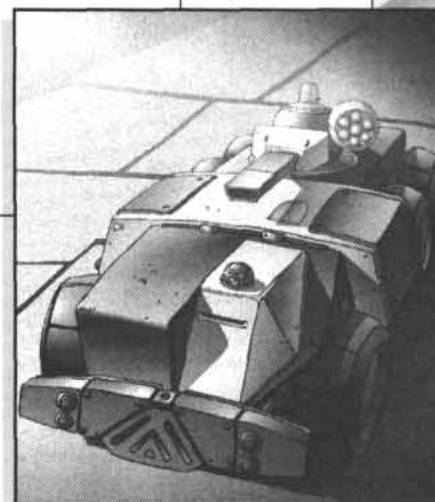


► Mastiff Armored Personnel Carrier

The Peace Officer Corps also fields a number of modified armored personnel carriers for crowd control and emergency situations. Called Mastiffs by peace officers, these have water cannons, gas canister launchers, sonic pacifiers, run-flat tires and a tight (sealed) holding cell in the rear for 6 prisoners. They also carry a small arsenal of conventional weapons (assault rifles, grenades, shotguns, etc.) for use in situations where lethal force is required. Most Mastiffs are used by the CPG, but variants with enhanced communication equipment are reserved for the Office of the Marshal as field command stations. The Tactical Response Group sometimes uses Mastiffs equipped with heavy ram plates to break into criminal hideouts.

► Vehicle Statistics

Threat Value:	218 (179/65/410)	Sensors:	-1/2 km
Size:	8	Communications:	+1/10 km
Crew:	2	Fire Control:	0
Movement:	Ground (108 kph/18 MP)	Base Armor:	12
Maneuver:	-3	Weapons:	APGL (T, 12 NL ammo), MFL (T, 20 NL ammo)
Depl. Range:	450 km	Cost:	PR\$ 40,875
Perks & Flaws: HEP: Desert, Passenger Seating (16), Ram Plate (F), Rugged Movement System, Urban Friendly, Wide Angle Searchlight (150m)			

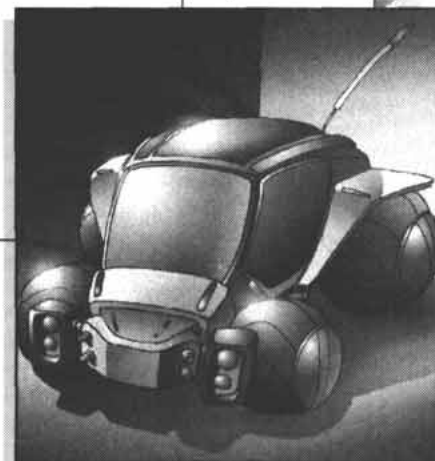


► CIB Unmarked Car

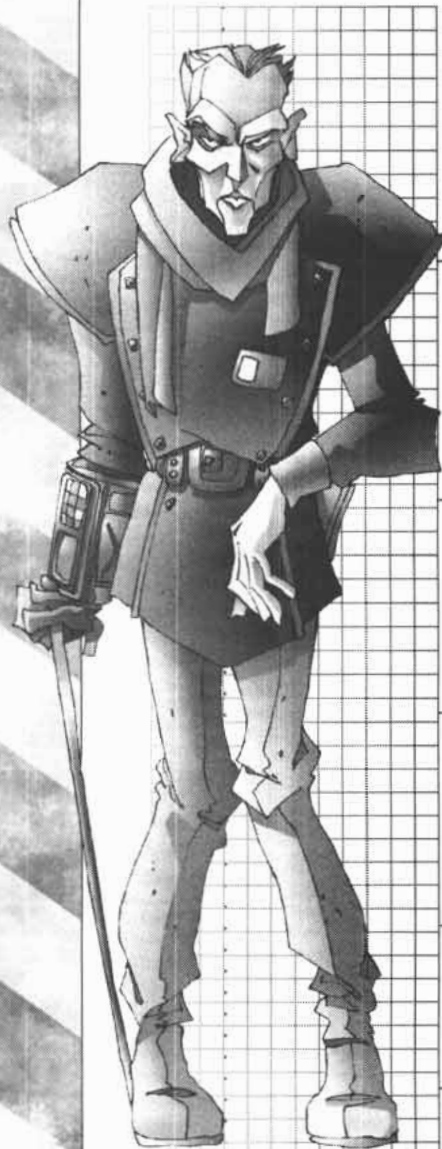
The Criminal Investigation Bureau has a wide variety of unmarked civilian vehicles of all sizes and manufacturers, for use by its agents during their regular duties. These cars are generally modified with a hidden datcom system and sometimes have their structure reinforced to protect officers from gunfire. They are also equipped with sirens and removable flashers for emergency situations. CIB detectives mostly use these cars for simple transportation to a crime scene or during an investigation. Undercover officers only rarely use them as their vehicles, because the inclusion of police equipment (even if concealed) can give an officer away. That Office of the Marshal guidelines direct undercover officers entering "a potentially dangerous situation" ride in a datcom-equipped car is a source of constant gripping among CIB officers.

► Vehicle Statistics

Threat Value:	41 (0/22/101)	Sensors:	n/a
Size:	3	Communications:	0/5 km
Crew:	1	Fire Control:	-5
Movement:	Ground (120 kph/20 MP)	Base Armor:	4
Maneuver:	-2	Weapons:	none
Depl. Range:	500 km	Cost:	PR\$ 10,250
Perks & Flaws: Passenger Seating (3), Urban Friendly, No Sensors			



COLONEL REICHTER LENARIS



Reichter Lenaris was born into a executive caste family in TN 1860, his father serving as Paxton President during his teenage years. Reichter was the family's problem child, showing no interest in business. Despite being sickly his father's influence got him a position in PaxSec in TN 1882, and Reichter loved it. He moved slowly up the ranks; working as an undercover agent in both the WFP and SR, creating networks in the Badlands, running a hit squad for a few seasons, and finally taking over political operations in TN 1903. He was busy combatting the effects of the Judas Syndrome when the War of the Alliance broke out and he was assigned to create a resistance network in the occupied Badlands. His success at this led to his promotion to PaxSec commander in TN 1917, a position he holds securely today thanks to his close relationship with his superior, HEO Milani DuBeau-Slovenski.

Profession ◀

Lenaris is a spymaster. He has no personal life to speak of and enjoys the power and intrigue. In the business of espionage Lenaris is one of the very best, and enjoys the respect of his peers and superiors. Lenaris' job also involves political repression, however, and he is as good a secret policeman as spy. He uses murder, blackmail, corruption and terror as tools to keep his city safe from internal dissidents and has been remarkably successful up until recently. His cold and calculating attitude leaves no room for moral or ethical debate and Lenaris prides himself on taking the most efficient and effective path to achieving his goals.

Attitudes ◀

Reichter Lenaris seems a wizened little man even though he is not yet eighty cycles old. Decades of secrets, blood and terror have taken their toll and he is old before his time. Inured to almost any action, Lenaris will do anything, absolutely anything, to achieve his ends. Nor are his ends what is good for Peace River, or even for Paxton Arms: to Lenaris the end is winning. In the cold little world that he has created for himself nothing matters, not love, not patriotism. Only victory in a game he plays with real people and the fate of nations.

Combat Reactions ◀

Lenaris was fully trained as an agent while a young man, but was always a better tactician than fighter. As he has gotten older his physical abilities, poor to start with, have declined until he is mostly unable to defend himself even if he wanted too. Nor is he one to fight to the death. Lenaris will assess the situation and do the most appropriate thing to survive, knowing his people will come for him — then it will be brain hemorrhages all round. In any event he is never without bodyguards so, he reasons, even carrying a firearm is superfluous.

Contacts ◀

HEO Milani DuBeau-Slovenski (age 46; specialties: politics and intrigue), his superior; Captain Malcolm Haus (age 41; specialties: combat and stealth), his omnipresent bodyguard and "special agent;" Gabrielle Xi (age 29; specialties: seduction and administration), Gerald Simosa's personal secretary and Lenaris' personal spy.

Vital Statistics ◀

Age:	75 cycles	Height:	1.55 meters	Weight:	35 kg	Hair:	Gray	Eyes:	Pale Blue
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Attributes ◀

AGI	-2	APP	-1	BLD	-1	CRE	2	FIT	-2
INF	1	KNO	1	PER	2	PSY	0	WIL	1
STR	-1	HEA	0	STA	20	UD	2	AD	1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	1	Drive	1	-2	Investigation	3	2	Social Sciences	2	1
Business	2	1	For. Lang.*	2	1	Leadership	2	1	Stealth	1	-2
Combat Sense	1	2	For. Lang.**	2	1	Notice	2	1	Streetwise	1	1
Computer	2	1	Hand-to-Hand	1	-2	Small Arms	2	-2	Tactics	1	1
Dodge	1	-2	Intimidate	3	-1	Psychology	2	1	* (Eq. Hosp.) ** (Univ. Fr.)		



HELEN LUHA

Helen always wanted to be a reporter. As a child in Petropolis, she loved watching the news and longed for the world beyond the filth-laden hell she lived in. Working for a local broadcaster, Helen saw her chance when Thor Hutchinson began his rise to prominence. She quickly packaged up some old interviews as a retrospective and managed to sell it to Northern News Net. A full-time position quickly followed. The War of the Alliance made her as a journalist; controversially, she was one of the first reporters to travel to Port Arthur, and created planet-wide controversy when she smuggled out a series of interviews with GREs and footage of their living quarters. She was quickly headhunted by SNS, where she produced an award-winning series on war veterans (Northern, Southern and Badlands). Not yet one of SNS's chief reporters, she is nevertheless being groomed for eventual stardom.

► Profession

Helen is a reporter for SNS, Terra Nova's planet-wide satellite network. She has cast herself in the mold of the tough, savvy political affairs correspondent, traveling from hot spot to hot spot in search of the latest story. She and her team (camera operator Jane Sanchez and sound operator Xavier Kennedy) are tight, but she still has a tendency to wander off alone with a portable broadcast rig from time to time. This has frequently placed her in danger, but she has so far avoided serious injury or legal action. Currently lacking the seniority and track record of the network's senior reporters (such as Konnor Garysson and Amanda Hess), Helen is nevertheless determined to make it to the top.

► Attitudes

Helen's career has just begun to bloom. Whilst not — yet — a household name across Terra Nova, she is well-known to current affairs buffs as a smart up-and-coming reporter with a good nose for news. Shrewd and streetwise, she maintains a sense of journalistic integrity which places the pursuit of truth above all else. It does not, however, prevent her from using hidden cameras, trespassing, offering "inducements" (cash, illicit goods, meetings with network celebrities) to reluctant interviewees and so on. She is yet to confront or even acknowledge this contradiction, which lies at the heart of her endeavors.

► Combat Reactions

Helen came under fire a number of times during the war, and has witnessed many scuffles, but is not a combatant. In the event of violence she will keep a cool head and seek cover. Unless she is directly threatened, she is most likely to start recording any action she can, at the same time as she calls for help or tries to get out of trouble. If she is directly threatened, she will attempt to flee, driven not by cowardice but her instinct for self-preservation. Her desire for a "big break" could lead her to take foolish risks, however.

► Contacts

Denys Unther (age 55, specialties: media production), her SNS editor; Kwei Lingling (age 43, specialties: hospitality and streetwise), proprietor of the Cimmaro Café and an occasional contact.

► Vital Statistics

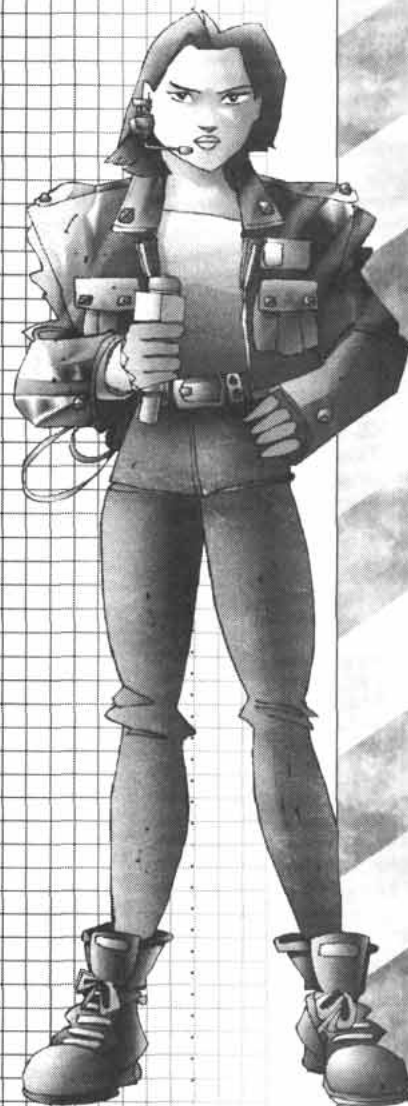
Age:	39 cycles	Height:	1.68 meters	Weight:	58 kg	Hair:	Dark Brown	Eyes:	Green
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► Attributes

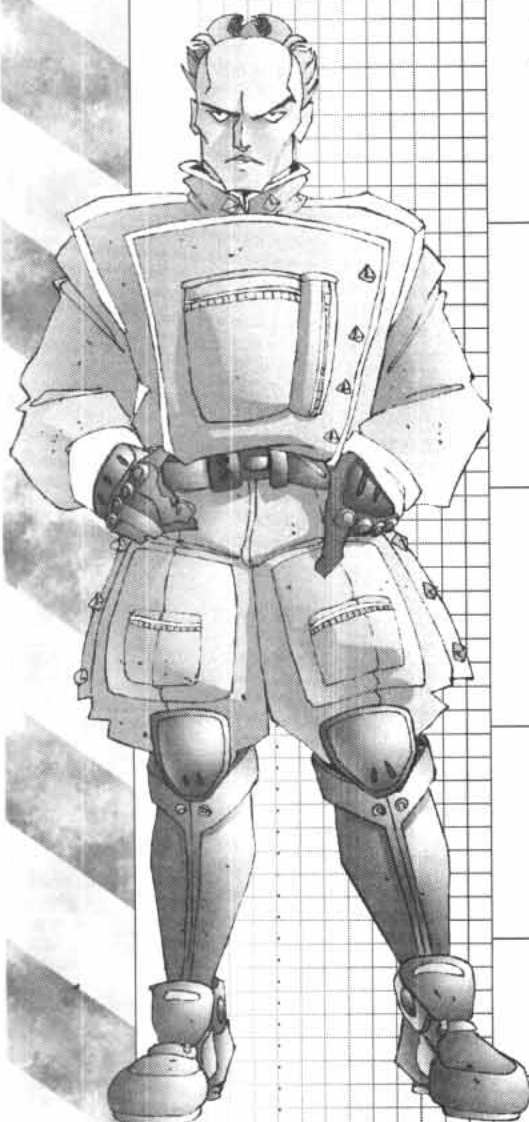
AGI	0	APP	0	BLD	0	CRE	1	FLY	0
INF	1	KNO	1	PER	0	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Dodge	1	0	Human Perception	2	0	Soc Sc (history)*	1	1
Combat Sense	1	0	Drive	1	0	Interrogation	1	1	Streetwise	2	1
Communications	1	1	Etiquette	2	1	Investigation	2	0	Theatrics	2	1
Computer	2	1	Haggling	1	1	Notice	2	0	*(specialization)		



MAJOR JAN AUGUSTA



Born in Ankara in TN 1870, Jan had a typically patriotic upbringing and was an enthusiastic member of the Youth Guard. In TN 1892, he joined the SRA and delighted his family by serving with distinction. Augusta joined the Military Intelligence Branch and slowly grew into a highly skilled and cold hearted operative, always serving in the Badlands and rising through the ranks. When the CEF invaded in TN 1913 he was assigned to the MILICIA unit of Commandant Lazarus to provide black ops support. After the war, when Lazarus set up the Special Intervention Unit (SIU), Adjutant Augusta asked to transfer into the MILICIA, a nearly unheard of request for a Republican soldier in good standing. His friendship with Lazarus meant more to him than an honor that had grown more tarnished the more blood he spilt in its name.

Profession ◀

The SIU's senior field agent and Commandant Lazarus' right-hand man, Jan is one of the most experienced military operatives in the South. His various positions in Southern intelligence have taught him many secrets and made him do many things. Whether he is soldier, spy, assassin or thief, he always performs his duty to the utmost and his loyalty is beyond question. Few know him beyond the stern and serious demeanor he wears when he is on a mission, for Augusta seems to have been on an operation of some sort continuously since he began service forty cycles ago. While a highly talented solo operative, Jan is at his best commanding others, his ability to coordinate operations a sign of his significant tactical genius.

Attitudes ◀

Augusta is widely thought of as an archetypal Republican soldier: stern, honorable, always working for the glory of the Republic. Augusta was once like this but even before the War of the Alliance the many dishonorable actions he carried out in the name of the Republic had jaded him. With another war looming, depression drags at Augusta. He looks at his life and sees nothing productive, no family, few friends, no poetry — only pointless missions that brought death. Sick of it all, Augusta is planning to disappear, to try and make something of the cycles he has left that he can be proud of.

Combat Reactions ◀

Augusta is one of the most dangerous men alive on Terra Nova. Razor-like reflexes tied to a brilliant tactical mind and keen wits make him a hard man to surprise and even harder to defeat. In combat Augusta will kill without mercy or hesitation, but takes no risks he can avoid. Whether in a Gear, using small arms or even hand to hand, Augusta will always fight in a coldly analytical manner. By keeping his wits he has defeated better opponents than himself in the past by manipulating the fight to expose their weaknesses and protect his.

Contacts ◀

Commandant Aristide Lazarus (age 66, specialties: intelligence and black ops), his commander and mentor; Silas Olm (age 35, specialties: computers), a contact at Paxton Netlink who established the "Janus" identity.

Vital Statistics ◀

Age:	58 cycles	Height:	1.80 meters	Weight:	73 kg	Hair:	Blond	Eyes:	Blue
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Attributes ◀

AGI	1	APP	0	BLD	0	CRE	2	FIT	1
INF	1	KNO	1	PER	2	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	4

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Dodge	2	1	Investigation	2	2	Psychology	1	1
Camouflage	2	2	For. Lang.*	2	1	Law	1	1	Small Arms	3	1
Combat Sense	2	2	Gunnery - H.G.	2	2	Leadership	2	1	Stealth	2	1
Communications	1	1	Hand-to-Hand	2	1	Melee	1	1	Tactics	3	2
Demolitions	1	1	Heavy Gear Pilot	2	1	Notice	3	2	* (Eq. Hosp.)		



YOLANDA ORMOND

Yolanda (not her real name) was born in TN 1887 in Ashanti. Her father was a Gear electrician and her mother a police officer. Intelligent and patriotic, she was recruited by SRID in her first year at university (where she began, and completed, a degree in psychology). During the War she transferred to Allied Southern Intelligence and served as a political officer in a MILICIA artillery unit, receiving several commendations. The war over, Yolanda volunteered to be placed in Peace River after a frustrating administrative assignment in Marabou. She arrived in winter TN 1925 with a new identity — Yolanda Ormond, financial advisor. Two cycles ago her long-term lover, Robert Guattari, was killed in a powerboat accident on Lake Esperance. She now feels isolated and has recently breached operational security procedures by taking a lover — Henri Jacques. Worst still (for Yolanda), Henri is secretary to Etien Montroyal, deputy AST ambassador to Peace River.

► Profession

An experienced intelligence operative, Yolanda sits at the top of the Southern intelligence network in Peace River and transferred back to SRID when they took over local operations. Her cover as a freelance investment and insurance advisor gives her freedom of movement in Peace River to meet with prospective and existing "clients." She values all her contacts and does her best to ensure that they are kept well-supplied with whatever motivates them to give her information — money for the greedy, the honor of serving the state for Southerners, drugs for the addicts, etc. She values the integrity of her operations over any individual, however, and would not hesitate to sacrifice any link to save the chain — or herself, for that matter.

► Attitudes

Yolanda is a woman in crisis. A career agent, her isolation — both social and geographical — from her friends and family has caused a few chinks to appear in her armor. She is becoming desperately homesick and is torn between her duty to the South and her desire to return home. She has repeatedly requested a reassignment but as yet no new orders have come through. Until she is given a new post she will perform her duties to the best of her abilities. Unfortunately, these are being impaired by her emotional state. Sooner or later, she will make a fatal slip.

► Combat Reactions

An intelligence operative, not a combat specialist, Yolanda is nevertheless proficient with small arms and in hand-to-hand combat. If confronted with violence, her first reaction will be to escape; capture is not an option. If she feels that combat is unavoidable, she will be utterly ruthless, not hesitating to kill bystanders or take captives if she thinks such actions will aid her. She has killed in the line of duty before, and will do so again if necessary. With her increasing emotional instability violent solutions may become more attractive as releases for her stress and tension.

► Contacts

Henri Jacques (age 32, specialties: diplomacy & politics), her lover; Tapa Shan (age 38, specialties: diplomacy & trade), an Eastern diplomat and a contact for espionage.

► Vital Statistics

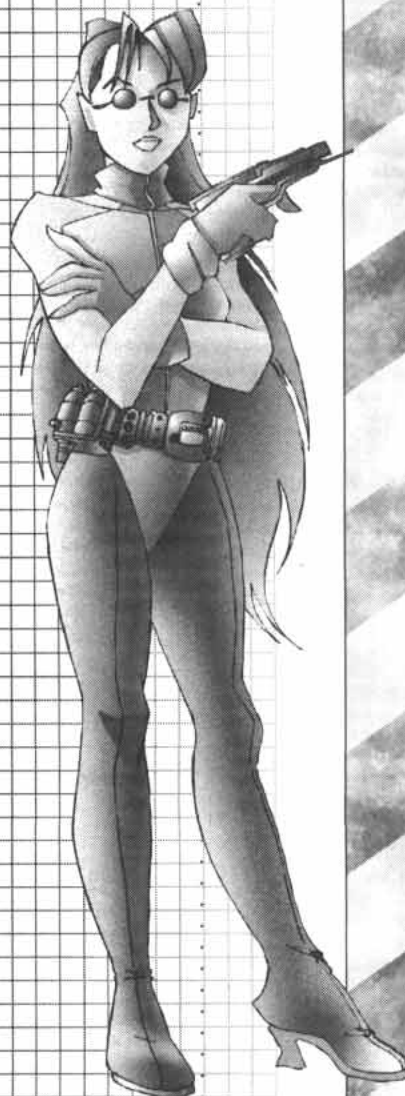
Age:	46 cycles	Height:	1.70 meters	Weight:	52 kg	Hair:	Light Brown	Eyes:	Gray
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► Attributes

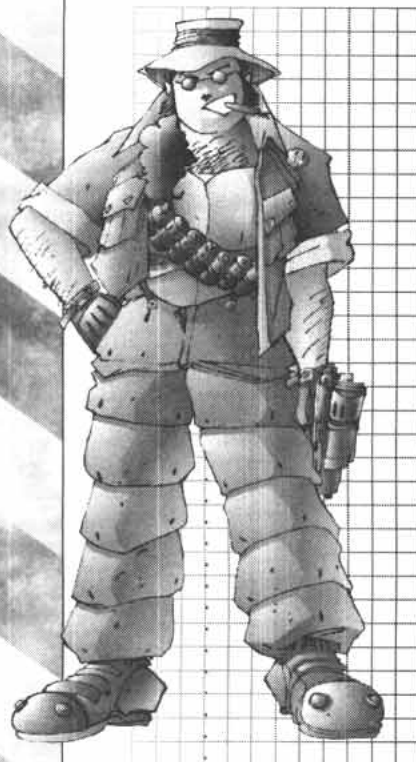
AGI	0	APP	1	BLD	0	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	1	Dodge	1	0	Hand-to-Hand	1	0	Notice	2	1
Combat Sense	1	1	Drive	1	0	Human Percep.	2	0	Small arms	2	0
Communications	1	1	Etiquette	2	1	Investigation	2	1	Stealth	1	0
Computer	2	1	For Lang (Anglic)	1	1	Melee	1	0	Streetwise	2	1



BRF TERRORIST



The members of the BRF cells in Peace River are primarily, but not exclusively, drawn from the worker caste. Desperate men and women, they have decided that no one in the executive caste is listening and no one in the management caste cares. So they'll make them listen by making their lives as dangerous, uncertain and unpleasant as theirs. If that means that a few innocents have to die, so be it. Of course, there is also a proportion of the membership who are simply bloodthirsty maniacs who want to kill and cause pain and destruction. Both kinds serve the purposes of the BRF equally well. BRF terrorists are, generally speaking, inured to violence and do not consider themselves to be murderers. In fact, they regard their killings and violence as part of a noble calling, to free the oppressed workers of Peace River. They feel justified in their actions and some even regret the fact that they kill fellow workers to achieve their goals.

Attributes

AGI	1	APP	0	BLD	1	CRE	0	FIT	0
INF	0	KNO	0	PER	0	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

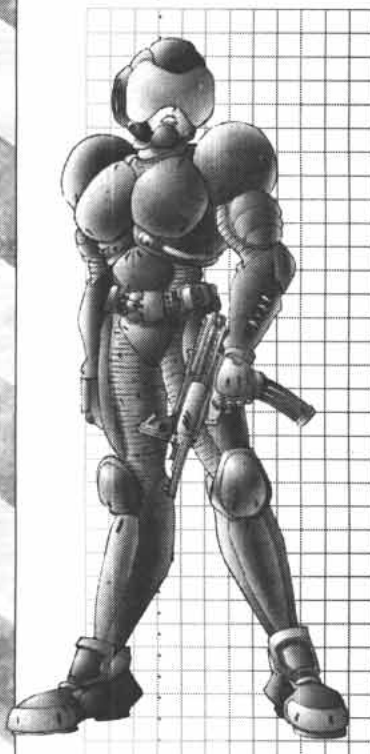
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	Drive	1	0	Notice	2	0	Streetwise	2	1
Combat Sense	1	0	Hand-to-hand	1	1	Small Arms	2	0	Throwing	1	0
Dodge	1	0	Melee	1	0						

Typical Equipment

Non-descriptive clothes, light flak vest, 9mm machine-pistol, grenades, fake ID cards, pamphlets.

PAXSEC AGENT



Recruited mostly from the management and executive castes, PaxSec agents come from a wide range of backgrounds: diplomats, POC officers, PRDF soldiers, and sometimes even non-Riverans. All PaxSec agents are trained to every task the corporation requires of them. Terror trooper, spy, security or bodyguard, investigator and soldier are the most common roles a PaxSec officer will be asked to play. Loyalty to the corporation is the overriding trait all share and the indoctrination process during training sharpens this to near fanaticism. The result is a brooding, arrogant brutality that makes them less than pleasant to deal with. Paxton rewards them for their loyalty, however; apart from their extensive and ongoing training, they have access to a huge range of high tech goodies. PaxSec membership also confers executive caste status.

Attributes

AGI	1	APP	0	BLD	1	CRE	1	FIT	0
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	35	UD	5	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Dodge	1	1	Intimidate	2	1	Small Arms	2	1
Bureaucracy	1	0	Drive	1	1	Investigation	1	1	Stealth	1	1
Combat Sense	2	1	Hand-to-Hand	1	1	Notice	2	1	Streetwise	1	1
Computer	1	0									

Typical Equipment

Black light flak suit, combat helmet, duraskin, 7mm assault rifle, stun baton.

PEACE OFFICER

The officers of the Peace Officer Corps face a difficult task. The POC is not an independent police force, but rather a mixture of corporate security guards and police, and their jurisdiction is often curtailed by PaxSec or even, on occasions, PRDF MPs. While loyal to their corporation, the fact that the POC bears the brunt of the unrest in the Prospects has damaged officers morale, and only the knowledge that the POC is supporting President Simosa's reforms has prevented serious problems. There are also a corrupt few whose actions further damages the POC's reputation. This makes life even more difficult for the large number of honest cops who strive to make a positive difference to the lives of average Riverans. Most officers are reasonably well-educated, and the pay is fair but not exceptional. Peace officers are sensitive to jibes that they are just another arm of the Paxton empire — or worse, stooges for PaxSec — mainly because they ring true.

Attributes

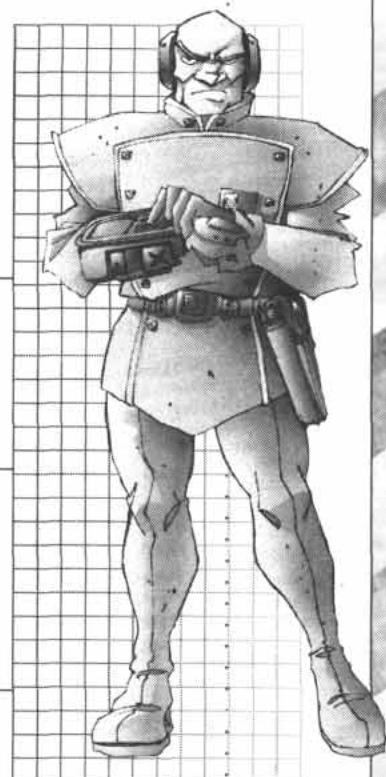
AGI	1	APP	0	BLD	0	CRE	0	FIT	1
INF	1	KNO	0	PER	2	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Dodge	1	1	Investigate	2	2	Notice	2	2
Combat Sense	2	2	Drive	1	1	Law	1	0	Small Arms	2	1
Communications	1	0	Intimidate	2	0	Melee	1	1	Streetwise	2	1

Typical Equipment

See page 18 for typical equipment.



SIU AGENT

Drawn from every Southern league, the agents of the Special Intervention Unit straddle an uneasy compromise between spy and special forces. Most have a MILICIA background and their military skills are formidable, but the roles they play are as often espionage as military. As a consequence SIU agents have developed a reputation for very messy operations that belies their true capabilities. The fact is that most SIU operations go smoothly and without a hitch. The reputation suits them, however, because overconfident enemies are easier to deceive. Recruitment is a hand picking process by Commandant Lazarus or one of his top field officers, and personal loyalty to the SIU and Lazarus is a valuable result. A Dominionite or Easterner may be willing to betray the AST but never his comrades or commander.

Attributes

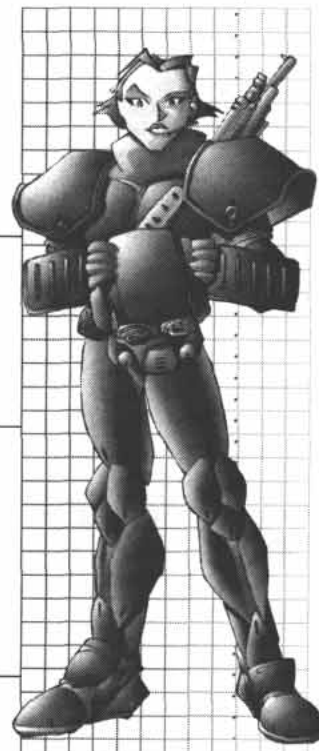
AGI	1	APP	0	BLD	1	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	7	AD	6

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Dodge	1	1	Investigation	1	1	Small Arms	2	1
Combat Sense	2	1	Drive	1	1	Melee	1	1	Stealth	2	1
Communications	1	0	Hand-to-Hand	2	1	Notice	2	1	Throwing	1	1
Demolitions	1	0	Intimidate	1	1						

Typical Equipment

Nondescript clothing, stealth armor, 9mm sub-machinegun, silencer, throat/ear commset, burglary tools.



JURISDICTION

There were days when Donna hated being a cop. Days like today. Closing her eyes, she took a deep breath and slowly let it out, savoring the sweet seconds of peace it gave her. Thumbing the safety catch on her Paxton Arms 9mm submachine gun to full auto, she poked the weapon around the corner and rattled off a long burst. Seconds later, she was answered by a fusillade from the BRF terrorists holed up in the apartments down the corridor.

"Jules!" she yelled, "where the hell is that backup we called in?"

"Incoming," he yelled back.

"ETA?"

Any reply was cut off by the dull crump of a shaped charge, followed by running footfalls and the muffled phut phut phut of silenced rounds being fired.

"About now, I'd say," Jules noted dryly. "We'd better get in there before those goons kill everyone."

A PaxSec officer in turtleshell armor staggered through the door at the end of the corridor. Donna and Jules stopped, eyeing him warily. Then she noticed the blood pooling at his feet and the small, tightly-grouped holes punched in the armor over his chest.

"Get down!" she screamed as she threw herself at her partner. They crashed through a side door as grenades rolled down the corridor. The blast washed over them with a deafening roar. Donna felt her ears pop as her armor was peppered with shrapnel. Then came the buzz-saw scream of a chaingun.

Donna and Jules exchanged a knowing glance. Jules shook his head and rolled his eyes. "Let's go see what the boys in black have been up to."

It was much as they expected. The apartment stank of blood, cordite and feces. There were two dead BRF thugs lying on the floor. One of them, nearly cut in half by the chaingun, still had a surprised look on her face. The PaxSec squad were interrogating the three survivors.

"Officers Bishop and Jackson, CIB," she said, pulling her badge and showing it to the officer in charge. "We have jurisdiction here and we'd like you to tell your men to stop rubbing the prisoner's faces in their buddies' guts."

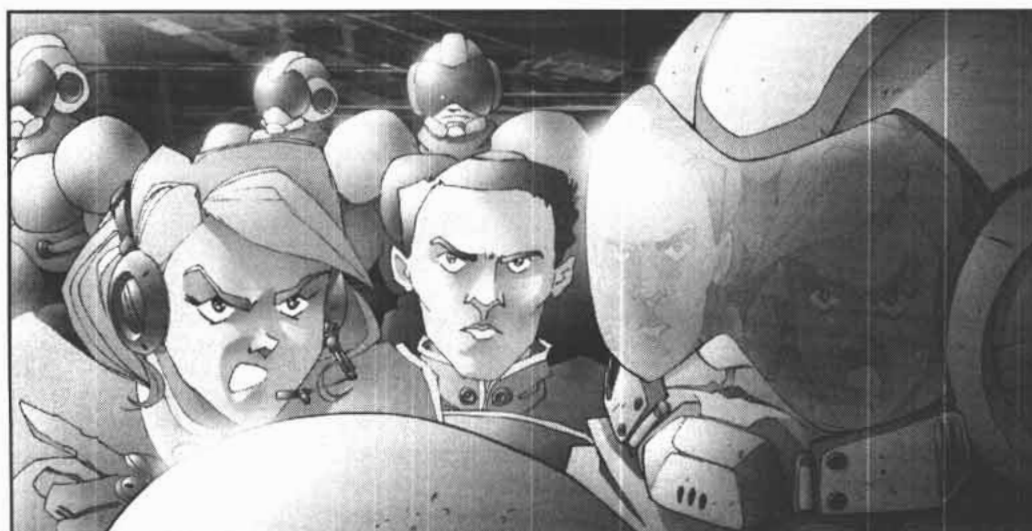
The PaxSec commander, face hidden behind a bug-eyed mask, sounded calm as he looked down at her. "This is a terrorist incident, and that means PaxSec has jurisdiction. Not CIB."

Donna was sure she heard the crack of a bone just before the screams started behind her. "Look, these people are wanted for a string of murders and robberies. We have to bring them in and charge them," she said.

"PaxSec has jurisdiction. If you have a problem with that—"

"I can lodge a formal complaint with Colonel Lenaris," she said, disgusted. "Come on Jules, let's get out of here."

There were days when Donna hated being a cop.



3.1 INTRODUCTION

If you intend to be a Player in the Paxton Gambit, stop reading now. This chapter is for Gamemasters only.

The Paxton Gambit is a dynamic campaign of intrigue, fast-paced investigation and gut wrenching combat. In keeping with **Heavy Gear's** gritty realism, death is an ever present possibility for Players. The story and structure of the campaign are designed for use by either an experienced group of Players, perhaps already in a **Heavy Gear** campaign of their own, or for new Players looking to start out. The action takes place in Peace River so that new Players can make use of the background material presented in the **Second Edition Heavy Gear Rulebook**, pp. 32-43. The campaign is stand alone but has numerous hooks for further action to allow the Paxton Gambit to become the basis for a long-term campaign. The **Into the Badlands** sourcebook would be an invaluable aid to a Gamemaster running the Paxton Gambit (especially for Non-Player Character statistics), but is not strictly essential.

The plot of the Paxton Gambit involves parties from across Terra Nova and can be used to bring in almost any Player group to Peace River. While the basic premise of the campaign puts Players in the roles of Peace Officers, experienced GMs have many other options open to them. Once the nine scenarios that comprise the Paxton Gambit are complete, there are also many threads that GMs can turn into new adventures with relative ease.



3.1.1 THE PLOT

The Paxton Gambit tells a complex story involving Paxton Arms, the Riveran Badlands Revolutionary Front (BRF), the Southern Republic Intelligence Directorate (SRID), the rebel Emirate of Basal, the Norlight Confederacy and the Special Intervention Unit (SIU) of the Southern MILICIA. Ancillary groups include an SNS news team, the Forzi smuggling cartel and assassins working for Patriarch Masao of the ESE. The basic plot, however, is very simple: Basal wishes to buy weapons from Paxton Arms to aid in its rebellion and Victorya Hiro has come to Peace River to negotiate the sale. The complications evolve from the fact that Basal cannot afford to pay Paxton's price. Therefore Hiro is also running parallel, secret negotiations with Foreign Minister Scope of the NLC to garner financial aid. Paxton Arms is helping keep this secret to ensure a big sale.

Naturally Patriarch Masao does not want his enemies to get new military equipment and has sent agents to kill Hiro and the other Basalites. Another hostile party is Lord Protector Molay of the AST who wants to destroy the Basalites for personal reasons. His hands are officially tied by the Oxford Agreement, a secret accord that limits Republican involvement in the Basal rebellion. Nevertheless, he has activated the SRID network in Peace River to try to ruin the negotiations. A secondary objective is uncovering any evidence that could be used to destroy the Oxford Agreement. Since Emir Shirow of Basal swore not to deal with the North as part of the Agreement, the Basalites have much to lose if their ploy is revealed.

SRID walks a fine line in Peace River. Paxton Arms is a major supplier to both the Republican Army and MILICIA; losing Paxton's good will has to be avoided. To minimize the chance of detection and a resulting diplomatic incident, SRID routinely employs the Forzi crime cartel's Riveran organization to carry out risky operations. Yolanda Ormond, head of the SRID network in Peace River, therefore goes to her normal Forzi contacts to arrange dealing with the Basalites. Yolanda, however, is unaware that the BRF controls Forzi activity in Peace River. Upsetting a major sale would hurt Paxton and that suits the BRF, but they also have their own plans.

Lord Chancellor Tanaka (the AST official responsible for the ESE and a secret sympathizer of Emir Shirow's) is aware of the threat of SRID action instigated by Lord Protector Molay. Therefore he has sent agents, a SIU team under Major Jan Augusta, to make sure that nothing undermines the Oxford Agreement. The Norlight contingent is composed of only Foreign Minister Scope, an aid and a few Norlight Intelligence and Security Agency (NISA) agents; they are going against the wishes of their allies and want to avoid attention. The CNCS voted not to help the Basalites in buying Paxton weapons because of pressure by Northco through the UMF. Even while pursuing its own interests, the NLC still does not want to cause problems within the CNCS.

Paxton Arms has a very strong interest in these myriad secrets remaining so and has placed its most able security chief, Colonel Lenaris of PaxSec, in charge of the affair. With his own resources stretched to the limit by the ongoing terrorist struggle with the BRF, Lenaris has drafted in many Peace Officers and PRDF soldiers to help cover all the bases. A complicating factor is that Lenaris plans to use the situation to try to uncover the SRID network in the city and is letting matters get further out of hand than he really should. The press is also becoming a major thorn in Lenaris's side because the Basalite visit is a major diplomatic event. One of the most persistent is the rising SNS journalist Helen Luka. All in all, Paxton is juggling too many balls — keeping them from causing damage when they fall is the Players' job.

3.1.2 THE PLAYERS

For new Players wishing to start a **Heavy Gear** campaign or experienced Players looking for an easy evening's gaming, the Paxton Gambit is written to allow instant play using PaxSec agents, PRDF soldiers or Peace Officers. Because of Colonel Lenaris's shortage of personnel all these groups, or a mixture of them, are being used by him. Players can thus establish groups from multiple Riveran backgrounds. Even civilians or Badlanders could be included if there was a reason. For instance, a Paxton executive may be on the team because of the sensitivity of the political matters involved, or a Badlands marshal from a Paxton Protectorate community might be drafted in for his knowledge of the Forzi cartel. Colonel Lenaris has a reputation for recruiting a wide range of people and a Gamemaster should feel free to make use of this. The campaign is calibrated for relatively inexperienced Player Characters, but the structure allows the Gamemaster to tailor the opposition to reflect more (or less) skilled PCs.

Other possibilities exist if a GM wishes to incorporate the Paxton Gambit in an existing campaign, be it Northern, Southern or something in between. The possibility of CNCs, UMF, WFP or Northco involvement is completely untouched, and even the NLC's involvement is painted only in the briefest strokes. The SIU is also left mostly undetailed, and besides the people central to the plot — SRID and the Patriarchal assassins — no other Southern groups are mentioned at all. No Badlands or independent groups are detailed, except for Helen Luka's SNS news team. With a little imagination, Arthurian agents, a Dominionite Ghost Squad or Northco mercenaries could easily find a place in the Paxton Gambit. Just as easily, the Gamemaster could place the Players in the roles of the Norlight, SIU, BRF, Forzi or SNS factions.

The main story is told from the basis that the Players are running relatively inexperienced characters just starting their careers. Changing this is child's play, however, because the campaign is structured to allow the Gamemaster to prevent Players from being overwhelmed, or conversely from overpowering the opposition. Power gaming a campaign like Paxton Gambit is unfortunately easy — such is the nature of the techno-thriller genre, full of technological resources and powerful weapons. It could be especially a problem with a group of Players who are running PaxSec characters. PaxSec is a secret police force and is allowed a great deal of leeway in its actions. The most obvious answer is to allow PaxSec characters only with experienced roleplayers who will concentrate on interaction rather than combat.

3.1.3 GAMEMASTER SUGGESTIONS

Paxton Arms runs a disciplined organization. Excessive violence and flagrant breaches of the law, especially in front of witnesses — or worse, the press — will bring disciplinary action. A Gamemaster should feel free to constrain his Players actions using such reactions, a realistic factor that will undermine powergaming. Indeed, the possibility exists to run an unarmed campaign if the Players are civilians of some type: Paxton allows only its security personnel to carry firearms in Peace River. If a splatterfest is desired, a PaxSec unit offers the possibility of one long, high powered manhunt.

A related issue is technology. If a Gamemaster wishes he can play up the fact that Paxton Arms produces some of Terra Nova's most advanced weapons systems. Equipping the BRF, for instance, with advanced weapons and armor makes them a much more serious force than their skills would indicate. Merely emphasizing how much Peace River itself is an almost organic technological structure can alter the atmosphere of the game. Elevators run like veins through buildings that link to each other and automated systems mean some parts of the city are unmanned despite their activity. Combined with the byzantine intrigues of the campaign, a Gamemaster who wished to could easily replicate the dark techno-conspiracy feeling of many near-future science fiction thrillers (be it *Ghost in the Shell* or *Neuromancer*).

This brings up the related concepts of fear and paranoia. Apart from the Basal-Norlight talks, Peace River is also in the grip of a campaign of terror by the BRF. Random bombings, shootings, constant demonstrations and major riots can be played up as part of the background. Peace River is also a neutral party facing a coming war and is home to many unsavory opportunists, polar political refugees, mercenaries and others. The end result should be fear of sudden unexpected violence, and paranoia about hidden agendas. Evoking *Casablanca* can be very rewarding.

Peace River is also a very hierarchical society. In the Executive Tower the Players will find one of the most privileged lifestyles on Terra Nova. In the Prospects they will find one of the most bitterly poor. The glittering wealth and amoral luxury of one can offer the Players all sorts of subtle problems and rich rewards. The sordid misery of the other can present a constantly dark and dangerous environment, where brutality and raw anger are currency. This stark contrast can be played for the obvious moral dilemmas as well as raising more subtle questions of social order and economics — a nice way to break the Players concentration with worldly matters.

Another point in this regard is that while much is made in **Heavy Gear** about honor, Paxton has none. Nor do they, unlike the major polar political actors, have problems showing it. This fact should be used to shock the Players, again forcing them to confront questions about who they are working for, and what they are being asked to do. While overly cerebral for most campaigns, these sorts of concepts are useful for keeping a game from becoming monotonous.

The final point is in regards to pacing. Some scenarios are very fast paced, set in just one or two days. Others stretch over nearly a week, with much down time. The rising and building pace is intentional, but a Gamemaster can fill in or condense gaps, or stretch out one day scenarios over a number of days as suits the needs of his particular game.

3.1.4 STRUCTURE

The Paxton Gambit is organized into three acts, each representing a major direction in the campaign; Act I deals with the Patriarchal assassins; Act II with tracking down the SRID network and investigating the BRF; Act III covers defeating the BRF and eliminating SRID's network. Within each Act are a number of scenarios that deal with important phases of the plot. Each scenario is broken down into a brief synopsis of the action, a number of milestones, a list of the NPCs, and continuing hooks or complications.

These hooks and complications are there to give Gamemasters additional options for the scenario. Complications are simple variations on the action described in the milestones (e.g. a Player Character meets an old friend, or an emergency distracts the Players from the main action). These can be used to slow down Players who need additional challenges or to allow different Players to shine. Hooks are story threads that can be picked up by the Gamemaster for other scenarios (e.g. the PCs are asked to accompany a diplomat South, or they begin a vendetta against a street gang). These exist to give the Gamemaster somewhere to go once the Paxton Gambit is over. Both of these types of ideas will require fleshing out by the GM, but many of the resources in this book, the **Second Edition Heavy Gear Rulebook** and other supplements will help.

Milestones represent specific events mostly central to the plot. A GM can choose to either put their Players through a milestone or use it as background. The milestones within a scenario are in sequential order and usually, but not always, follow one from another. A few milestones may appear to be out of apparent order. This is deliberate so Gamemasters can throw some sudden occurrences and unexpected events at Players.

The milestones cover a range of focuses, allowing different Players a chance to shine and hopefully preventing game play from becoming boring. Gamemasters, however, will note a deliberate action emphasis in the milestones. They lay out the pivotal actions of the campaign but leave the rest of the roleplaying details hazy so a Gamemaster can tailor them to his Players. To provide a helping hand, we have included many useful ideas in the Continuing Hooks section of each scenario. Gamemasters would also do well to read the entire campaign before attempting to run it, for much information of relevance to earlier milestones is revealed in later parts of the campaign when the Players themselves discover it.

Note that milestones do not cover every action in a scenario, just as the scenarios do not cover every aspect of an act, and the acts do not cover every possible permutation of the plot. This allows Gamemasters the ability to create their own extensions and variations to the Paxton Gambit.

Non-Player Character statistics are presented as variations on established Stock NPCs. "HG2" refers to the **Second Edition Heavy Gear Rulebook**. Other references are mentioned where appropriate.

• ACT ONE: ALL THE PATRIARCH'S MEN

Act One introduces the Players to the various forces at work in Peace River and some indications of the deadly struggle going on just out of sight. The act begins with the Players being assigned to the security detail for the visit of the Basalite delegation. They watch the arrival of various groups into the city and other strange goings-on, little realizing exactly what they are witnessing. Matters pick up speed with an attempted assassination. The Players are then ordered to eliminate the Patriarchal presence in Peace River. While unearthing the brutal agents of Patriarch Masao, the Players discover hints to the hidden secrets within the city. Only once they have destroyed the Patriarch's presence do they discover the true depths of the intrigue and danger. The act finishes with the Players wondering just who is pulling their strings.

• ACT TWO: SNAKES AND LADDERS

Act Two deals with the Players' efforts to unearth and eliminate the network of SRID agents within Peace River. The act begins with the Players moving deeper into Colonel Lenaris' web of intrigue. Even before their investigation of SRID starts they will stumble across the heart of the BRF but not realize it. This sets the scene for a methodical and slow unearthing of the SRID network, with brief but violent conflict with the BRF. This mixture of combat and investigation ends with the Players uncovering more of the truth they missed at the start of the act. With this, the act ends in a flurry of combat, breaking the cycle of investigation and assault.

• ACT THREE: THE FINAL GAMBLE

Act Three is the dramatic climax of the campaign, but much of the drama is internal rather than cinematic — although there is action a plenty. The act begins with the Players trying to capture Yolanda Ormond, head of the SRID network in the city. Again the BRF intervenes. This time the intervention entwines the fates of both Yolanda and Sundra Gabriel, drawing the Players into a final showdown. Before this happens, the Players and the entire city descend into a hell of Gabriel's making. The fighting involved in this is a major part of the act and marks a clear transition from reaction to action for the Players. Chasing their enemies in the city-state's very depths and then in its heart, they confront Gabriel for the last time.

3.2 ACT 1, SCENARIO 1: OPPORTUNITY KNOCKS



The Players are members of the Peace Officer Corps (or other sources) and have been assigned to the security detail for the Basalite visit, under the direct command of Colonel Lenaris. The team has been hastily cobbled together from a number of different branches; the visit entails an enormous amount of security work and resources are stretched thin. Being directly under the Colonel's command is both an opportunity and a risk. If the Players do well the Colonel has a reputation for fast-tracking those he likes. If they fail in their assignments, he also has a reputation for breaking careers. Initially Lenaris will use the Players as "gophers," plugging gaps and doing odd jobs. To reflect this, between the suggested milestones, the Gamemaster may wish to have the Players scurrying all over Peace River doing various minor security tasks, generally making them feel as if they are very much the junior team in this operation. That situation will change, of course, once the story reaches full steam.

This scenario gets the campaign rolling and Gamemasters should pay close attention to it. The seeds of the entire complex plot are sowed in these few milestones and it is critical that Players, later on, once things are revealed, be able to look back at the clues they were given. In terms of atmosphere, the Players should feel that they are facing a great challenge. They have been given a rise in status and are given duties of increasing importance. With every milestone they will be faced with a new complication — from nosy reporters to mysterious agents and deadly assassins. By the end of the scenario, the Players should feel that they are at the center of something very important. The Gamemaster can help this along by portraying people who are "in the know" (Lenaris, Hiro, etc.) as somewhat on edge, constantly aware that violence is imminent and everything is on the line. When violence finally erupts in the final milestone, it will be all the more effective if it releases tension built from the opening scene.

3.2.1 SUGGESTED MILESTONES

The first two milestones are largely introductory, allowing the Players to meet the major NPCs and perhaps realize that there is more going on than meets the eye. Milestone one sees the Players assisting with security for the arrival of the Basalite delegation and dealing with a news crew; milestone two will send them to the maglev cargo station to observe yet more arrivals in Peace River. The third and fourth milestones give them a chance to show Colonel Lenaris that they are fit for more than minor tasks. In milestone three the Players, assigned again to security for the Basalite delegation, will get another glimpse at the factions already hard at work behind the scenes. The last milestone is a violent demonstration that a deadly game is being played in Paxton's own backyard, preparing them for the twists and turns to come.

• TOUCH DOWN

Day one of the campaign sees the Players sent to the Executive Tower airport as part of the security detail for the arrival of the Basalite delegation. The Executive Tower airport is a lush, green and richly-furnished slice of luxury, its tasteful opulence intended to demonstrate the near-unimaginable wealth of Paxton Arms. Victorya Hiro and her delegation are being given a formal welcome, as befits foreign dignitaries. Seoni Amravati, Peace River's senior executive in charge of Polar Affairs, is present to officially welcome the Basalite delegation. A company of the PRDF, including a squadron of Warrior IV Gears, has turned up in full dress regalia as an honor guard, as have two teams of officers from the Peace Officer Corps. Our heroes are one of these teams.

At first, all goes well. The heavily-armored Bacchus transport sets down with slow grace. The troops and Gears snap to attention. The Basalites disembark the plane and speeches extolling the virtues of Basal and Peace River are given by Amravati and Hiro, respectively. Hiro inspects the honor guard and then heads for the lift car which sits waiting, flanked by two Warrior IV Gears. Throughout this pomp and circumstance, the gathered press are unusually restrained, waiting patiently behind the waist-high press barrier. Suddenly, a female reporter jumps the barricade and charges towards the dignitaries, camera crew following. All around the mesa, hands drop to weapons and the air fills with a pregnant silence, broken only by the footfalls of the news crew. The officers are directly between the visitors and the reporter — it is up to them to restrain her while limiting any commotion.

The reporter is Helen Luka, a well-known SNS political correspondent and newshound (see p. 21). If the officers are firm and polite in their efforts to restrain her, she will not cause a scene, but she will demand an interview with the Southern delegation. If the officers are canny enough to make some quick inquiries, they will find that Hiro would be quite happy to grant Miss Luka an exclusive interview tomorrow afternoon. If however they use unnecessary force in restraining Luka, the brutality of the Peace Officer Corps (and the officer's faces) will be beamed all over Terra Nova. Colonel Lenaris will not be happy about any footage of POC officers pistol-whipping the press. Needless to say, such action will result in permanent assignment to the Industrial Sector, or some equally pleasant fate.

• SHADOWED GATE

As the next day dawns, the officers will be summoned to an early morning briefing with Colonel Lenaris. He orders them to run surveillance on the alpha maglev shuttle due in from the North. Not the passenger terminal, but rather the cargo dock is to be surveilled and a live feed is to be maintained via the equipment that they will be issued. He explains that he is expecting a group to enter the city on one of the freight cars. The officers are to go to the train yard and observe this group. It will consist of six individuals dressed as Massadan pilgrims. They are to be observed and photographed but not interfered with. If the officers ask who these people are, the Colonel will firmly tell them they don't need to know, but that they are expected and their purposes are benign.

Given the nature of the maglev loading dock, the officers should be made to feel insecure and terribly exposed. Deep within the bowels of the Industrial Sector as they are, they are thoroughly dwarfed by the mighty industrial machines around them and the harsh inhumanity of the dock itself. The only risks the Players face are tedium and the psychological pressure of the Industrial Sector. When the maglev arrives, the officers will no doubt be surprised to see a group of people emerge onto the dock floor from one of the cargo lifts, none of whom they recognize. All are dressed in nondescript worker uniforms but are obviously security people by the way they move. This is a group of Northern security agents, sent to meet the team on the maglev. Attentive Players should notice another figure carrying a case of some sort, settling into position atop a pile of crates about 200 meters away. Binoculars will reveal the figure to be wearing a black jumpsuit. If an officer or officers move to apprehend this figure, they will have no trouble sneaking up on her, for it is none other than the intrepid Helen Luka. She too has been tipped off about a secret arrival on the maglev, and she's here to get some shots. If pressed or threatened (either here or later in a precinct house), she will cheerfully admit that she received an anonymous electronic mail telling her that a big story was there for the taking if she could be at the dock at the time the northern maglev came in. Checks will reveal that the mail came from a portable terminal under the name Janus. This information will cause much muttering between the officers' superiors but nothing will be mentioned to them.

A group of six will eventually emerge from one of the freight cars. Dressed in the robes of Massadan pilgrims, they will move quickly towards the earlier-spotted group. It is clear from their movements that four of the six are security experts (two male, two female) escorting the other two. Once the groups meet, they will exchange a few words of greeting (as they give passwords and counter-passwords) and hastily exit the docks. This is the arrival of Norlight Foreign Minister Ethan Scope, a thoroughly secret affair that Colonel Lenaris wanted complete records of for future use.

• DAY TRIPPING

On day three, Colonel Lenaris assigns the Players to surveillance of the Basalite delegation — a notable rise in their fortunes — with significant responsibilities for filling any security gaps they come across. The Easterners will spend most of the morning enjoying a sumptuous, leisurely breakfast at the Peace River Palace, the finest, most luxurious (and of course, most expensive) hotel in the city. Once the meal is over, the delegation will break up. Some will head for the bar, some for their rooms and some for the solarium. Victorya Hiro, however, decides to go for a walk.

Accompanied by two guards, Hiro sets out for a stroll around the First Terrace. If the officers decide to follow her, they will eventually notice that she has picked up a number of other tails. These shadowers will obstruct the Players view of Hiro and interfere with their ability to follow her: passers-by will ask for directions, trip over in front of (or into) the Players and will even, as a last resort, engage in a pushing and shoving match. If the PCs are overly aggressive in their responses to these impediments, they should be reminded that they are on the First Terrace and untoward behavior here will be immediately reported. Further, neither Victorya or the shadowers have broken the law and the Players have no orders in regards to this matter. Either way, there will be enough shadowy followers to foil the officers' pursuit. Keen-eyed Players may recognize one or two of the shadowers from the maglev dock if they take the time to look. If confronted, the followers will tell the Players not to interfere with important business and suggest that they do something useful with their time — like catching criminals. Hiro is having a preliminary meeting with Ethan Scope, who has sent some NISA agents from his security team to run interference for her.

When the Players get back to the Executive Tower, whether they report the matter themselves or not, they are summoned before Colonel Lenaris and given a dressing down for heading out onto the First Terrace on a wild goose chase. This is not because Lenaris minds what they have been doing; quite the contrary. He is simply interested to hear their explanations of why they decided to follow Hiro around.

Violence between the Norlight Intelligence and Security Agency (NISA) agents and the Player Characters is possible. Remember, however, that the Norlight operatives know they must keep the negotiations with Victorya Hiro secret. A gun battle with peace officers is not a very good way to keep a low profile. Their goal is simply to distract the officers and allow Foreign Minister Scope and Hiro to meet in secret. If cornered, they will simply surrender. They will present themselves as flight risks, however, forcing the Players to stay with them (at least long enough to lose Hiro). Thanks to arrangements with PaxSec their identity cards will register as legal, but they will be set free the next day. Lenaris will not tell the Players why the agents are released until he briefs the PCs on the negotiations in Act 2, Scenario 1 (see *Words from the Top*, p. 37). Players investigating the release before then (and with proper contacts within the POC) will find that orders came from Lenaris' office.

• PUBLIC DINING

That evening, the officers receive orders to assist with the preparations of the formal reception for the Basalites. Hiro and her delegation represent a major diplomatic connection that holds wider trade possibilities than just the arms negotiations. For this reason the Erbert Paxton MegaPlaza Management Committee (the city's unofficial chamber of commerce) is holding a formal dinner in their honor. Such events are the heart of diplomacy and a nightmare for security personnel. The officers must help set up the guard roster, assign security checkpoints and finally, brief Hiro on security procedures. During the dinner itself they will be required to wander the venue in full dress uniform, putting the POC's best foot forward or to serve as undercover security (GM's discretion).

The dinner is a gala affair, with all of Peace River's social set out in force. The display of wealth ranges from the vulgar to the classy and everyone is stunned by Hiro's entrance. She wears an evening gown which is worth more than what any of the Players earn in a cycle; in typical Eastern fashion it combines overt sex appeal with the aloofness of wealth and power. After the VIPs have sat down to dinner an officer may notice a waiter who seems not quite as skilled as he should be. Unless the officers approach the suspicious waiter very carefully he will pull a machine pistol at the first sign of trouble and, screaming, run towards the officers firing. Even if they get close without alerting him, at the first move they make to restrain him he will react exactly as above. His screaming is the signal for his fellows to strike. Half a dozen other individuals, masquerading as waiters and escorts, will pull machine pistols and open fire, screaming imprecations in Mandanese, charging the front tables where the Basalites are seated. Hiro will be buried under her four bodyguards while the POC undercover agents draw weapons and try to get clear shots at the assassins. The exact numbers should be tailored to suit the officers' capabilities. No subtlety is involved in this attack; the assassins are fanatics and must be killed before they reach the Basalites. No collateral damage is acceptable due to the prominence of the crowd.

At the first shots, the dinner will erupt into chaos, with guests and staff trying to flee and security officers trying to stop the assassins without injuring any of the crowd. Unless the Players are incredibly resourceful none of the assassins will be captured. Any who are captured will die under interrogation from self-inflicted wounds. Their screamed insults are enough to paint them as agents of the Patriarch, as are the Skavara made weapons they wield. The only other evidence is a note that one was carrying (see Handout 1, p. 54). The fact that Tapa Shan is the Eastern Ambassador to Peace River will not be lost on anyone. Finally, depending on how well the Players performed in stopping the assassins, they get commendations from above. If they only just did their jobs then it will come from their normal commander; if they did well then Colonel Lenaris would be the appropriate person; if they did very well then it will be HEO Milani DuBeau-Slovenski; and if they did amazingly well (for instance no collateral damage at all) then President Simosa himself will do the honors.

The aftermath of the battle will be a long night for the Player Characters. Anyone wounded during the attack (be it a Player Character or a diner guest) will receive immediate medical attention thanks to the emergency crews kept on standby by the Management Committee. The Players will have to answer a number of questions from their commanding officer about the incident and may also be cornered by the media. Reporters from SNS (Helen Luka among them), the Global Paxton Network and Peace River News will have a dizzying number of questions for the Player Characters. If they did well, these will be relatively friendly ("When did you know something was up?" or "Who were these madmen?"); if civilians were hurt, the questions will be more aggressive ("How did they slip through your security net?" or "Why weren't there enough guards?").

Complications and Continuing Hooks

• Buddies from the East:	One of the Basalites is an old friend of one of the Players. Can they get together for drinks some time?
• Citizen In Need:	While tailing Hiro, one of the officers witnesses a mugging. Will the team continue to follow Hiro, or will they pursue a criminal?
• Confidential Sources:	Can Helen Luka's tip-off about the arrivals on the maglev be traced?
• One Drink Too Many:	At the dinner, the Players have to deal with a very drunk and obnoxious Paxton executive. Can they keep her dignity intact as they shuffle her out of the reception?
• Temptation:	While crawling around the Maglev station, one of the Players notices some crates of contraband. Will this be reported, or will the opportunity to engage in a little profit-making prove too strong?
• Thin Gray Line:	Helen Luka would love to make a documentary about the Players. Can she follow them around for the duration of the Basalites' stay?

Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
Helen Luka's crew	Jaded	News Reporter, HG2 p.95	Communications 2/1 Streetwise 2/1
NISA Agents	Cool	Killer/Assassin, HG2 p.94	Notice 2/1 Security 2/0
Patriarchal Assassins	Fanatical	Police Officer, HG2 p.95	Disguise 1/0



Helen Luka

3.3 ACT 1, SCENARIO 2: A LITTLE KNOWLEDGE

Success brings its own rewards and with their prevention of the assassination, the Players will find themselves transferred to the direct command of Colonel Lenaris, a truly two edged promotion. Their new position as his personal agents will lead them deeper and deeper into the byzantine machinations in the city and into greater risks. The scenario should have a slow but nerve wracking pace, with the Players seeing enemies around every corner, always feeling like they are playing catch up till the very last milestone. Covering days four to nine, most of the scenario revolves around the ESE ambassador, Tapa Shan, and the GM should feel free to add extra details to make the Players' surveillance interesting, keeping them on their toes and introducing them to more of the city.

This scenario sees the Players taking a proactive role in hunting down the Patriarchal network responsible for the assassination attempt against Victorya Hiro. The Gamemaster should strive for an atmosphere of stressful victory. The Players have identified a threat and are now going to destroy it. They should feel that they are running against time, but that this is a challenge they can meet — they don't know when the Eastern fanatics will strike again, but they have a solid lead to track them down. As the milestones progress, however, the Players should become aware that even more is going on. They will get their first glimpse of Yolanda Ormond, the SRID agent who will be one of two major enemies. By the end of this scenario, the Players should feel elated to have defeated one enemy, but concerned about who else might be lurking out of sight. Their travails are not over yet.



3.3.1 SUGGESTED MILESTONES

The first two milestones are concerned with tracking Tapa Shan and one of his dubious associates, leading the Players into the Badlands Quarter for the first time. The Third milestone should confuse players, introducing the SIU who, to the Players, will be an unknown group involved in a game they do not yet understand. The final milestone will no doubt confuse the Players even further, because it ends the Patriarch's ability to influence events in the city. A sense of accomplishment should be balanced by concern about what is to come.

• CRAWFEE FOR TWO

On the morning of day four, the Players will be assigned by Colonel Lenaris to track down Patriarch Masao's network and told not to waste time doing so. Their only lead is the possible involvement of Tapa Shan, the ESE ambassador. Once more, the Players will find themselves doing legwork. Tapa Shan is a man of regular habits: he breakfasts every morning at the Réunion, one of the First Terrace's most elite cafes, before returning to his offices in the Executive Tower and spending his day in productive enterprise. If checked, his electronic dealings are equally innocuous. In the evening he either attends official functions or eats in fashionable restaurants with very attractive hired companions before retiring to his apartment, often with said companion. One particular woman, Ana Balanacan, is apparently a regular. She is a former Easterner who now works as a freelance escort to the wealthy. Shan's schedule continues uninterrupted until the morning of day six when, during his breakfast at the Réunion, he is joined by a mysterious woman (Yolanda Ormond, see p. 23). Observant Players will notice that two thugs have accompanied her and are trying hard to be inconspicuous. Truly alert Players will notice that they are not alone in observing the Tapa Shan and the Réunion. Four other watchers have taken up positions. Before the Players can do much more than take all this in Yolanda gets up and leaves, closely followed by her thugs. Tapa Shan continues with his day as if nothing unusual has happened.

• ALLY DANCING

If the Players follow Yolanda and her two bodyguards, they find it surprisingly easy and should have no problems keeping them in sight until they reach the Badlands Quarter. Here in the Labyrinth they will have to work hard not to lose their quarry. While hurrying along, the Players will turn a corner and come face to face with Yolanda's thuggish bodyguards and enough reinforcements to make the ensuing brawl an equal contest. However good the players are, they are not good enough to avoid Yolanda's eventual notice. The thugs attack the Players with clubs and are not carrying firearms. A resort to extreme force by the Players, even if they can justify it to Colonel Lenaris, will permanently mark them within the Badlands Quarter and make future undercover work more difficult. In any event the bully boys are not out to kill the Players, merely to rough them up. If the PCs win and have prisoners to interrogate, they will discover that their opponents are just low level Prospect street hoods who were hired to provide muscle by the woman who they know as Madame Xiphos. They have been hired by her many times over the cycles and only know that she came recommended through the grapevine as trustworthy. The last interesting point is that all the thugs have connections of some sort to the local Forzi cartel network, according to their POC reports. Yolanda, naturally, will have disappeared in the confusion.

• WATCHING THE WATCHERS

If the Players choose to follow the mysterious watchers (actually SIU agents) then they find themselves with a slightly more difficult task. The watchers are very professional, although obviously not Riverans, and are clearly uncomfortable with the arcology-like maze of the city. They are also obviously aware of the Players from the start. The chase will turn into a game of cat and mouse as the watchers employ every artifice to try and lose them, beginning with splitting up. The watchers' skills should impress and frustrate the Players. Eventually they will be able to keep up with only one of the four. This one seems a little clumsier than the others, but despite not losing him the Players will find that the best they can do is keep up with the watcher, but not catch him (he will even seem to anticipate any reinforcements they call in). This last watcher is also less adroit than the others in hiding his face and if the Players are alert enough they should be able to get at least one good image of him. Eventually though, he too disappears into a crowded square and is abruptly lost, so abruptly in fact that the Players may suspect that he allowed them to follow him. When the Players get back to PaxSec HQ, the image they took causes a flutter amongst their superiors and Colonel Lenaris himself will debrief them on their encounter. Looking thoughtful, he will order them to report any further encounters with the man immediately. However deftly the players try to wangle further information from the Colonel, they will simply be told it is all on a "need to know" basis.

• MISTAKES WILL HAPPEN

After this excitement the Players will no doubt return to their tedious surveillance of Tapa Shan. The hard slog of intelligence work should be abundantly clear to them by day nine when Tapa Shan goes out to lunch and finally does something unusual. Instead of returning to the Executive Tower as normal he heads down to the Cimmaro Café in the Badlands Quarter, taking laughable precautions against being followed (which look like he learned them off a bad trideo show). Once at the café, he immediately goes to a back table where five hard looking men and women are already seated. Tapa Shan hands them a thick envelope from his jacket, says a few words and then leaves, returning to the Executive Tower. One of the five pockets the envelope and they too leave immediately, showing slightly more skill at counter-surveillance. They head to the Street of Willows and one of its most exclusive brothels, Salon Rouge. During the tail keen-eyed Players will notice that all five are armed. This fact should be enough to encourage the Players to assault the brothel as firearms are totally illegal in Peace River.

Salon Rouge is the Patriarchal safe house in Peace River and many of the employees are Patriarchal agents, enough that the Players assault should be a bloody enterprise. The numerous civilians present complicate matters. Further, if the Players are not careful some Patriarchal agents may try to escape into the Labyrinth. If this happens the Players will find themselves hunting them all over the Badlands Quarter. When recovered, the envelope handed over by Tapa Shan proves to contain newly-minted security passes to the Industrial Sector. If the Players feel outnumbered, nothing should prevent them from calling in POC or PaxSec aid — after all they are on official business and well within their orders to attack the brothel. If the Players simply hold back and do not attack they eventually see the five agents exit the brothel and head onto the Third Terrace proper and to lifts down to the Industrial Sector. Here they plan to hide until the next day when Victoria Hiro is scheduled to take a tour of the Gear production lines. How the Players deal with the team in the Industrial sector is dependent totally on their actions but the Patriarchal agents, unused to the sector's disturbing environment, will be jumpy and alert.

Complications and Continuing Hooks

• A Personal Affair:	After arresting or killing the thugs in the Badlands Quarter the PCs are followed by one's wife. Whether the Players approach her or not, a fusillade of gunfire will be her revenge.
• Drug Dealing:	The Players note that Tapa Shan spends a lot more money than he earns. He also receives a lot of diplomatic satchels and has some lunch guests with criminal connections. Is he dealing in illegal drugs?
• Good Press:	Helen Luka is still dogging the Players' steps. She is on hand when they assault the Salon Rouge for a live exclusive. She also manages to get herself held hostage by escaping agents.
• Unsavory Friends:	While celebrating their success Kally Laing approaches the Players and offers them a few drinks and perhaps a few other things if they are interested. She is looking for allies and a few official "friends" would be a lot of help.



Tapa Shan

Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
Patriarchal Assassin	nervous	Killer/Assassin, HG2 p.94	none
Prospects Thug	dumb	BRF Terrorist, p.24	Notice 1/1, Hand-to-Hand 2/1
Riveran Civilian	panicky	Paxton Executive, p.84*	none
SIU Agents	professional	SIU Agent, p.25	none
Tapa Shan	arrogant	Ambitious Politician, p.80*	none

*See **Into the Badlands** for full archetype description.

3.4 ACT 1, SCENARIO 3: ENDINGS AND BEGINNINGS

The elimination of the Patriarchal agents impresses Colonel Lenaris and he will now single the Players out for important operations. In this scenario the Players set about clearing up the remnants of the Patriarchal network but instead discover they are now dealing with both SRID and the BRF. The pace of the scene should be fast but controlled until the last milestone, when it should burst into frantic haste, blowing away any complacency about Peace River's stability or who the enemy is. Covering days ten and eleven this scenario sets the Players clearly upon the main plot of the campaign. The Player Characters should have more questions than answers at the end of this scenario, setting the stage for revelations to come.

This scenario presents Players with their first real glimpse at the human side of the issues they are dealing with. In milestones two and three, the Players will meet Ana Balancan and may use her as bait in a trap — one that could very well cost her life. Gamemasters should strive to make Ana a truly sympathetic character; if she is hurt (or killed) this should motivate the Players for much of the rest of the campaign. Guilt and the desire to seek justice (or revenge) for Ana will push them after Yolanda Ormond and her SRID agents. Victoria Hiro also reappears and the Players are put in a position to save her once again. Ana and Victoria, together, serve as the human face of the Eastern rebellions — the former a victim of the Patriarch, the other struggling for freedom against mounting odds. They should remind PCs that this "special assignment" has moral implications.



3.4.1 SUGGESTED MILESTONES

The first two milestones are simple investigation and escort assignments whose simplicity should set the Players up for the shock of the last two milestones. Milestone three will turn into deadly pursuit after a simple surveillance operation ends in a fire fight. Then, just as the Players feel they are in control again, milestone four should shatter any preconceptions of what they face as they find themselves in a maelstrom of danger far beyond their control.

• ONE WAY TICKET

On day eleven, the HEO orders the expulsion of all ESE diplomats from Peace River based on the evidence against Tapa Shan. Colonel Lenaris orders the Players to escort the Ambassador and his staff to the maglev station and ensure they all leave. The Easterners make this task as unpleasant as possible, hiding behind their diplomatic immunity while flinging insults and being extremely difficult. While moving to the lift bank for the maglev station, a few embassy staff will stage a screaming argument with the Players. At the same time Tapa Shan will pass a note to an unobtrusive passerby. If the Players notice this they could easily grab the courier — named Dav Syriam — but if they do so immediately they will tip Tapa Shan off. If they wait, then they can have Syriam detained out of Shan's sight and he will never know they intercepted his message. As this action takes place in the Executive Tower, the regular PaxSec security teams will have no problems capturing Syriam if so requested. Once the Players have seen Tapa Shan safely departed on the maglev (which is uneventful, if distasteful) they may interrogate Syriam at their leisure. Syriam is a low level Patriarchal agent who works as a tour guide. He ran messages for Shan to Salon Rouge and did legwork for the various agents based in the Salon. Nothing he knows is of any importance to the Players. The message however, is an interestingly cryptic note in handwritten Mandanese. It is bound for Yolanda Ormond, through Ana Balancan (see Handout 2, p. 54).

• HNOCH HNOCH

Ana Balancan lives in a neat arcoblock on the Third Terrace. Investigation will reveal that she lives a busy but otherwise unexceptional life, splitting her time between escort work and studying at the Paxton Management Academy. The Players' appearance at her door will cause her to go to pieces. Afraid of expulsion from the city, Ana is more than willing to tell all, but is so distraught that the Players will need to be very gentle and subtle to get any information from her. Ana worked for Shan as both courier and mistress, due to threats he made against her family back in the ESE. All she does is take messages to the Cimmario Café, always on a Thursday, always at 2700 hours. She sits at table five and someone, often a tall, long-haired woman, comes and collects the message. If the Players describe "Madame Xiphos" (Yolanda Ormond), Ana will identify her as the usual contact. The Players will have difficulty persuading Ana to act as bait for a trap; her fear of expulsion is far less than her fear of what Shan will do to her family if she sets him up. A few ESE horror stories can be used to add further angst at this point as the Gamemaster desires. The Players' ability to coerce Ana is limited. A better option would be to offer to get her family out of the ESE, something that Paxton could easily do. This will win her gratitude and support in a way that nothing else can. Any other options the Players come up with should be judged on their merits, but nothing can be done until the next day (day eleven).

• UNDER A DARK SKY

The Cimmaro Café, situated deep in the Labyrinth, is a difficult place to watch, especially since the Players will stand out from the clannish locals. Simply waiting in the café may be the easiest option. Ana will arrive on time and sit at table five out on the patio. Half an hour later, Yolanda Ormond will drift in (dressed like a local) and move past the table, palm the message and head off. If the Players are too obvious Yolanda may notice them before she enters, in which case she flees immediately. If she gets to the patio before they make their move she will draw a submachinegun and open up (trying to kill Ana) and make a break for the nearest laneway. Yolanda's gunfire will panic the café's patrons and the Players will have to be careful if they return fire. If the Players trap Yolanda in the café, she will dive behind the counter and, firing bursts behind her, disappear out the back. Once into the Labyrinth the Players will have to work hard to stay with her, as Yolanda knows the Labyrinth as well as any local. She also has backup and thugs will appear at convenient times to prevent her capture.

If the Players keep chasing, Yolanda will flee into the Prospects. Here the chase should be a grim one as the inhabitants of the dark, dilapidated and despairing Prospect arcoblocks are actively obstructive. Angry Players who try to muscle the locals will find themselves facing an angry crowd and a building riot. Requests for assistance throughout the milestone will be refused because of an emergency on the First Terrace. Eventually Players should be made to realize that persisting is too dangerous. Whether or not they persist the Players receive an emergency recall order directly from Colonel Lenaris and are told a POC hopper will collect them from the nearest rooftop.

• TUMULT AND CHAOS

While the Players have been busy, worker caste radicals have staged a massive and violent riot on the First Terrace. The POC and PaxSec reinforcements are struggling to control the situation. Colonel Lenaris' concern is that Victorya Hiro has just been reported out on the First Terrace alone. She is wearing a PaxSec transponder and, since the Players know her by sight, he wants them find her and escort her to safety. The transponder puts Hiro in the First Terrace shopping district.

The POC hopper will drop the Players on a rooftop close to the coordinates, but from there they must make their way through the chaotic, violent and crowded streets. Before they can reach her, Hiro starts moving towards the edge of the First Terrace. If the Players go to her initial position they discover two bodies with cut throats. They may be able to recognize the bodies as two of the NISA agents who ran interference for Hiro when she went for a stroll on the First Terrace (see *Day Tripping*, p. 31). They were escorting her back to the Executive Tower when the riot started. A BRF cell dressed in POC uniforms found them using her transponder, killed her escort and captured Hiro.

The Players should be able to catch the terrorists before they leave the First Terrace, but both groups will find themselves swept up in a running battle between rioters and the POC. The BRF will quickly draw guns and fire indiscriminately. Then all hell will break loose as the crowd panics at the sound of gunfire. If the Players were undercover in the previous milestone, then to outside observers the BRF will look like the POC and the Players will look like the probable terrorists. With the numbers of SWOS, TRG and PaxSec troops about, this misunderstanding could get nasty if the players don't use their communications intelligently. The BRF will fight to the end but are unlikely to kill Hiro out of hand.

Complications and Continuing Hooks

• Acceptable Force:	During the riot the Players find Helen Luka is covering the violence. Any excessive force on their part will be beamed to the world.
• Family Ties:	In fulfilling their deal with Ana Balancan, the Players find themselves having to travel to the ESE to organize the immigration of over a dozen people from Skavara.
• Little Devil:	A young street kid picks a Player's pocket while they are in the Cimmaro Café, taking his official pass. Tracking him down in the Quarter will be hard — maybe their new "friend" Kally can help.
• Revolutionary Wannabe:	During the chase through the Prospects one man has a shot at them with an antique assault rifle and then flees. If caught he claims to be BRF but his information is merely the fancy of a sick mind.

Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
Ana Balancan	fragile	News Reporter, HG2 p.95	PSY -1
BRF Terrorist	fanatical	BRF Terrorist, p.24	none
Dav Syriam	resigned	Private Investigator, HG2 p.96	KNO 0
Prospector	angry	Miner, p.83*	PSY -1 BLD 1 STR 1
Riveran Civilian	panicky	Paxton Executive, p.84*	none
Victorya Hiro	steady	Ambitious Politician, p.80*	APP 1, KNO 1

*See *Into the Badlands* for archetype description.



Ana Balancan

3.5 ACT 2, SCENARIO 1: A LITTLE TRUTH

By rescuing Victorya Hiro the Players have risen high in the Colonel's good books and he is convinced they can be trusted to play with the big boys. Their next mission is the exposure and destruction of the SRID network in the city. The Players will find the going slow, and disconcerting clues (and eventually a savage assault) will lead them into the dangerous world of counter-terrorism. Danger interspersed with mundane investigation will keep the scenario tense, with a stop and start pace preventing the Players from feeling they have events under control. If a Gamemaster wishes to emphasize investigation over combat this scenario offers many ways to expand that side of the campaign, making the trail even more complex and torturous.

This scenario opens the second act and brings the BRF to the fore. Lenaris also chooses to bring the Players "into the loop" about the Nortlight-Basalite talks, answering several of their questions and sending them off after Yolanda Ormond. The GM should communicate a sense of dawning chaos and even a certain amount of dread. The Players have been given the information and authority they need and yet things go out of control and the BRF becomes a major problem. In the tense atmosphere right after a riot, pushing workers around can result in sudden violence. Basalite and Nortlight agents will be on edge because of the repeated assassination attempts.



3.5.1 SUGGESTED MILESTONES

The first milestone is informative, giving the Players a greater understanding of what it is they are involved with. The second milestone will seem a diversion, but it lays the groundwork for the scenarios to come. The third milestone takes the Players successfully back to their investigation of SRID, providing them with valuable leads. The sudden and violent appearance of the BRF in the final milestone should redouble the Players' uncertainty as to what threats they face.

• WORDS FROM THE TOP

On the evening of day eleven, after rescuing Hiro, the Players are summoned to a personal debriefing by Colonel Lenaris. Surprisingly, Hiro is present to personally thank the Players and to present them with tokens of her favor. The exact nature of these tokens is up to the GM. After Hiro leaves, the Colonel also congratulates the Players and says he has a vitally important mission for them. The Colonel then reveals the basics of the secret NLC-Basal talks, thus explaining many of the mysteries that the Players have discovered. The Colonel admits to being both impressed by the Players and short of people he can trust because of the present troubles. Therefore he is assigning them to follow up on "Madame Xiphos," the mystery woman who keeps popping up. The Colonel believes she is part of the SRID network in the city. If this network has been activated, and he believes it has, then now is the perfect time to eliminate it. He does not understand the BRF's role in all this and wants the Players to be on the look out for any information related to Sundra Gabriel's terrorists. The Players are to report directly to him and the Colonel makes it clear they have free hand. Before they start he has one other task for them. At Hiro's request he wants them to oversee the security check of the new site for the NLC-Basal talks.

• SANCTUARY

The new site for the secret talks is a Revisionist pilgrim tower forty kilometers outside Peace River. The official cover story is that Hiro is going out to meditate. So on the morning of day twelve the Players lead a convoy of PaxSec and PRDF armored vehicles to the tower. The tower is a small, primitive, stone built Oasis Tower with a regular staff of five nuns. Sister Lucia, the senior sister with whom the arrangements have been made, will meet the Players at the entrance and bid them welcome. As PRDF and PaxSec technicians spread out to conduct their searches Sister Lucia takes the Players up to the main hall. There is only one pilgrim staying at present and he is the main hall with the sisters. The Players will be introduced to sisters Samara, Kaneka, Tierra and Arduns. The sisters are a pleasant group in their 60s, except for Arduns who is a quiet young woman about 35 cycles old and the alter ego of BRF leader Sundra Gabriel. When the Players enter the hall, she will be deep in conversation with the single pilgrim. Sister Lucia will introduce him as Donovan Harpster and Players will note he seems very nervous. A Player with a POC background, or a routine security check, can identify Harpster as a wanted member of the Forzi crime cartel. If the Players try to arrest him, he will draw a gun and take the clearly shocked Sister Arduns hostage, shouting about betrayal. Gabriel was negotiating with Harpster and he thinks she has betrayed him. Gabriel will play it cool, pretending to be a distraught young nun, shocked at this assault. Harpster is a smuggler, not a fighter, and disarming him should not be hard. The PRDF technicians sent to check the tower will report traces of high explosive in one of its storage rooms. Questioning the sisters will reveal that this room is for the use of visiting pilgrims. Nothing else suspicious is found. Interrogating Harpster is a tough job for he is a hard man. Little will be revealed except that he often uses the pilgrimage routes for unobtrusive travel and that he does occasionally store explosives and other goods at the tower. He will completely refuse to talk about the betrayal he believes he has fallen victim to, or what his business was this trip.

• LINES OF INVESTIGATION

With the tower secured and their Forzi prisoner left to PaxSec's tender interrogation techniques, the Players can begin investigating the SRID network in the city on day thirteen. Their only lead is the mysterious woman "Madame Xiphos" and their only link to her is the Cimmaro Café where she used to meet Ana Balancan. Going to the café and asking pointed questions with official credentials will garner interesting answers. According to the proprietor, Kwei Lingling, the woman has been coming to the Cimmaro for almost ten cycles. She came once or twice a week, always sat at the same table and terminal unless she was meeting Balancan. In the last six months she has also started meeting a tall handsome man every other week as well. These meetings always took place at her normal table. Kwei and his staff, if carefully questioned, can provide the Players enough of a description to put together an identikit photo of the man. Yolanda has also recently paid for a permanent logon under the name Xiphos rather than use the public facilities. Checking the Cimmaro's server records shows that Yolanda has one message waiting and regularly accessed the Port Oasis Times and a mail server in the city of Newtown. It takes a day but eventually the mail message (see Handout 3, p. 55) and identikit photo identify the man as Henri Jacques, secretary to Etien Montroyal, the AST deputy ambassador to Peace River. PaxSec's surveillance reports make it clear that Henri is unlikely to be an intelligence agent. With the Players' information, however, Colonel Lenaris assigns them enough assets to run round the clock surveillance.

• HIT AND MISS

On day fourteen, as the Players oversee the surveillance of Henri Jacques, they will receive a message from room 1123 in the Second Terrace hospital. Donovan Harpster, after being beaten to a pulp by PaxSec, was handed to the POC as a common criminal. The POC immediately took him to the hospital. Donovan is in a private room on the twenty third floor with two Peace Officers guarding the door. He has been sending messages to his associates and gotten no response. Feeling that he is being left to hang Donovan wants to cut a deal. He wants immunity and a new life in the South. As a teaser Donovan tells the Players that the Forzi cartel has no independent network in Peace River and that he can give them information on the BRF. A hard and cunning individual, Donovan will act accordingly. As the Players start negotiations a nurse pushing a trolley enters the room. As soon as the Players see her they should realize that something is wrong. The nurse is a BRF terrorist targeting Donovan. The rest of her cell is on guard outside. Overcoming her surprise at seeing Donovan with company, the terrorist will pull a submachine gun. Her first target will be Donovan — the Players' actions will determine whether he survives. The terrorist will not flee until Donovan is dead. Once the firing has started the rest of her cell will send a hail of gunfire and grenades through the door if their partner is killed or if the Players try to leave the room. The remaining terrorists will then flee and a running fire fight will result if the Players give chase. Naturally the number of civilian targets is huge, greatly hampering the Players. Not so the terrorists, who will fire their guns and throw grenades so as to hamper any pursuit. The Peace Officers standing guard outside Donovan's room have been killed, shot several times by concealed (and silenced) pistols. There are enough BRF members to give the Players a hard fight, but SWOS units from the nearby POC HQ can arrive to cut off their escape.

Complications and Continuing Hooks

• Stirring the Pot:	Wanting to take others with him, Harpster tells the Players about CIB chief Ryu Hashimoto's extra-curricular activities, even linking him to the BRF.
• False Trails:	Henri Jacques disappears into the city. He tries hard not to be followed and goes to a modest house in the Badlands Quarter. The Players discover that Henri is secretly a practicing Massadan Revisionist.
• Northern Headline:	Foreign Minister Scope and his bodyguards arrive at the pilgrim tower as the Players are leaving. Someone is following them and flees into the desert when spotted. Will Helen Luka never stop interfering?
• Lost Innocence:	Following the fight a child has disappeared. Brought in after her parents were killed by a BRF bomb, she has crawled into the hospital's service ducts, terrified by the fighting. Eight cycles old, the young girl is lonely and frightened. Can the Players find her before she gets hurt?

Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
Donovan Harpster	experienced	Smuggler, HG2 p.96	CRE 0, KNO 0
BRF Terrorists	fanatical	BRF Terrorist, p.24	none
Café Staff	nervous	Paxton Executive, p.84*	Cooking 1/1
Revisionist Sisters	sweet	Desert Monk, p.82*	First Aid 2/1
Kwei Lingling	discreet	Caravan Trader, HG2 p.89	Human Perception 2/0, Cooking 2/0
Henri Jacques	sophisticated	Ambitious Politician, p. 80*	KNO +1, Security 1/1

*See *Into the Badlands* for archetype description.

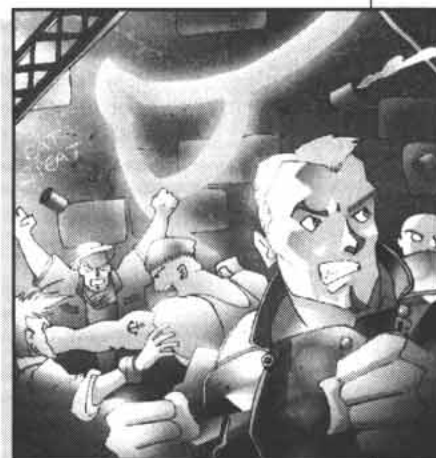


Henri Jacques

3.6 ACT 2, SCENARIO 2: VIVE LE SUD

The violence of the BRF in scenario one of this Act and the brutal attack on Donovan Harpster should warn the officers that their opposition is playing for keeps and that any mistake on their part will place their lives in great danger. Nevertheless, they have an investigation to conduct and with the information they have they should be able to start methodically unearthing the SRID network. The pace of scenario two should be steady, with the final milestone reintroducing some tension as the officers uncover the connection between the SRID and the BRF. While a relatively straightforward scene, the Gamemaster should make the Players as nervous as possible, constantly assailing them with possible threats and false leads. After all, SRID is the best intelligence agency on Terra Nova and there is seemingly nowhere in Peace River that the BRF cannot strike.

Gamemasters should also keep in mind that SRID has a reputation for never leaving loose ends hanging. In this scenario, the Players will undoubtedly do a great deal to uncover SRID operations in Peace River. Once the Paxton Gambit is over, however, SRID may return to eliminate those who spoiled a good operation. Although eliminating a few Peace Officers will be low priority for the intelligence agency, it can easily serve as a recurring subplot for a longer campaign following the Paxton Gambit.



3.6.1 SUGGESTED MILESTONES

This scenario follows on directly from scenario one. Its first two milestones take place on day 14, with milestones three and four taking place the very next day (day 15). The scenario is essentially investigative, requiring careful thought and encouraging consistent roleplaying. It is important to emphasize the role of diplomacy and skillful questioning in the last three milestones, to offset the "information overload" and to give the plot a human face (or faces). Milestone five includes a strong possibility of combat. This can be presented as either a relief from the mental effort of constant interrogation and attempts to piece together the puzzle of what is going on in the city, or as a punishment for a heavy-handed approach to a highly sensitive and extremely dangerous line of investigation. There are any number of tangents, not covered here, that the Players may wish to pursue. Some of these are suggested in the *Complications and Continuing Hooks* table (p.39).

• DEADMAN'S TALE

Following on directly from the end of the previous milestone, no sooner are the officers finished at the hospital when they get a call from the PaxSec officers watching Henri Jacques. He has received an unusual vid-call from a public booth on the First Terrace asking him to a meeting in Longchamps Park. The conversation was in Universal French and the peculiar phrasing used leads the PaxSec officers to think that a message was communicated in code (see Handout 4, p. 55). The officers ought to be able to deduce that a meeting of some sort was arranged for Longchamps Park this afternoon. If they are struggling to decipher the meaning of the note, the Players will receive a tip off from a secretive informant calling himself "Janus"—the alter ego of SIU Major Jan Augusta.

The officers will have plenty of time to stake out the Park before the meeting. Henri enters the park by the northern gate and takes a seat on a bench near the park's center. He takes a packed lunch and a datanovel out of his satchel and begins to eat and read. After about ten minutes, watchful officers will, on a successful Notice roll (Threshold of 5), see the courier before he passes behind Henri's bench and drops a note beneath it. He is a shortish, muscular man, dressed in tidy casual clothes that mark him as worker caste. Henri waits a moment, then picks up the message. He will finish his lunch then head back to the Executive Tower. If they wish to get the message from Henri, the officers should remember that he has diplomatic immunity, so they cannot arrest him or legally ask to see it. In other words, if they want the note they will have to acquire it illegally. How they do this is entirely their own concern, but it is something of a red herring; they will find it almost useless (see Handout 5, p. 56). And of course if Henri is accosted or becomes aware of any theft, he will complain to Marshal Chen and threaten a major diplomatic incident. In such a case, the officers would be in for severe disciplinary action from Chen. Lenaris would primarily be annoyed that the officers were foolish enough to be caught.

If the officers decide to tail the courier he heads back to the Third Terrace. He will double back, change course and attempt to evade any followers with the skill of long practice. The officers, in turn, are being followed by Ormond, as will be revealed by surveillance footage if they later decide to check. The courier goes to a worker arcoblock on the Third Terrace and enters a ground floor apartment. If the officers decide to apprehend him immediately they will be able to arrest one Edson Minburn, who will not resist. Neither, however, will he admit to any espionage activities nor will he give any information away. He will demand to contact a lawyer and refuse to answer any questions about his activities. A detailed search of his apartment will reveal a number of clues, including a transcript of a public email (see Handout 6, p. 56) and a vid camera disk hidden behind a false panel in a side board. Finally, PaxSec computer checks will reveal that Edson Minburn does not exist, despite being employed by Paxton Transport for 9 cycles. These checks will eventually reveal him to be Ricard Charleroi, a SRID agent.

• UNSPORTING BEHAVIOR

Examination of the scant information in the email transcript found on Minburn (see Handout 6, p. 56) will give the officers a possible lead. "Simba" is the nickname of star Duelist Benni Isfahan of the POC's second dueling team, the Peace River Armorers. If the Players run a check of his records they will discover that they only go back as far as TN 1917 in the Badlands town of Goodland, a large settlement inside the Paxton Protectorate. If the Players head out to Goodland (a 90-minute trip by hopper) they discover that while everyone in town knows Isfahan, no one can remember his parents (who were killed in the war); any concerns over this have been waved off on the basis that things were so chaotic back during the War of the Alliance. The same can be said for his old unit in the Peace River Army: it seems that they can find no one who actually served with him. Surveillance of Isfahan will reveal nothing out of the ordinary, but as far as Colonel Lenaris is concerned the information the Players have gathered is evidence enough to warrant his arrest; if the officers don't think to bring Isfahan in he will order them to do so.

A quiet arrest is the preferred option as Isfahan lives in an upscale arcoblock on the First Terrace. In their official roles the Players can simply turn up and arrest him, leaving PaxSec experts to search his apartment if they do not want to do so. Isfahan will not resist arrest, nor will he panic. Nothing incriminating is found in the apartment. Cracking him by interrogation is a slow process. Eventually he will break, revealing only that his SRID contacts were Edson Minburn and someone called Nubia, who would contact him by public vidphone at prearranged times. This information should be timed to assist the officers if they are stuck in their investigation; a call from the interrogation team will come through and give them the information.

Players who can convince Lenaris that it is wise can also set up surveillance on Isfahan in the hopes that he will lead them to the next link in the SRID network in Peace River. If the Players have managed to keep news of Edward Minburn's arrest strictly confidential, Nubia will eventually contact Isfahan in the middle of Day 15. The call can be traced to a public vidphone in the Prospects, two blocks from a bar called the Electric Nipple which is known as a criminal hang out. Nubia's message — "tell mother that Anizev is lined up" — is a communiqué for Minburn. A background search or a Streetwise roll will reveal that Jean-Philippe Anizev is a wanted BRF cell leader. If the PCs react quickly, they may be able to get officers to the payphone in time to follow Nubia to the Nipple.

• CONDUCT UNBECOMING

When the vid camera disk taken from Minburn is examined it proves very interesting, containing photos of a large number of top secret PRDF files. Here again the Players will have a free hand in their investigation, even of the PRDF, as they are working for Colonel Lenaris and so have complete power to take their investigation where they will. Checks on which officers had access to these files will generate a list of about thirty. If the officers have been careful with the disk they should be able to recover partial finger prints which, when run against those thirty, will match those of Captain Charlotte Rosso. If they have not handled the disk properly then they must undertake the time-consuming process of investigating each officer.

Eventually their suspicions should settle on Rosso because of gaps in her background. Her immediate family all died in a house fire just after the end of the War of the Alliance, and her extended family are all dead or have disappeared, the deaths coinciding with her return from the war. Investigations at the time were inconclusive and careful psychological testing and surveillance of Rosso failed to uncover any suspicious behavior or activity. Rosso will attempt to flee the city over the end of day 14 and the beginning of day 15 (as soon as she hears about Minburn's capture). If the officers try to arrest her she will resist with lethal force, making her death likely. Even if the officers manage to bring her in alive she will use a poison tooth to avoid capture, true to the Republic to the very last. Medical examination will reveal that this Charlotte Rosso was the recipient of very major body modification, confirming her identity as a spy. Searches of her quarters in the PRDF barracks will reveal very little. The digital camera used to make the photo-disk and a coaster from a Prospects bar called the Electric Nipple are the only things out of ordinary for a PRDF officer.

• STREETS OF FIRE

This milestone can be used as a background element or as a real threat depending on the flow of the scenario. The riot staged by the Badlands Revolutionary Front (see *Tumult and Chaos*, p. 36) has had many aftershocks throughout the Prospects and other areas of Peace River. Sundra Gabriel has directed her cell leaders to keep the level of tension high. The Players can hear about these outbreaks of violence — sudden mobs popping up, acts of sabotage and vandalism, etc. — on their POC radios, although Lenaris will keep them focused on SRID. This should help keep the sense of tension high.

If the Players are ripping through the investigation — or the Gamemaster feels some action is required — one of these riots could engulf the Players. Especially once the investigation brings the Electric Nipple to the Player's attention, the BRF may want to distract them. A sudden attack on the Players as they walk the street by thugs or a massive riot welling up around them will remind the Players that they face an organized and desperate opposition. Rioters will disperse if faced with real opposition, but the Players may notice key agitators on several different occasions. These are BRF agents and they can lead the Players to the Nipple as well.

• ROUGH HOUSE

POC files can provide the Players with extensive information on the Electric Nipple. It is a hardcore Work Gear pilot bar in the lower ground level of one of the Prospects arcoblocks. Owned by one Nubia Kasanga, it is a known criminal hangout and the lower worker caste pilots who are its usual customers walk a fine line between legitimate work and illegal activity. Any POC officer will recommend caution in entering or even watching the bar, as violence is all too common there. There are two ways the Players can approach the bar, in uniform with whatever backup they can wrangle, or undercover trying to run surveillance on the location before moving in.

If they run subtle surveillance they will find the bar a very dangerous place to be without armed backup. One wrong step and they will find themselves fighting for their lives, though not against armed opponents. The pilots in the bar will have at them with clubs and knives, not firearms. The Players will notice that Nubia Kasanga is not serving at the bar (a number of topless women are doing that); he can be seen in the office behind it talking to a hard faced man. The officers should be able to identify this man as Jean-Philippe Anizev, a senior BRF cell leader. If the Players come in with guns drawn then there will be a firefight as Anizev and two bodyguards, indistinguishable from the other patrons, will draw weapons and attack the officers. Other bar patrons and Kasanga will just dive for cover, though if he can Kasanga will try to get to his computer and erase certain files. The bodyguards will fight to the death but not Anizev — his attraction to the BRF cause has always been mercenary and he has no desire to die for it. If the Players can come up with subtle ways of doing this allow them to achieve their ends without violence, but they had best be creative.

Violence in the Electric Nipple could easily get out of hand. The Revolutionary Front has a good amount of support in the Prospects and outnumbered Peace Officers taking on a prominent cell leader could find opponents coming out of the woodwork. The key is to control the situation, if the Players can remain hidden and wait until Anizev is isolated or somehow identify his bodyguards, they could strike suddenly and end the arrest before a fight has a chance to begin. In the case of a running gun battle, BRF supporters will begin to appear and the Players will likely have to call for backup from the local patrol and Crowd Pacification Group officers. With this help they should take control, but they will make no friends in the Prospects.

When they finally get to search the bar they will discover six crates of Paxton assault rifles in the cellar, covered with Kasanga's and Anizev's fingerprints. Kasanga's computer records will reveal that he has been laundering money from illegal weapons dealings and that a number of times when POC operations should have bankrupted him an independent businessman named Cameron Hunt provided him with the funds to continue. If Kasanga got to his computer then the Players will have to interrogate him to get this information. In any event Kasanga can be persuaded to reveal that he was the SRID's contact to the Forzi cartel in Peace River through Anizev (as the BRF runs most of the Forzi's business in the city-state) and that his arms dealing was merely part of this cover. He doesn't know why Hunt gave him the money but he presumes that he is compromised by, or part of, the SRID presence in the city. If asked about Ormond he will identify her as his contact and mutter darkly about her recent, inexplicable sloppiness.

► Complications and Continuing Hooks

• Electric Circus:	The Nipple could well become a haunt of the officers, or a source of informants and other unsavory contacts. The clientele don't like cops, but they respect strength and courage. If the officers manage to impress some of the regulars, they will be friends for life.
• Loose Ends:	Ricard Charlevoi will, if imprisoned, quickly be freed by Jai Nyman, a high-powered criminal lawyer. He will be found dead several hours later at the Salon d'Or, slumped over his corner table. He met with (a disguised) Yolanda Ormond, who reassured him that she would get him out of Peace River as she slipped a delayed-onset poison into his drink.
• Team Spirit:	Some of Simba's dueling mates might not be too happy about his removal from the team; after all, the Armorers are currently third in the dueling circuit points and are widely tipped to win the season. If they begin to lose matches, they might come calling on the officers for a little retribution of their own. They are utterly unconcerned about Simba's extra-legal activities, many of them having similarly shady backgrounds themselves.
• To an Old Friend:	Some of the real Charlotte Rosso's wartime buddies might learn of the affair and want to thank the Players for uncovering the impostor. Are they up to a night of drinking and swapping war stories with the veterans?

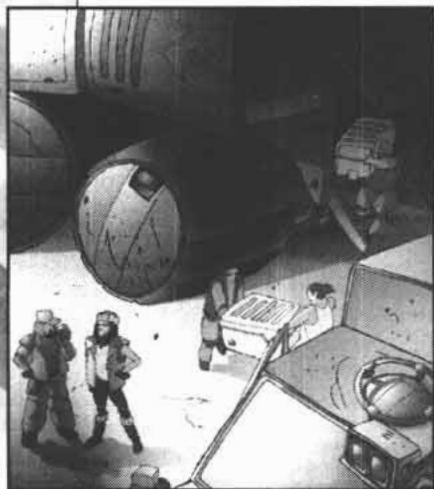
► Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
Simba	fierce	Gear Duelist, HG2 p.92	Security 1/0, Stealth /2
Charlotte Rosso	cautious	Military Police, HG2 p.94	Stealth 2/0
Jean-Philippe Anizev	killer	Badlands Marshal, HG2 p.88	AGI +1, Combat Sense 2/1, Intimidate 2/0
Nubia Kasanga	shifty	Caravan Trader, HG2 p.89	Melee 2/0, Small Arms 2/0
Patron of the Nipple	tough	Field Technician, HG2 p.91	Gear Pilot 2/0, Hand-to-Hand 1/0, Melee 1/0



Benni "Simba" Isfahan

3.7 ACT 2, SCENARIO 3: CLOSER AND CLOSER



This scenario starts in interrogation rooms, hopefully giving the Players the impression that they are in control. When the SRID investigation runs dry and a mysterious message sends them back to the Pilgrim Tower, the violence and shocking discovery they make should, once again, destroy any feelings of security. As the dust settles, the BRF issue is removed from the Players' hands, but they are rewarded for their hard work. When the Gear demonstration becomes a life and death contest the Players should realize that they have no place to run from the BRF. The mixed nature and important discoveries of this scenario make additions by the Gamemaster difficult, but complications arising from the Gear combat and investigation could easily arise.

With this scenario the Players achieve some significant victories. They take SRID's last major resource away and find the most wanted woman in all of Peace River's hiding places. Their elation should be tinged with a sense of threat, however. Sundra Gabriel is discovered, but she slips through their fingers and violence explodes once again at the end of the scenario. By then, the Players should realize that the point of tension has come: the city is locked down and both the BRF and SRID are desperate. Somewhere in the city two very dangerous enemies are searching for a way out and the Players should know in their guts that more blood will be spilled. The Gamemaster can help communicate this by having Anizev and other NPCs make veiled threats and hearing rumors that the city is about to explode in riots.

3.7.1 SUGGESTED MILESTONES

The first milestone is completely dedicated to one interrogation and is basically informational, laying the foundation for much of what the Players are going to discover in the milestones ahead. It takes place on day 15, as do the next two milestones. Milestone four happens on day 16, after the Players have returned to Peace River. The second milestone continues the investigative emphasis, setting the Players up for a fall in the violence, chaos and discovery of the third milestone. The last milestone will lull the Players into thinking the action is over for now before presenting them with a totally unexpected Gear combat to break the pattern set by earlier scenes.

- **SPILLING THE BEANS**

Anizev's arrest is a big feather in the officers' caps as he is the first senior BRF cell leader to be captured alive. A Mastiff APC will be dispatched to take him straight to PaxSec HQ in the Executive Tower. As he is the Player's prisoner he is theirs to interrogate initially, but watching from behind the scenes are both Colonel Lenaris and HEO DuBeau-Slovenski. Azinev will make things easy for the officers, as his main concern is to strike a deal for immunity and protection if he talks. Colonel Lenaris will give the Players permission to promise Azinev anything. Once assured of his protection Azinev will detail the BRF-Forzi deal, making it clear that within the city, for some cycles now, it has been the BRF running the underworld. Azinev also makes it clear that he was recruited because Sundra Gabriel gave his smuggling group the choice of joining or being killed, and that the many other Riveran criminal groups were recruited in the same manner. On the Forzi involvement with the Players investigations he will state that Kasanga, whom he and Gabriel knew to be SRID, came to him with a proposal to carry out the attacks in return for large amounts of money and explosives. He doesn't know why Gabriel said yes, but the amounts of money offered were very attractive. On Sundra Gabriel herself, he meets her outside the city on the Pilgrim routes, once she was even dressed as a novice priest, and that is all he knows. Finally, apart from the details on the BRF's criminal network, in an effort to please he will say that Gabriel arranged something with a Forzi member called Donovan Harpster. It has to do with the Gear demonstration being put on for the Basalites.

- **FLOWN THE COOP**

When the Players get to Cameron Hunt's apartment, in a very posh First Terrace arcoblock, they find it empty. His neighbors can tell the Players that he came home about an hour before they arrived and then left a few minutes later with a small bag. A search of his apartment reveals no personal or business papers, other than a handwritten note (see Handout 7, p. 56). There are no fingerprints on the note but the information contained therein should send them scurrying back out to the Pilgrim Tower. One thing that they can quickly tell if they have been to Hunt's office is that the handwriting is not his. A check of his offices in the Erbert Paxton MegaPlaza reveals that he headed home about two hours ago, after a phone call from a woman. A search will reveal a thriving import/export operation fully within the law, except for sums of money being siphoned off from the company for no apparent purpose. A more extensive search will reveal that some of these moneys went to Kasanga, but the rest is lost, mostly withdrawn in small bill amounts from various locations around the city and its surroundings. It will not take the Players long to realize that Hunt has fled using every means at his disposal not to leave any leads. Colonel Lenaris will order a search of the city (and especially of all outgoing transport), but nothing will be found and no more will be heard of Hunt. He has made it back South.

● BENEATH THE VEIL

Following the revelations in the note at Hunt's apartment (see Handout 6, p. 56) and from Anizev, the Players will no doubt be keen to visit the Pilgrim Tower. There are no negotiations scheduled for today, so there are no Paxton forces in the area. What happens when the Players get to the tower depends on their approach. They will find all six sisters together in the main hall praying. If the Players broach their queries subtly Sundra Gabriel (Sister Arduns) will bluff until she can get outside. Then she will trigger a bomb set into the basement of the tower and flee, grabbing whatever vehicle the Players brought with them and heading towards Peace River. When the officers attempt to use their radios they will find them jammed and unless they have the equipment on hand must search through the wrecked tower to find the jammer, which Gabriel triggered at the same time as the bomb.

If the officers come in aggressively, or if Gabriel finds she cannot bluff, then she will go for her guns and shoot her way out, setting off the bomb at the most advantageous time. If the officers brought extra support then she may well grab another sister as a hostage and use her as shield till she can get outside and trigger the bomb. If the officers arrive with massive backup the GM should arrange for a BRF cell to be posing as pilgrims. Whatever happens Gabriel must escape, but before she leaves she will also taunt the officers, saying that she knows exactly what was going on at the tower and that she has given the SRID proof. When the officers do finally get back in contact with the city-state and alert them to what has happened, they discover that Gabriel re-entered the city using a (clearly, in retrospect, forged) POC pass and the Players' vehicle.

● DANGEROUS TOYS

When the Players return to Peace River they find HEO DuBeau-Slovenski and Colonel Lenaris in a near-festive mood. With Gabriel's network crumbling, the HEO has declared a complete lock down of the city's external transport and communications systems to trap her inside. This will also hopefully trap the SRID operatives as well, not to mention preventing them from contacting their masters. Since matters are now a straightforward security sweep the HEO suggests that Lenaris give the Players a break. After she has left Lenaris will tell them that he is concerned about what Gabriel may have come up with to disrupt the Gear demonstration to be held the next day. Thus he has decided that the officers should pilot the demonstration Gears, a collection of Warrior IVs and Pit Bulls (officers without Gear piloting skills will be included in the infantry and vehicle demonstration teams).

When the officers are at the range the next day they find out exactly what Gabriel meant. At her urging the Forzi cartel has hidden a group of agents in the test range to disrupt the demonstration. The officers will find themselves fighting a real battle against whatever the GM thinks is a worthwhile counter force to the Players. It should be as much as double their numbers, but with older model Gears (Warriors, Hunters, Jägers, etc.) and only mediocre pilots. You may wish to design your own maps for the urban assault range; at the very least there should be enough structures to hide the Forzi troops. There should be at least two each of the Warrior IV and Pit Bull Gears and the infantry (on both sides) will have anti-Gear weapons. The officers cannot communicate with the command station, thanks to a BRF partisan in the PRDF. The Players should win, but if they can carry it off with style and without ruining the demonstration then they will find themselves getting a nice bonus next pay thanks to the sales and marketing division.

► Complications and Continuing Hooks

• Execution:	If the officers make inquiries about the fate of Anizev, they will find out (most likely through the POC rumor-mill) that the HEO executed him shortly after the officers left the cells.
• Family Ties:	Anizev's sister comes to Peace River to take his remains home. She asks the officers how he died. Dare they tell her the truth, or does she already know?
• Faulty Merchandise:	During the Gear demonstration, a number of weapons malfunction. Who has been sabotaging the production lines?
• Holy Work:	One of the nuns approaches the Players. She is concerned that her young brother has joined the BRF. Will they take a message to him if they see him?
• Hunted:	The search for Cameron Hunt could be the basis for a memorable campaign. Did he leave Peace River? Did he slip into another cover identity? Did he simply go to ground and leave after the events depicted in this campaign?

► NPC Statistics

Name	Quirks	Archetype	Modifications
Sundra Gabriel	ruthless	See stats, HG2 p.43	none
HEO DuBeau-Slovenski	cold	See stats, HG2 p.41	none
Forzi Gear pilot	scum	Gear Pilot, HG2 p.92	HG Pilot or Gunnery (HG) 1/1
Forzi vehicle crew	scum	Strider Pilot, HG2 p.97	replace Strider with Driver Skills
Forzi infantry	scum	Smuggler, HG2 p.96	Melee 2/1



Sundra Gabriel

3.8 ACT 3, SCENARIO 1: STRAIGHT FOR THE HEART



This scenario returns the Players to their attempts to capture Yolanda Ormond as she tries to escape the city. Considering the vital information the Players know she is carrying, a sense of desperation should underlie this scenario. The linking of Yolanda and the BRF can be used to throw the Players thoroughly off balance. Finally, the outbreak of civil violence and the kidnapping of Victorya Hiro will make the Players feel events are spiraling out of control. Nothing should stop the pace of the scenario speeding out of control, and the Players should feel they are rushing towards imminent disaster. The various assaults and pursuits offer the Gamemaster many opportunities to confound and confront his Players, alternating between combat or role-playing focuses.

It is critical in this scenario and throughout the final act of the Paxton Gambit to emphasize the sense of chaos that is gripping the city-state. By the end of this scenario, the Prospects will be in revolt and riots will be sweeping through the habitat core — the Revolutionary Front is playing for keeps. At the same time, the Players should feel personally invested in the outcome of the campaign. Yolanda Ormond is still loose and she will kidnap Victorya Hiro, another character friendly to the PCs. Gamemasters can also foreshadow the climax by contrasting Ormond and Sundra Gabriel. Although they are cooperating in this scenario, the SRID agent is a cold professional doing what she must to get away while Gabriel is reveling in the chaos she is creating. Hinting at a growing rift between the two is a good idea that will reward attentive Players later on.

3.8.1 SUGGESTED MILESTONES

The first two milestones are a fairly direct pursuits, though ones which the Players should find discomforting, descending as they will into the Industrial Sector. The third and fourth milestone are important combats which cover the entire gamut from stealth to brute force and the risk of Player death is high. The last two milestones are likely to be made even riskier by Players wounds and exhaustion following the earlier action.

• PHONE HOME

On the evening of day eighteen the Players receive an emergency call from the POC. An infiltrator matching the description of Yolanda Ormond has penetrated the Third Terrace communications exchange. Only a badly injured officer's choked summons alerted the POC so Yolanda may not know she has been detected. By the time that the Players reach the exchange, which is in the municipal levels, the POC has it surrounded. As the Players enter they will find a disabled security system and dead Peace officers. When they finally reach the main control at the bottom of the four level exchange they have a chance to surprise Yolanda if they have been particularly stealthy. If not she has fled down a cabling duct leading down to the Industrial Sector. If surprised Yolanda will be hunched over the main computer with her laptop trying to break the encryption protecting the lock down codes so she can establish a comlink to the Republic. At the Players entrance she will drop the laptop and stand with hands raised, smiling grimly. Unless they are being especially careful as they move in on her, the Players will most likely fail to note a pressure sensor stretched across the floor. The Players first inward movement will trigger a small anti-personnel mine and in the smoke and confusion Yolanda will escape down the cabling duct. A quick check will show she had not yet broken the encryption, and that the laptop contains video files of the Norlight-Baselite negotiations in the pilgrim tower.

• TO THE RESCUE

The upper Industrial Sector is an endless maze and the Players should receive information from Industrial Sector Security Control to get them in sight of Yolanda. Then Security Control suddenly goes off the air and cannot be raised. As the Players chase and exchange fire with Yolanda they move lower and lower. Eventually Yolanda leaps out a corridor window into the Warrior IV assembly line. The line is dark, loud and chaotic, with awful shadows cast by robot welders and the waving spotlights and warning lights of Work Gears and other machines. While the line is mostly automated, there are three dozen workers on duty. The noise is so deafening the Players will only be able to communicate by throat/ear comsets. Yolanda runs across the line and jumps onto a conveyor belt that brings in tires and leads the Players into Paxton's tire factory. Here fumes and opaque eddies of gas will limit visibility to a meter. Figures in chemsuits will appear ghostlike from the fog. The Players start taking a Light Wound for every two minutes they breathe the noxious atmosphere. It should take eight minutes maximum to cross the facility. Yolanda as she moves quickly to one of the airlock exits and wears a portable gas mask, her escape route long planned. By the time the Players catch up all they can do is watch her exit the lock to be met by BRF terrorists. Yolanda seems surprised but will talk to the terrorists for a few moments and then leave with them. By the time the Players cycle through, they will have to search for the trail.

• RAT HOLE

As the Players start tracking Yolanda they will discover Security Control is back on air. The communications failure was the result of yet another BRF partisan, this time in the POC. The Players will be patched through to Colonel Lenaris who explains he cannot send help. Believing her network and preparations were about to come undone Gabriel has given the word for a general uprising in the Prospects. The first moves were a series of assaults on POC Precinct houses, road blocks, car bombs, sniper attacks, power and communications failures, and an inspirational broadcast over a pirate link into the Riveran trideo system. Lenaris wants the Players to keep the pressure on Ormond because he doesn't need any more problems right now. Security Control will provide them with all the surveillance data that they can. Successful Notice rolls will still be needed and the pace will be painfully slow with many wrong turns. If the Players get lost Janus can call Lenaris once again, telling him to check a section of warehouses above the PRDF Main Base. The Players search, if successful, leads to the same area. The number of terrorists should be large enough for a stiff fight, remembering the Players have the advantage of Security Control passing them information.

During the fight Security Control reports a group is breaking off and fleeing, Yolanda among them. After eliminating the terrorists the Players can pursue, interrupted by small groups of thugs lying in wait. The Players will catch the main group at a near-surface loading dock. Immediately, the remaining BRF troops attack. This allows Yolanda to escape to the surface in a van. The remaining terrorists fight to the death, except for one who hides under the corpse of a comrade. If the Players report Yolanda's escape Lenaris will swear and say he is sending a PRDF hopper but that is all the help he can spare. The prisoner, Howard Johns, is uninjured and to avoid being shot will claim to know vital information about something big that is going to happen in the Industrial Sector. He only wants to deal with a senior officer and is hard enough that even torturing information out of him will take precious time the Players can ill afford.

• DESPERATE MOVES

When the Players reach the surface of the Third Terrace the PRDF hopper is waiting. They can choose to search for the van, head to PaxSec HQ so Johns can meet a senior officer, or stay put and take the time needed to make him talk. Whatever they decide an urgent call comes in before they have gotten far. The PaxSec protection detail assigned to Victorya Hiro radioed in that they were under attack and then went off the air. Hiro was attending prayers at the Erzach Ibn-Muhammad Mosque. The Players are the closest elite unit and Lenaris wants them to respond. The PRDF hopper pilot can land his craft (barely) in the mosque plaza. The entrance to the mosque is full of injured civilians, and the interior looks like an abattoir, signs of a major firefight everywhere. Shell shocked survivors will tell how an armed group entered the mosque and grabbed Hiro and the Imam, which started a fight with the PaxSec bodyguards. The terrorists, with their prisoners, escaped into underground passages only minutes ago. If the Players respond immediately, and think to use Security Control and have lifts and the like shut down to slow the kidnappers, they should be able to catch the terrorists. They will find them near an off-ramp from one of Peace River's underground highways. Gabriel is in direct command and will dispatch the majority of her troops — enough to give the Players a tough fight — to hold off the pursuers while she and a few others, including the prisoners, get into a couple of cars and escape. If the Players fight well they should be allowed a chance to rescue Imam Nawad Feisung, who is in the second car. By the time roadblocks are established by the over-stretched security forces the car, or cars, will have been abandoned and the occupants nowhere to be found.

► Complications and Continuing Hooks

• Cleric's Blessing:	Imam Nawad Feisung's rescue brings the Players kudos in the Jerusalemite community. This can benefit other investigations and lead them into the growing schism between those advocating peaceful coexistence and a young radical minority sick of being discriminated against.
• Street War:	The fighting in the Prospects is savage. Perhaps the Players are called in. PaxSec has located a BRF command center and Lenaris wants it taken out.
• The Underpeople:	There have long been rumors of people living in the Industrial Sector. Lost while looking for Yolanda the Players get a little help from a sector waif. How many of these people are there? Where do their loyalties lie?
• Traitors Galore:	The BRF has supporters everywhere, it seems. When the Players bring Howard Johns in, one of their superiors reacts strangely. Another mole?

► Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
BRF Terrorist	fanatical	BRF Terrorist, p.24	none
Imam Nawad Feisung	Calm	Desert Monk, p.82*	AGI -2, Psychology 2/1
Industrial Worker	angry	Town Mechanic, p.86*	none
Riveran Civilian	panicky	Paxton Executive, p.84*	none

*See *Into the Badlands* for archetype description.



Imam Nawad Feisung

3.9 ACT 3, SCENARIO 2: ALL'S FAIR IN LOVE AND WAR



In this scenario, all of which takes place immediately following Scenario 1, the Players will take care of a few loose ends before resuming their pursuit of Sundra Gabriel, Yolanda Ormond and their hostage Victorya Hiro. Not only will they be given the opportunity to personally assist in the defection of Jan Augusta to Peace River, but they will be required to literally save the city once Augusta informs them that the BRF intends to blow up the reactor core after disabling the safeties and seeding the area with radioactive material. The pace of this scenario should be frenetic, with the Players racing headlong into the fray. Careful diplomacy and bold tactics will be required if the success is to be had; failure is unthinkable.

This scenario diverts the Players on their drive toward Yolanda Ormond and Sundra Gabriel, resolving the question of Janus' identity and allowing them to bring in Major Jan Augusta of the MILICIA's Special Intervention Unit (SIU). This scenario should be used to highlight the stakes involved in the Paxton Gambit. Sundra Gabriel is no longer just trying to force change on Peace River, she is willing to kill the entire city in the name of her cause. This revelation should make Gabriel the character's prime target, eclipsing Ormond. Again the difference in the tactics and plans of the two women should be in the background. Jan Augusta can be used to emphasize this; he has read profiles of Ormond and knows she is a professional — not the madwoman Gabriel has allowed herself to become.

3.9.1 SUGGESTED MILESTONES

Milestone one is another briefing, this one cramped and urgent, emphasizing the chaos in Peace River and the urgency of finding Gabriel and Ormond and rescuing Hiro from their clutches. The second milestone steps briefly outside the main action but will ultimately prove crucial to the officer's final triumph in Scenario 3. Jan Augusta (a.k.a. Janus, see p. 22) has decided that the time is right for him to sever his ties with the South and defect to Peace River. The final two milestones show that the end is near for the BRF. The Players are given the opportunity to foil their plan to sabotage one of the city's reactors and eliminate the core of their trained membership. The Players will first have the opportunity to get rid of a team attempting to sabotage the city's reactor core. Just as this threat is eliminated, however, another team shows up piloting Work Gears. These are the BRF's best-motivated and most skilled members; their loss will gut the surviving membership of the BRF and ensure their elimination as a force in Peace River for many cycles to come.

• LOVE AND TERROR

After losing track of Gabriel and Hiro, the Players are instructed to report immediately to the emergency command center for new orders. The emergency command center consists of a circle of Mastiff Armored Personnel Carriers and other military vehicles set up in a secure corner of the Third Terrace. HEO DuBeau-Slovenski, Colonel Lenaris, Marshal Chen and General Moreshead are all present and — as the Players are ushered into their APC — are hunched over a holographic display of the city, showing the approximate locations of the BRF and Riveran forces. After a moment the Colonel looks up and, motioning for the HEO to follow, leads the Players into an adjoining APC. The APC is dark and cramped inside, lit only by the blinking lights of the comms gear and tactical readout screens. DuBeau-Slovenski stands as still as a rock as Lenaris introduces the Players. Her face hardens once she begins to speak, betraying her simmering fury at those who have dared to disturb the peace in her city. She tells the Players that she is expecting a ransom demand at any time, presumably consisting of safe passage and transport for Gabriel and Ormond in exchange for Hiro's life. This puts Paxton in a difficult position. The security of all visitors to Peace River is important, but the safety of the city as a whole is paramount. Thus, while negotiators will try to stall any demands for as long as possible, ultimately the answer will have to be no. Ormond and especially Gabriel are too dangerous to be allowed to escape. The only acceptable solution is for the Players to intercept the fugitives before it becomes necessary to refuse their demands, neutralize them and secure Hiro. DuBeau-Slovenski informs the Players that they are to stop at nothing and that they have her personal sanction to take any steps that are necessary.

As the Players are letting this sink in, Lenaris steps forward, holding a commset to one ear. He has just received a call from Janus, who claims to know what the BRF is up to. After the HEO nods her approval, Lenaris patches the call through the APC's internal speakers. It is indeed Janus, but the nature of the call is somewhat different. Janus claims that he has information of great use, but this time the information will come at a price: political asylum. When DuBeau-Slovenski asks why Peace River should take the risk of sheltering a defector, Janus replies that he knows how the BRF are intending to render the entire city uninhabitable. After a moment's consideration, the HEO nods to Lenaris, who tells Janus he will dispatch a team as soon as he has a destination for them. Janus replies that he is on top of the mesa adjoining Peace River and awaits their arrival, then signs off. The Colonel instructs the Players to grab Janus, find out what the BRF are up to and report in immediately. Janus is not to be harmed, but the neither is he to be trusted.

• COMING IN FROM THE COLD

With a fully-loaded combat hopper from the PRDF's air wing at their disposal, the Players should have no trouble ascending the mesa. Flight sergeant Dietrich Ferro has no trouble picking up a radio locator beacon transmitting from a spot just south of the mesa's center. He will set down or dust off as the Players desire; in any event he will keep the weapon systems on line and be ready for an immediate response if needed. He will put the Players down about five hundred meters from the beacon; this is standard procedure and he will flatly refuse to approach closer. As the officers converge on the beacon they will see a single figure standing beside a small pile of equipment. The figure is clearly male and carries a pistol of some sort in a shoulder holster. Allow the Players to approach as they will; the figure will answer any hails, but won't talk until the Players are much closer (about ten meters). PCs with an intelligence background will recognize the man before them as none other than Major Jan Augusta, a top Southern operative. If they cannot ascertain Janus' identity, he will introduce himself and thank the Players for coming so soon. If asked for the information about the BRF, he will refuse to give it until safely aboard the hopper. Before boarding, however, he will request some help with his "demise." He has a transmitter set to contact his cell-mates; he wants the Players to help fake a radio transmission in which he is discovered by POC officers and killed in the ensuing firefight. He will not leave until this is done. If the Players are foolish enough to attempt to coerce Augusta — physically or otherwise — he will tell them that he has a dead man switch which will trigger a transmission of commercially-sensitive data to Northco and Shaian. This is a bluff, but Augusta is interested to see how the officers he's been assisting perform under pressure. All he needs the Players to do, essentially, is yell and fire their guns as if they'd discovered Augusta's bivouac. He'll take care of the rest, sending a very convincing last transmission which will end with a patriotic "vive la République..." trailing off into a well-rehearsed death rattle. He will then abruptly shut down the transmitter, as if it was destroyed.

Once this is taken care of, Augusta will happily follow any instructions the Players care to give him, but he will not leave any of his gear behind. He will tell the Players that the BRF have managed to find a way into the main reactor core for Peace River and are intending to detonate it. He believes that the teams are all ready to die for the cause and that they are already on their way down. As soon as the Players report this to the Colonel, he will order Ferro to drop the Players at service platform 357, after opening the weapons lockers for them. The lockers contain 7mm assault rifles, grenades (concussion, smoke and fragmentation) two light machineguns and a sniper laser, as well as light flak vests.

• DESCENT INTO FIRE

Work Platform 357 is a massive elevator used to transport Work Gears, raw materials and machinery replacements deep into the Industrial Sector. From there, the officers can get to the reactor core. The Players find that, thanks to DuBeau-Slovenski, their POC passcodes now give them access to the entire law-enforcement database and they can determine that the BRF operatives have gained access to the main reactor control room, in the northwest quadrant at the top level of the reactor. They can call up a schematic of the area (see Handout 8, p. 57).

The control room is located in the inner chamber of the quadrant and sits against a shielded wall protecting it from the reactor proper. The chamber is accessible from above via 14 human-scale elevators (including four in the control room itself) and 2 Gear-scale ones that link to other lower quadrants and to security/decontamination chambers above. The chamber is also linked to the reactor itself and neighbor chambers via large airlock-type doors and elevated catwalks (some able to accommodate Gears). The catwalks transverse the shielded walls, but also feature security doors. The catwalks can be accessed through maintenance crawlways. The BRF saboteurs have used a computer virus to simulate a meltdown, forcing the chamber's automatic systems to seal all entrances, so they can work undisturbed. With a bit of effort, the Players can use their newfound security clearance to force any access open (Computer roll vs. Threshold of 5), but they must plug a dataglove into the door or elevator's electronic lock directly (no remote opening). Once inside they will have to deal with the terrorists inside. (Note that the outer northwest quadrant is also sealed and is being used by yet more terrorists, see next milestone.)

The BRF team has entered by Elevator #1 into the control room; if the party tries to enter this way, they will find the security station a scene of death, as the terrorists used a combination of smoke, tear gas and concussion grenades to overpower the crew. They then rode down in the elevator, disabling it as they went. If the Players wish to climb down the shaft and force the doors, it will be difficult but not impossible and they ought to be able to overpower the single guard left with the elevator car without raising the alarm. There are several guards in the control room proper, however. If they choose to enter via the maintenance shafts and catwalks, it will bring them out over the chamber, near the airlock to the outer quadrant. They can also use any of the other elevators, but if they activate the cars (instead of climbing down the shafts) they will alert the BRF technicians in the control room and the terrorists will have time to set up a quick ambush. The precise number of terrorists should be determined so as to give the officers a hard-fought but not too difficult victory. With the element of surprise on their side, a ratio of three or even four guards per Player (plus the four technicians working in the control room) should be about right. Guards will be posted with each technician, on each stretch of catwalk between the control rooms, and roving the maintenance catwalks on the roof. They will fight to the death, with quarter neither asked nor given. The technicians will work frantically to create a true meltdown as the gunfight continues around them. From the time the Players arrive, it will take the four of them about 5 minutes to complete their deadly work. GMs can adjust this time for dramatic purposes.

• HNOCHING ON HEAVEN'S DOOR

Once the saboteurs have been dealt with, the Players will have a moment to take stock of their surroundings. Observant Players may notice that two of the Work Gear bays are empty; at the very same moment this discovery is made, the main airlock to the outer chamber of the northwestern quadrant will open and a group of six Work Gears will step out. This is the backup team of BRF terrorists. They have been in the outer chamber gathering radioactive materials from temporary storage drums (where they also took the four other Gears). They intend to sell these on the lucrative weapons black market. Because of the heavy shielding in the walls between chambers (and the BRF computer virus) the two teams have thus far been unable to communicate. Four of the six Gears are carrying heavy drums of materials and the carnage that greets them is a surprise. The BRF pilots are no fools and assess the situation quickly. They will head across the inner chamber and around the control room, aiming for the airlock to the main reaction chamber. Their plan is to cause as much physical damage as possible to the reactor, then smash open the canisters of radioactive and make the entire structure an irradiated hell. They are quite prepared to die for their cause and have decided, seeing their comrades dead and POC officers on the scene, that they will sacrifice themselves to liberate the workers of Peace River. It is unlikely that the Players have any anti-Gear weaponry with them; their best chance is to start up some Work Gears of their own and fight the BRF Gears hand-to-hand. In this case, the BRF Gear pilots will try to shield the movements of two of their number by engaging the Players. They will use the radioactive canisters as clubs, another reason for the Players to be cautious. There is a fair bit of room to move on the floor, as it is scaled to allow the Gears to move around. It is also cluttered with racks of spare parts and workstations, so there will be no shortage of improvised weapons for the Players to use if they so desire. Ideally, the combat will become a game of cat-and-mouse as the Players and the terrorists chase each other through the inner chamber. The terrorists are equipped with a passcode that will open any of the doors in the chamber (although only through direct contact). They may decide to flee into an adjoining quadrant (all four have an identical layout, although only the northwestern one features a control room, see Handout 8). If the Revolutionary Front Gears penetrate the reactor, assume that it will take eight "Gear-turns" of uninterrupted effort to cause the desired level of damage. Thus it would take one Gear eight turns, two Gears four turns and four Gears two turns to wreck the core. If this happens the Player Characters would be far better advised to retreat from the chamber than to remain and expose themselves to lethal doses of radiation.

The Work Gears are Valence engineering models. For game statistics see **Tactical Field Support**, pp. 100-101, or use Warrior stats (on pp. 58-59 of this book) with Base Armor 8, no weapons, no ECM Perk and -2 Maneuver. All these Gears are radiation shielded so have the Haywire Resistant and Limited Life Support Perks (see **Second Edition Heavy Gear Rulebook**, pp. 191-192). The shielding process also involves enclosing the cockpit, meaning none of the Valences have the Exposed Crew Compartment Flaw.

The Players can call in reinforcements to deal with the terrorists, either in this milestone or the previous one. Lenaris sent them to deal with it directly, however, because he is very undermanned (thanks to continued street violence) and because he is unsure of who he can trust. PaxSec and POC officers can be called in, however, and will arrive a few minutes behind the Players. Both forces will send a team of five agents or officers (use game stats on pages 24 and 25). Lenaris will not order special forces into the chamber because he doubts he can trust these agents, but Players with personal connections in the Peace Officer Corps' SWOS could make a call. In this case, a team of four officers in Pit Bull Gears can arrive within fifteen minutes (use Gear Pilot stats, **Second Edition Heavy Gear Rulebook**, p. 92). In any case, the Gamemaster should adjust the number and skill of BRF terrorists to make for a challenging fight.

Complications and Continuing Hooks

• Don't Look too Closely:	A technically savvy officer might notice that some of the canisters of radioactives are not suitable for use in a reactor; they are in fact weapons-grade materials. Is Peace River developing a nuclear arsenal?
• Now it's Personal:	One of the dead guards in the security station might be an old friend of one of the Players. One of the BRF terrorists might be an old friend of one of the Players.
• Pawns to the Black Queen:	HEO DuBeau-Slovenski may well be impressed by the Players' performance. In such a case, she might ask them to make themselves available from time to time for the black ops and other extra-legal activities she considers vital to Peace River's security.
• Snake's Legacy:	Will Augusta's team be fooled by his final transmission, or will they remain in Peace River to confirm his death? Perhaps some old service pals will come to the home of Paxton to locate and terminate those who killed their comrade.

Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
BRF Technicians	fanatical	Demolition Specialist, HG2 p.89	Combat Sense 1/1 Small Arms 1/0 Dodge 1/0
BRF Guards	ruthless	Killer/Assassin, HG2 p.94	Light flak, 9mm SMG, 7mm assault rifle or 13mm pist.
BRF Gear Pilots	desperate	Gear Pilot, HG2 p.92	no specialization for HG Pilot



HEO Milani DuBeau-Slovenski

3.10 ACT 3, SCENARIO 3: FINAL JUDGMENT

Without let up from the last scenario the Players face the delicate situation of trying to defeat Sundra Gabriel, capture Yolanda Ormond and rescue Victorya Hiro. The conclusion of this battle will cover them with glory or contempt, bring crashing home the contending ideals of honor and duty, and dump them in the mire no matter what. Players' emotions should rise and fall through the scenario, as success becomes failure and then success again. This rise and fall drives the dramatic tension ever higher until it evaporates in the furnace of retribution as the Players eliminate Gabriel once and for all. Once again the pace should be fraught but not frantic, slowness and anticipation causing the tension. A Gamemaster's imagination can come into play in the high drama of this scenario, picking and playing those particular aspects they know can make their Players squirm.

The final scenario brings the dramatic events of the last three weeks to a head and resolves all the threads of the plot, but it should also leave the Players with a sense of the inconsistencies in their position. Players should be left with the question of whether the people they work for are any better than those they have defeated. Gamemasters should emphasize contradictions and show Colonel Lenaris and HEO DuBeau-Slovenski as cold-hearted to reinforce their point. Even with Sundra Gabriel defeated, the workers of Peace River are still far from content — her death may well make her a martyr to the cause. It should be clear that the main action is over by the end of this scenario, but Players should also be left with the feeling that there are other stories to tell.



3.10.1 SUGGESTED MILESTONES

The first milestone is a climax in itself and should be played like any good action-adventure tragedy. This will emphasize the issues of honor and duty in the second milestone as the whole issue of Yolanda Ormond comes to a head. The third milestone sinks the Players into the bowls of the city as they discover their victory in the first milestone was illusory. The last milestone takes place in Paxton's heart, but rather than combat is almost purely roleplaying. The backdrop and nature of the conversation should be highly cinematic as it is the climatic scene of the campaign. Again issues of ethics and morality should come to the fore. The milestones can be made more violent if a Gamemaster desires by using various continuing hooks specifically written for those who wish for more combat.

• HELL'S GATEWAY

Following the defeat of the BRF reactor squad, the Players will have no time to rest. Industrial Sector Security Control immediately informs them they have confirmation of Gabriel and Ormond being spotted in the upper cooling system tunnels. The Industrial Sector's cooling system is a gigantic maze of drains, water pipes and ventilation ducts. The piping is extremely tight in places and the Players will have to abandon any weapon larger than a submachinegun. Even with Security control help, tracking down Gabriel, Ormond and Hiro will take hours. When the PCs do catch them, they are in the Industrial Sector's kilometer and half high main cooling vent, about three quarters of the way up. The vent is known as Hell's Gateway for its constant updraft of hot air. If the Players are stealthy they will find Gabriel and Ormond, with Hiro between them, standing in the middle of a gantry across the vent and obviously arguing — though the words are lost in the roar of rushing air.

The two meter wide gantry stretches across the fifty meter diameter vent connecting two service tunnels. There are also platforms at various points above and below and a multitude of pipes emptying into the vent. Scattered along the gantry and the far tunnel are six BRF fighters, watching the various openings warily. Careful Players should have surprise on their side. The six BRF terrorists can be dropped easily but Gabriel and Ormond are a more difficult because of their close proximity to Hiro and the effects of the air in the vent (treat as -2 to ranged attack rolls). Once the Players make themselves known Ormond and Gabriel will turn the guns they already have drawn on Hiro and call the Players out. No conversation will be possible until the Players have advanced to at least within ten meters of the pair. Any surviving BRF terrorists will stand with Gabriel. Attempts to fire will certainly see Hiro die. If the Players negotiate let them be able to play Gabriel and Ormond off against one another. Gabriel wants ridiculous political concessions, like the removal of all Paxton forces from the Prospects, while Ormond just wants to parlay Hiro into a ticket back to the South. The negotiations should slowly escalate into a shouting match between the two of them, to the point their guns waver between each other and Hiro. If the Players make no move to take advantage of this situation Hiro will try to make a break for it. Whichever way it happens, Hiro will be unable to break free of Ormond, who will take cover behind her. Gabriel realizing she is without protection will dive over the edge of the gantry into the enveloping darkness. How exactly this plays out is very much dependent on the Players' actions. If Hiro made the move the Players will also have to roll for surprise since it will come out of the blue. Note that both Gabriel or Ormond are wearing covert armor (Armor Value 20).

• BLOOD AND DISHONOR

With Gabriel gone, Yolanda Ormond will reiterate her demands of safe passage to the AST embassy, holding Hiro firmly against her, her gun pressed tightly against the hostage's head. If she has taken any wounds, Ormond's voice is shaky and her features paling. Nevertheless, her demands are straightforward and it will be obvious that doing anything other than following her orders at this point will get Hiro killed. Remind the Players as well that Ormond has information in her head that could destroy both the Oxford Agreement and the arms deal. Ormond will demand that the Players drop all their weapons, but obviously cannot search them for hidden ones. She will have them move slowly in front of her and Hiro as they go to the closest elevator bank leading up to the Industrial Sector. Once at the elevators, Ormond has the Players form a square facing outwards, and then climbs into the middle and has a Player set the elevator for a transfer station near the main blast furnace. From there the formation will move to a transport car leading into the Executive Tower. Once there she will keep this formation and slowly move them all out onto the plaza and towards the stairs leading up to the first level of the Executive Tower where all the embassies are located. If Ormond reaches the AST embassy she will back into the entrance, and then once safe on Southern soil let Hiro go as she promised; the Players will never see her again.

Characters wearing communication headsets can surreptitiously communicate with POC or PaxSec headquarters — or at least leave the comm channel open. Ormond is no fool, however, and any such attempt should be subtle if it is to escape her trained eye. If she notices them, Ormond will scream, push her gun harder into Hiro's head and demand they remove their commsets. If communication is possible, Peace Officers or PaxSec agents may be ready to ambush Ormond as the party boards the tram for the Executive Tower or when they arrive in the Executive Plaza. She will keep Hiro at gun point, however, and use the Players as a shield from snipers. If no communication was possible, Ormond's arrival in the Executive Tower will bring a flurry of PaxSec guards. Lenaris will take a cue from the Players, but may order his men to open fire if it appears that the spy is going to get away.

If the Players can come up with a good plan at any point in this drama then they it should be possible but not easy to take Ormond out without killing Hiro. Ormond's injuries will be obviously slowing her. If they act foolishly or make critical mistakes, however, it should cost Hiro her life. Such is the price of failure in high stakes games. Ormond will not surrender; if the Players manage to disarm her she will take her own life using a poisoned capsule or throwing herself fearlessly at the Players — her last words will be to honor the Republic. A Gamemaster should feel free to play upon Ormond's loyalty and honor to her league if the Players have been less than sterling in their own loyalties or duties. Whatever the outcome the Players will have no respite and Colonel Lenaris will order them to the Industrial Sector where it appears Gabriel is still alive.

• FALLEN ANGEL

When she jumped, Gabriel knew that in large drops like Hell's Gateway there are special safety nets every hundred meters. Only PCs with a very technical background should be given a chance to know this. Once they report into Colonel Lenaris, however, he will realize what has happened. The understaffed members of Industrial Sector Security Control will also eventually clue in, but by then it might be too late. After Gabriel jumped she fell out of sight into one of these and an emergency rescue team was immediately summoned by an automatic alarm. They got her out of the net and took her to the closest first aid station. She was treated for injuries and then she killed her healers. An automatic alarm or Colonel Lenaris' direct order eventually summons the Players to the first aid station, about two thirds of the way down into the Industrial Sector.

The first aid team is dead — one from bullet wounds, the rest with their throats cut with a scalpel. Good Notice rolls will allow the Players to deduce that Gabriel is injured and was treated before she killed her rescuers. A quick check of the security records for the automatic systems nearby will reveal that Gabriel moved to the closest elevator bank and went down to the Heat Sink. Hell's Gateway rises from the Industrial Sector Heat Sink, which is part sewer and part MacAllen tunnels. Vanes and vents suck the heat from industrial operations, sending it either up to the surface far above, or into the waters of the Heat Sink. Because of its contact with the MacAllen tunnels the Heat Sink has to be patrolled, but noxious chemicals, sewerage and stifling heat make such duty hazardous and vile, and it is often overlooked. Automatic systems aren't useful because the environment causes them to break down faster than they can be repaired. The Players will have to use flashlights since the Heat Sink is unlit and so dark that night vision gear is useless. The Heat Sink is also without radio transponders so the Players will be on their own.

Tracking Gabriel through the Heat Sink will be a time consuming, uncomfortable and even dangerous process. Patches of toxic sludge, unpredictable rips and eddies, and more mundane issues of human waste, slippery footing, sudden drops and anything else a Gamemaster can dream up to make the search as unpleasant as possible. Good Notice rolls will keep the Players close behind Gabriel, who obviously knows her way, via footprints, scuffs and the like. Eventually the Players will find the water and atmosphere becoming hot, to the point where it becomes almost unbearable and they enter a massive chamber, more than a hundred meters across and arching high overhead, glowing vanes descending to boil the water around them as they sink into a pool whose depths can only be guessed at. At last they will catch a glimpse of Gabriel as she drags herself out of the water and up an access ladder about ten meters away. Note that unless they mentioned they took proper precautions, the Players' weapons will malfunction due to the water and grime.

• FIRES OF DAMNATION

As the Players follow Gabriel up the access ladder, they will find the air becomes searing, each breath painful, and the sweat evaporating off their skin. For every ten minutes they spend here each Player takes a Light Wound. The chamber above is instantly recognizable as the main blast furnace chamber, in many ways the heart of all Paxton's operations. The air seems to burn in the fierce red glow of the furnaces, the noise overwhelming, gouts of hot gas leaping to the ceiling and human figures, tiny in the immensity of the chamber, creeping along in their armored suits. Gabriel will be clearly visible limping her way across the chamber, her shoulder obviously injured, apparently trying to make for an exit. Once the Players emerge Gabriel will turn to confront them, trying to keep them at bay with her pistol as she carefully keeps backing up. Gabriel's eyes will seem inhumanly alight and as the Players close will start up a shouted conversation with them. If the Players have weapons and insist on using them before Gabriel can say anything more the fool them. If they do not attack her then Gabriel will congratulate them for ruining her plans and for their loyalty to "the honorless, greedy war-mongers" who run Paxton Arms.

If the Players deny her accusations about Paxton, Gabriel will try to persuade them, partially out of her own fanatical belief and to gain more time. The Gamemaster should play Gabriel as very charismatic, and afire with the righteousness of her cause. The arguments she uses should be effective, making use of ideas of morality, honor and duty to the common man. Eventually Gabriel will collapse to her knees and it should be obvious to the Players her injuries are catching up with her. Gabriel will still keep her pistol pointed at the Players, albeit unsteadily, and continue to list the crimes Paxton has, and is, committing; she defies the Players to name the virtues they stand for and shows how Paxton makes a mockery of them all (profiteering betraying loyalty, caste division betraying patriotism, etc.). Eventually, when either the Players rush her or the Gamemaster decides it is appropriate, Gabriel collapses onto her pistol and a single muffled shot will ring out. When the Players roll her over they will find Gabriel dying, the wound passing close to the heart. Her final, almost gleeful, words to the Players are cryptic:

"Don't think the people are defeated," she gasps. "The game is much bigger than Peace River, now. Much bigger...."

Once the Players radio back, the HEO orders them to bring Gabriel's body to her at her mobile command post on the First Terrace and to do so has arranged air transport. As the officers ride up the long elevator from the Heat Sink to the airfield and as they fly over the Habitat Core, their radios can pick up POC reports on the violence below. The BRF sympathizers are being corralled and the police are finally getting the upper hand, but signs of continued conflict should be everywhere. As they land, the PCs may see worker protesters being herded off in paddy wagons or graffiti calling for "Justice" being erased by PaxSec officers. Gabriel is defeated, but the anger and injustice she capitalized upon is still present. The gulf between justice and order in Peace River should be made all the more clear when Milani DuBeau-Slovenski looks on Gabriel's body and, with a cold smile, says: "Well, that takes care of that." In the days that follow, images of the fallen leader will begin to appear on posters in the Prospects. A martyr is born...

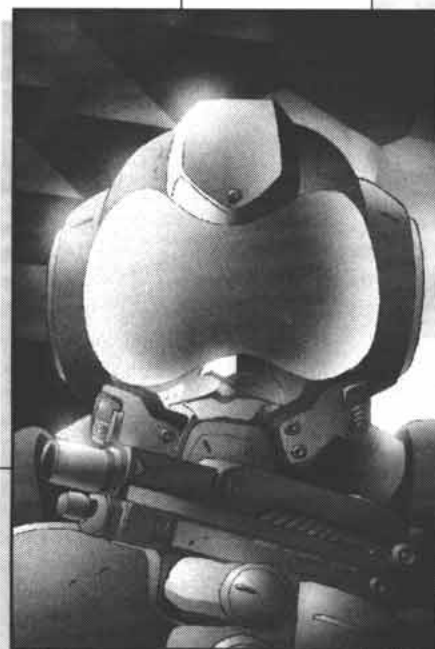
► Complications and Continuing Hooks

• Horrors from the Deep:	Many things live in the MacAllen tunnels and the warmth of the Heat Sink attracts them. The toxins in the Sink's water, however, do strange things. As the Players are slogging after Gabriel a large, aquatic beast attacks them, driven mad by lead and cadmium poisoning.
• Molten Death:	As the Players move out onto the Blast Furnace chamber floor one of the huge furnaces tilts and molten liquid pours forth. A BRF supporter in the control room is responsible for this fiery attack.
• Profit Before All:	The Players find a pool so radioactive that it makes their senses swim. Is this legal? A careful check will discover that the radioactive sludge is being dumped by an unscrupulous executive pocketing the money meant to pay for proper disposal.
• Return of the Underpeople:	The waifs and derelicts living like rats in the Sector could appear again in the chase through the cooling system. Did the Players help or hurt them? Depending on which it is they could have hints dropped or nasty surprises.
• Secret Base:	A tunnel floor suddenly drops away into a deep channel and the Players find themselves sucked down by the fierce current. Just when they think they are going to drown they are spat out a water fall high above a large pool and before they hit the water they get the impression of a dock, lights and running figures. Welcome to the PRODF's secret MacAllen tunnel dockyard and base.

► Non-Player Character Statistics

Name	Quirks	Archetype	Modifications
BRF Terrorist	fanatical	BRF Terrorist, p.24	none
PaxSec Guard	dedicated	PaxSec Agent, p.24	none
Victoria Hiro	steady	Ambitious Politician, p.80*	APP 1, KNO 1

*See *Into the Badlands* for archetype description.



PaxSec Guard

3.11 OUTCOMES

The final scenario brings the Paxton Gambit to a close. Players can choose to leave the campaign behind, having enjoyed a complex and engrossing adventure. There are many avenues yet to explore, however, and many more evenings of play can be derived from the events of the campaign. The following sections will help flesh these out, although the specifics are up to individual Players and Gamemasters.

In the end the Players will have to be able to stand back and judge their actions against the results that follow on. Depending on what these results are the Players also face many ongoing problems, new friends, new enemies and a more complicated life as they are now seen as Colonel Lenaris's agents no matter whether they return to their regular duties or not. Nor will the Colonel let them go back to a simpler life — good agents are too hard to find.

3.11.1 SUCCESS

The most important success for Paxton Arms is signing a major arms deal with Basal. Tied very closely to this is keeping the Basal-Norlight talks secret. If the Players kept nothing from disrupting either irreversibly then Paxton will sell close to a billion Peace River dollars of military hardware to Basal. A more limited success will flow if the Basal-Norlight talks had to be abandoned because the Southern Republic got word of their existence. In this case Basal will still buy arms but only 250 million Peace River dollars worth. This may all seem like simply money grubbing to the Players, but that is what Paxton is all about. It is a corporation after all. The death of Sundra Gabriel and destruction of most of the BRF will be a fleeting victory. Within a season the terror attacks will restart but this time no one mind can be found behind them. Gabriel sowed ideas of the revolutionary struggle deep and many have risen to follow in her footsteps. Where the Players actions will really tell is in the vicious fighting that erupts for the control of Peace River's criminal underworld. The Forzi will move in their own people and start fighting Riveran groups for what the BRF once controlled. Eager to displace their Forzi rivals from one of their most important domains the Kolson cartel will move in and a vicious three-way turf wars will keep the POC busy for seasons to come.

3.11.2 FAILURE

If Hiro dies, the negotiations die with her. Apart from upsetting Nigel Shirow to the point he may never deal with Paxton again, the loss so infuriates the entire executive caste that it will undermine the HEO's position. This will lead to a minor blood bath as DuBeau-Slovenski reasserts her authority and disrupts the reformists' election plans. It may even bring to a head the HEO's growing difficulties with President Simosa. If it is only the secret Basal-Norlight talks that fail, then this can be dealt with more quietly for only a few knew of their existence in the first place. The main problem this will cause is it leaves the issue of a big break into the Gear market unsolved and that will increasingly have negative economic impacts as the cycles progress. No matter the Players actions, Gabriel will have doomed most of her network by launching the uprising. If she escapes the Players, however, she will be able to rescue a reasonable amount of it and maintain her hold on the criminal underworld. If she can do that Peace River will have no respite from her war of terror. The Forzi will not have anything further to do with Gabriel though, and will seek out new local agents to act in their stead. Forzi backing will give locals the ability to fight the BRF for control and a vicious turf war will erupt.

3.11.3 REPERCUSSIONS

The vast sum that the arms sale to Basal brings is vitally important to Paxton Arms. It will help pay for a dramatic expansion of the PRDF and for significant quantities of arms to be distributed around the Western Desert and Karaq Wastes. The sale and the demands of the upcoming war will also allow Paxton to slowly break into the polar Gear markets at long last. This growing financial wind fall will help the reformists in their work. It will also see the Players receive very substantial end of cycle bonuses. Failed negotiations will not mean the end of matters. Basal will return to Peace River, but this time will be able to drive a much harder bargain. The delay will also have killed Paxton's hoped for Gear export bonanza. As a result Paxton will have wasted much money on renewing its Gear production line and as a result will have to cut money from reform to pay for a larger PRDF. A reduced sale due to NLC non-involvement will have much the same effects. Such economic problems will effect the Players as Peace River becomes a harsher, less hopeful place. Success or failure will merely mean the difference between a cycle of respite or none at all as far as the BRF are concerned. The social inequities in Peace River are too deep for a few cycles to fix, but will be the work of decades. After Gabriel's death the surviving cells will go to ground and build their own networks. When they reemerge the BRF will have become a Hydra — its severed head replaced by many. The new BRF will claim the same name but the goals of the separate cells will be disparate and many will step in to manipulate their actions. North, South, Port Arthur, criminal groups, internal dissidents and many more will all have their own groups working for them. Peace River will stand before the coming war destabilized from within by her enemies, and beset without. The future of the city-state is more at risk now than even during the War of the Alliance.

▶ Continuing Hooks: Success

• Bloody Milani:	The HEO is still not finished rooting out the corrupt and incompetent from Paxton Arms. For this she needs investigators with the discretion to plant evidence and assassinate suspects. All in the name of surviving the coming war. Are the Players willing or will they too become suspect?
• Corporate War:	The new sales mean that Paxton's Gear production lines are having to tool up to full production for the first time ever. Numerous accidents and equipment failures are hindering the process. Northco and Territorial Arms have forged a treasonous secret alliance to stop their largest competitor. Their Dominionite mercenaries will present the Players with deadly opposition.
• New Vanguard:	Is there one mind behind the BRF rebirth? Who could it be and why? The Players are given the unenviable task of uncovering someone they are not even sure exists. All of Paxton's enemies from worker radicals to Port Arthur are suspects, as is BRF founder Ernesto Jaxon.
• Saracen Gambit:	Kally Laing is fighting tooth and nail to expand her "business" interests. Will the Players help her against the Wounded Knee scum?
• Southward Bound:	Now that the arms deal is done, training, repair and depot facilities have to be constructed. Under the terms of the sale contract Paxton is to provide all three. The Players are tasked as one of a number of teams to go south to Basal and prevent the Patriarch's forces from disrupting Paxton's business.



▶ Continuing Hooks: Failure

• Blind Justice:	The HEO is under attack and with her Colonel Lenaris, with the Players firmly marked as the Colonel's agents. Executive caste opponents of the HEO have brought charges of incompetence and cowardice against the Players in the Corporation Court over the failure of the arms negotiations. If the Players go down they may take the Colonel with them. So unless they demonstrate they can defend themselves, the Colonel may decide they have become a liability.
• Deal with the Devil:	Kally Laing approaches the Players. She and her new associates, the Forzi Cartel, have a proposal to make. They will help the Players take out the BRF, Gabriel especially, and all they ask in return is that the Players provide a little protection for certain rackets.
• Desert Sale:	With no sales of substance to Basal, Paxton needs markets for its Gears. NuCoal is looking to buy a large number of Gears to re-equip its member states. The major bidders are Northco, Territorial Arms and Paxton. Having lost one major deal Paxton is determined not to lose another. The Players mission is to ensure this.
• Loose Ends:	Helen Luka covered all the mistakes Paxton made and now she is in hiding after assassination attempts. The POC suspects the Players, but the true culprit is DuBeau-Slovenski who hates Paxton being made to look foolish. Can the Players clear themselves without antagonizing the HEO?
• Mission Impossible:	The Players are sent South as part of the honor guard for Hiro's body. They have no idea why. When they get to Basal they discover that they have been sent so that they can pay the debt Paxton owes Basal for her death. It seems that there is a certain rebel sympathizer in the Patriarch's prison in Strathclyde that Emir Shirow wants freed as payment of the debt.
• Vendetta:	The Players may not have caught Gabriel but she has not forgiven them for their interference. Constant attacks on them and those who have anything to do with them will leave the Players only one option: find and kill Gabriel before she destroys them.



▶ Continuing Hooks: Repercussions

• In the Loop:	Successful and well connected, the Players cannot disassociate themselves from Paxton's corporate politics: who to support, who to undermine, what commercial decisions to support. Executive politics is a byzantine affair where success is measured in social popularity and promotions, and where failure ends in social censure and exile to the Garbage Disposal Division.
• Master of Terror:	Tracking down the independent BRF cells is possible but since each is separate of any other it achieves little. As the Players unearth one cell after the other, they get the feeling that someone is manipulating it all. This feeling should grow, always in the background of whatever the Players are doing.
• Peace River Army Reborn:	President Simosa is determined to arm those Badlanders he cannot protect directly. The Players are sent out into the Badlands, one of many covert teams to train and organize Badlanders into a new resistance network, but this time the enemies are the polar leagues, not the CEF.
• Spy's Demise:	Paxton's increasing military strength is bringing the ASI and NGIS sniffing around for information. With SRID broken in the city, Colonel Lenaris does not intend to allow any other polar intelligence service a foothold. The Players are dispatched to deal with the interlopers with extreme prejudice.

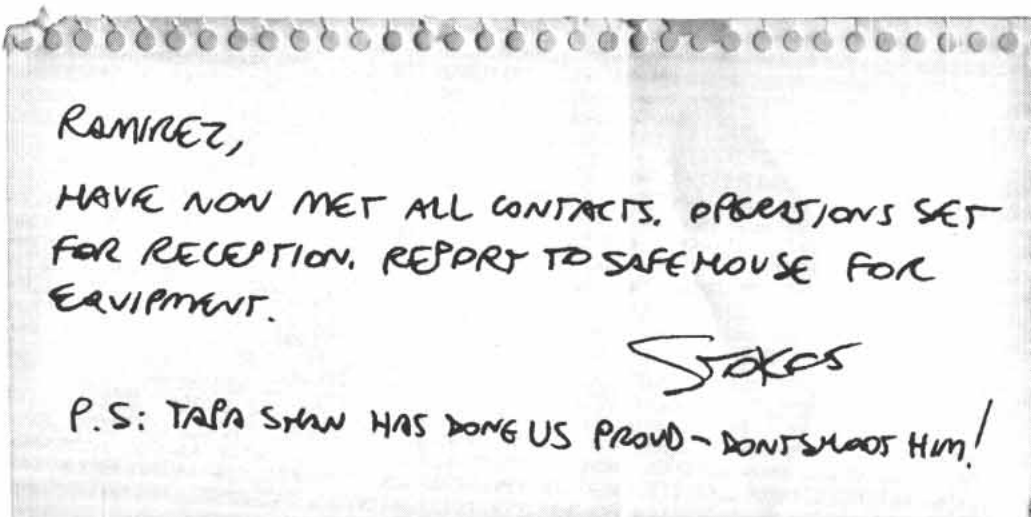


3.12 HANDOUTS

Setting the scene is often the hardest part of any campaign. To help Players get a feel for the investigation they are carrying out, of the characters they are interacting with, and events they are witnessing, a number of realistic handouts have been prepared. A Gamemaster should feel free to create his own, however, for the more tangible that the campaign can be made for Players the more deeply they will involve themselves with the events depicted as going on around them.

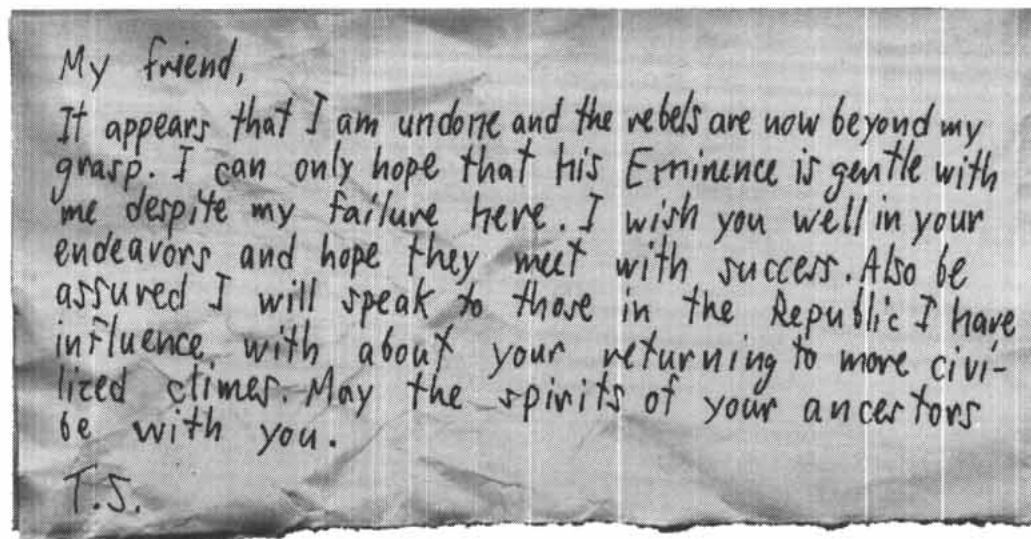
3.12.1 HANDOUT 1 (ACT 1, SCENARIO 1)

The Players find this note on the body of Ferah Ramirez, one of the Patriarchal assassins who try to kill Victorya Hiro (see *Public Dining*, p. 32). The post-script referring to Tapa Shan, the ESE's ambassador to Peace River, should tell the Players that he has aided the killers. This sends them on an investigation of Shan in the next scenario. Note that Shan is in attendance during the assassination attempt.



3.12.2 HANDOUT 2 (ACT 1, SCENARIO 3)

This note is passed from Tapa Shan to his courier Dav Syriam as Shan is escorted out of Peace River (see *One Way Ticket*, p. 35). Syriam is to take the note (written in Mandanese) to Ana Balancan, who will take it to Yolanda Ormond. The note refers to Ormond's desire for a new assignment. The Players can find the note by intercepting Syriam or if and when they search Balancan's apartment (see *Knock Knock*, p. 35).



3.12.3 HANDOUT 3 [ACT 2, SCENARIO 1]

This private electronic mail message is waiting in the computer mailbox of Madame Xiphos (a.k.a. Yolanda Ormond) at the Cimmaro Café (see *Lines of Investigation*, p. 38). This establishes a direct connection between a Republican official and Xiphos and marks her as a Southerner (as does Handout 2). This should tell PC's she is likely a SRID agent and leads to surveillance on Jacques. The mention of a messenger prepares the way for the next scenario.

```
>mail transmit<
>sender: H. Jacques (formin-republic.gov)<
>Date: Wed, 11 spring 1935 31:15:54<
>To: Madame Xiphos (cimarro-hermes.net.pr)<
>From: Henri Jacques (ast.pr.gov)<
>Subject: Canceled meeting<
```

My Love

I am sorry to hear that you cannot meet me at the Reunion as planned, but not to fear I just look forward for the day we can both be together back in the South. I know this is your fondest wish too so I persevere. A point you may be interested in: I believe Etien may have finally done something about his attraction to Ella Kayman. I have no proof or evidence apart from a gut feeling and some odd incidents. It saddens me that such a loyal and talented servant of the state could be so foolish. It appears that your director's fears may have been right. I will bring you more when I next see you.

I will wait for your messenger as you directed.

Love and luck

Henri.

>end<

3.12.4 HANDOUT 4 [ACT 2, SCENARIO 2]

This is a transcript of a phone conversation between Henri Jacques (voice 1) and Edson Minburn (voice 2), the alias of SRID agent Ricard Charleroi. This transcript gets to the Players thanks to PaxSec surveillance (see *Deadman's Tale*, p. 39). It is the call from a messenger from Yolanda Ormond that Jacques said he was expecting in Handout 3. He does not know that this is part of a plan by Ormond to draw out the Player Characters.

Paxton Security Service

Phone Log 174654-AA-312

(Translation from Universal French)

voice 1: Eddy, how are you today?

voice 2: Oh, so so. I've had some of the family come down with the flu.

v 1: The flu? Not too serious, I hope?

v 2: Well, I'm not sure yet, but it doesn't look too good so far.

v 1: So how are you?

v 2: Um, not bad. I've been walking a fair bit, you know, just exercising and keeping fit.

v 1: Yeah, I've been spending time in the park, just sitting on the benches, reading and eating my lunch.

v 2: Well, I guess so. Look, I've got an errand to run, Henri, I guess I'd better get going. I'll call you later.

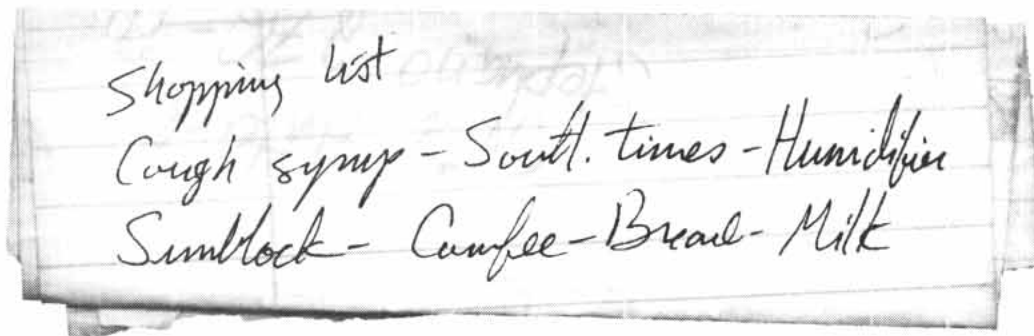
v1 : Okay. Talk you later

v 2: Bye.

v 1: Bye.

3.12.5 HANDOUT 5 [ACT 2, SCENARIO 2]

This is the note passed from Edson Minburn to Henri Jacques (see *Deadman's Tale*, p. 39). It is a red herring — a meaningless note designed to get the Players to reveal themselves to Jacques and the SRID agents. The Gamemaster can decide, however, that the shopping list is code for another nefarious plot...



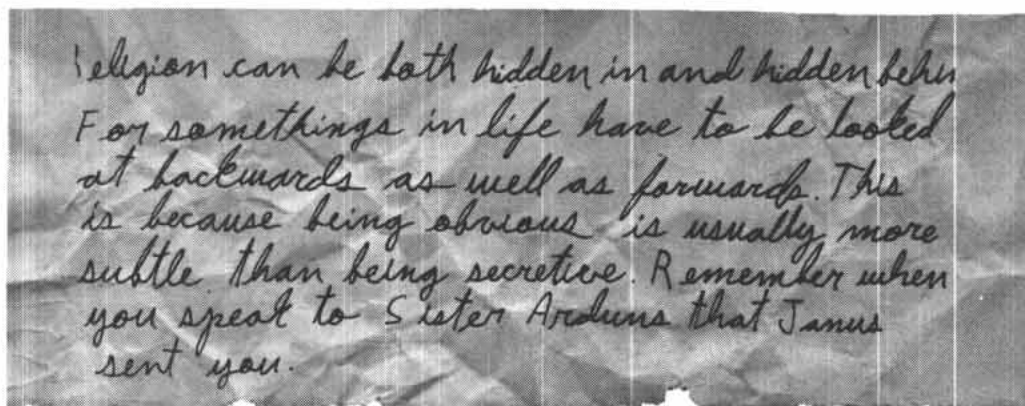
3.12.6 HANDOUT 6 [ACT 2, SCENARIO 2]

This email transcript is found on SRID agent Edson Minburn (see *Deadman's Tale*, p. 39). It points to Benni "Simba" Isfahan, a Duelist for the POC and another SRID agent. The meaning of the email refers to Simba preparing to be activated as an agent, but GMs can build other side stories around it.

```
>mail transmit<
>From: simba (pr.com)<
>To: flamer (pr.com) <
flamer,
have done as you suggested. hatches are battened and eyes are
watching.
expect no trouble
simba
P.S. how do you like our chances now?
>end<
```

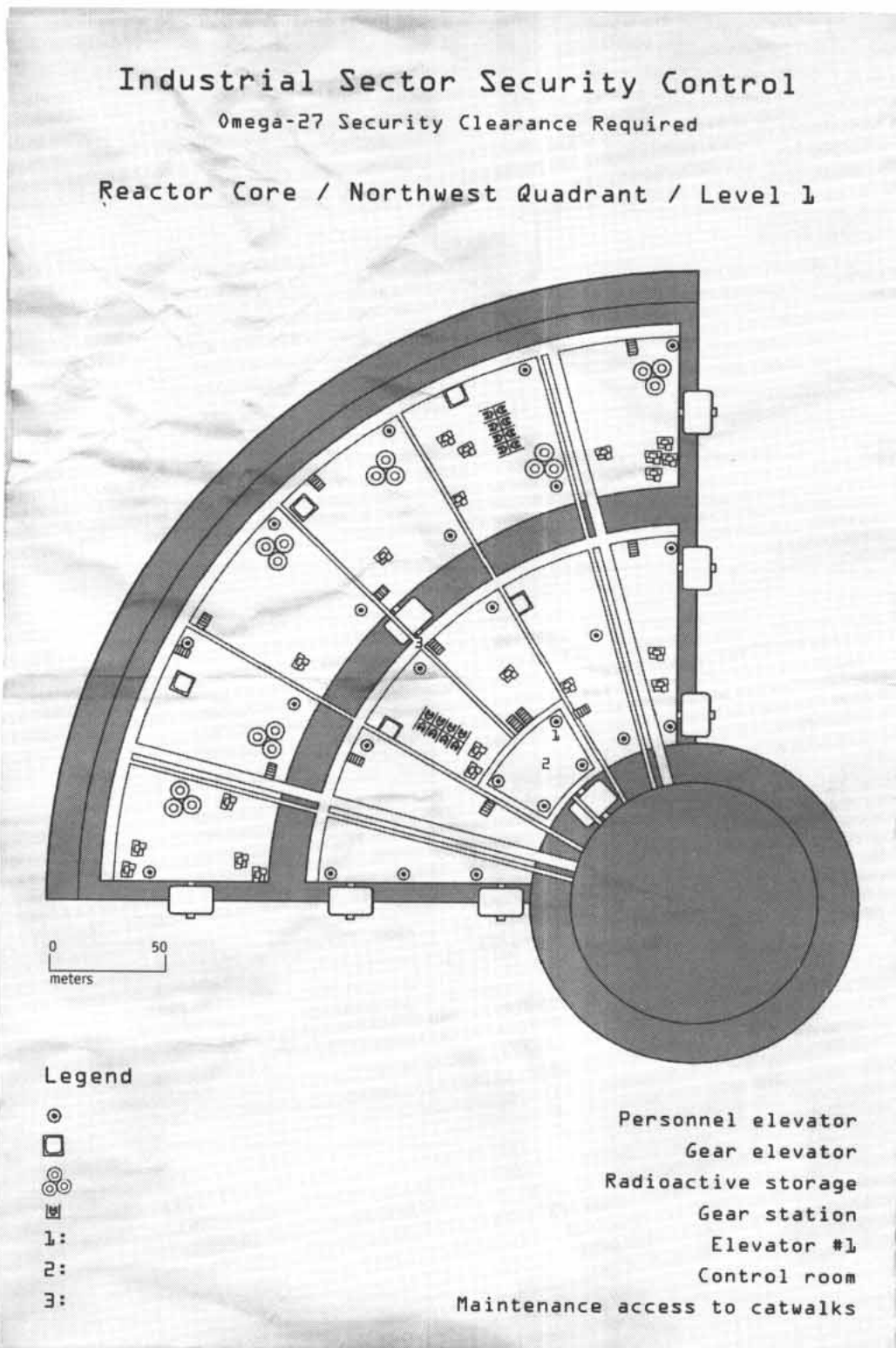
3.12.7 HANDOUT 7 [ACT 2, SCENARIO 3]

This note is left by Janus (a.k.a. Jan Augusta) in Cameron Hunt's apartment (see *Flown the Coop*, p. 42). This note reveals — in a typically veiled way — Sundra Gabriel's cover identity of Sister Arduns. It should send the Players after Gabriel and make them disposed to trust Janus later on.



3.12.8 HANDOUT 8 (ACT 3, SCENARIO 2)

This map shows the reactor core chambers where the Players face BRF terrorists (see *Descent Into Fire*, p. 47, and *Knocking on Heaven's Door*, p. 48). Thanks to their clearance the Players can download and print this map from any security computer terminal. The other three quadrants around the reactor core have a similar layout.



PA-01 WARRIOR

Paxton Arms has always been the major weapons supplier in the Badlands. The corporation's only setback was its tardiness in entering the Gear market. Paxton's research and development division had a very hard time duplicating the required neural net and, by the time the new Warrior rolled off the Peace River #2 production line in TN 1802, Northco and Territorial Arms had already cornered the military Gear market. There have long been rumors that polar agents used dirty tricks to keep Paxton out of Gear production. The Warrior is based on the original Hunter design since Paxton did not want to spend research money "reinventing the wheel." The Warrior was conceived with both the terrain and the market of the Badlands in mind, so it incorporates special features that make it more efficient in the harsh conditions that prevail in this region. All joints are covered with thick cloth to protect them against the dust that would otherwise chew up the delicate bearings in no time. The engine is equipped with dust filters and a special cooling system, which also serves as the cockpit's air conditioning. A small 1-liter cooler placed behind the pilot's seat contains fresh water. Another notable feature is the basic ECM package installed in the head, used primarily to defeat rovers' unsophisticated sensor arrays.

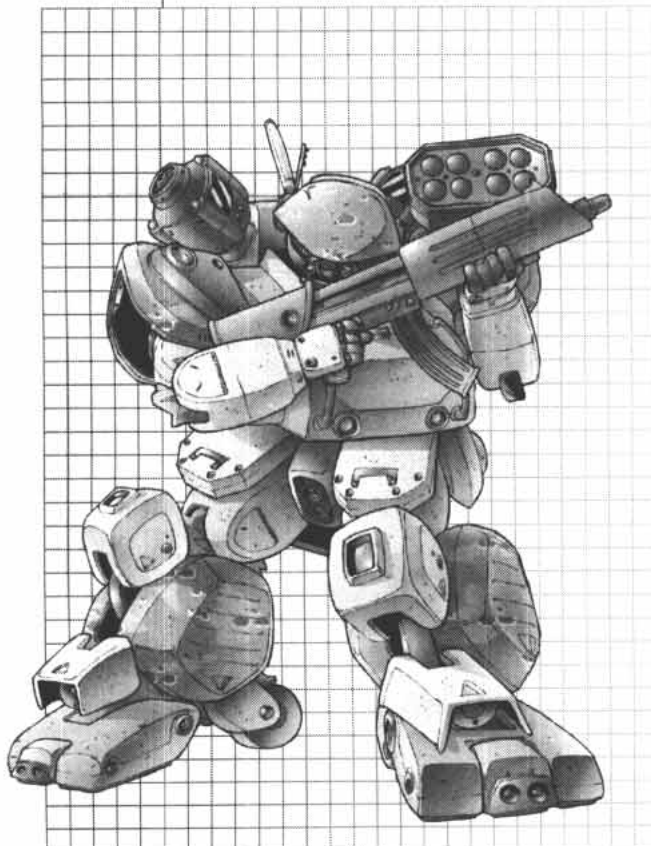
• SERVICE RECORD

Since its introduction to the public, the Warrior has served mainly in Paxton's own forces and in various Badlands militias. In this role it developed a reputation as a reliable alternative to the Hunter or Jäger general purpose trooper Gears. The Mark I was replaced in many places by the Mark II and Mark III Warriors introduced in the early 1900s. The changes between these models were relatively minor except for the addition of a ECM pod. Most Mark I's have been retrofitted with the ECM pod as well, and most pilots still refer to their Mark IIs or IIIs just as "Warriors." The only polar market that has been successfully penetrated by the Warrior is the Eastern Sun Emirates. Several emirs have entered deals with Paxton and equipped their militias with Badlander Gears.

Game Statistics ◀

Threat Value:	413	Offensive:	450	Defensive:	301	Miscellaneous:	488	Lemon Dice:	2
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Vehicle Specifications ◀



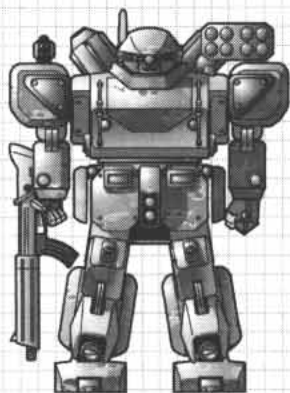
Code name:	Warrior
Production code:	PA-01
Production Type:	Limited Production
Cost:	963,667 marks/dinars (481,833 dollars)
Manufacturer:	Paxton Industries
Use:	soldier Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	45 mm
Armor material:	durasheet w/glazing
Standard operational weight:	6642 kg
Primary Movement Mode:	Walk (43 kph)
Secondary Movement Mode:	Ground (73 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12km
Powerplant:	PMW-V470 V-engine
Horsepower:	470 hp

Weapon Payload ◀

Name	Ammunition Payload
PR-25 20 mm autocannon	60 rounds
Paxton RP-109S 52 mm rocket pod	24 rockets
Paxton APGL-78 grenade launcher	6 grenades
Paxton M9 Grenades	3 grenades
Paxton VK-6 vibroknife	-

WARRIOR PA-01

6
5
4
3
2
1
0



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

CREW: 1

BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW

CREW:

BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 4

PRIMARY TOP SPD: W 7

SECONDARY COMBAT SPD: G 6

SECONDARY TOP SPD: G 12

MANEUVER: 0

DEPLOYMENT RANGE: 550

ELECTRONICS

SENSORS: 0 3

COMMUNICATION: 0 12

FIRE CONTROL: 0

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD:

TOP SPD:

COMBAT SPD:

TOP SPD:

MANEUVER:

FUEL SPENT:

ELECTRONICS

SENSORS:

COMM:

FIRE CONTROL:

GENERAL SPECIFICATIONS

THREAT VALUE: 413 • SIZE: 6 • COST: 963,667 marks/dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
PR-25 20mm autocannon	LAC	Forward	2	4	8	16	0	x8	1	+2	-
RP-1095 rocket pod	LRP/24	Forward	1	2	4	8	-1	x12	1	+3	Indirect Fire
APGL-78 launcher	APGL	Fixed F.	1	2	4	8	-1	x3	1	0	AI, IF, AEO
M9 Grenades	HG	Forward	0	0	0	0	-1	x15	1	0	Anti-Infantry
VK-9 vibroknife	VB	Forward	0	0	0	0	0	x8	1	0	-

AMMO

FULL LEFT

60

24

6

3

-

PERKS

NAME	RATING	GAME EFFECT	AUX
Easy to Modify	-	+2 on Repair and Modify rolls	
Hostile Environment Protection	-	Desert	
Manipulator Arm x2	6	Can punch	
ECM	1	Offensive electronic warfare equipment	Yes

FLAWS

NAME	RATING	GAME EFFECT
None	-	-

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped head room

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

PERK 01 •

PERK 02 •

PERK 03 •

PERK 04 •

PERK 05 •

PERK 06 •

PERK 07 •

PERK 08 •

PERK 09 •

PERK 10 •

PERK 11 •



HEAVY GEAR

PA-04 WARRIOR IV

The successor to the Warrior general purpose trooper Gear, the Warrior IV was designed to compete with modern commando units like the Northco Jaguar and the Territorial Arms Black Mamba. Unlike the first generation of the Warrior — which was for the most part a copy of the Hunter — the Warrior IV is its own machine. The Warrior IV was designed to provide a combination of speed and protection that is virtually unparalleled on the modern battlefield. Able to attain speeds matching a scout machine like the Northern Cheetah, it carries enough armor to shrug off many light to medium weapons. Paxton designers did have to sacrifice desired maneuverability improvements to have both speed and armor, however. The offensive profile of the Warrior IV is almost identical to its predecessor, although the light RP-109 rocket pod is replaced by a more powerful RP-110, allowing the Gear to assault heavier targets. The frame is reinforced for airdropping, a modification long requested by the air-mobile Peace River Defense Force. Unlike either the Jaguar or Black Mamba, the Warrior IV also brings electronic warfare capabilities to the field, with an augmented ECM pod.

• SERVICE RECORD

Introduced in TN 1922, the Warrior IV has not seen any major conflict yet. It has, however, become a standard part of the Peace River Defense Force and seen a fair amount of action in that capacity. The PRDF has faced down rovers and polar forces across the Western Desert and Karaq Wastes since the War of the Alliance and the cutting-edge Gear has performed well in these duties. Until the recent withdrawal of PRDF assets from the eastern extremity of the Western Desert, confrontations with the hovertanks of the Arthurian Corps were also common. The Warrior IV stands up well to these Terran forces, using its electronic warfare equipment to blind the enemy. The Warrior IV has not been a sales success as of yet, however. Only in limited production, it is an expense few Badlanders can afford.

Game Statistics ◀

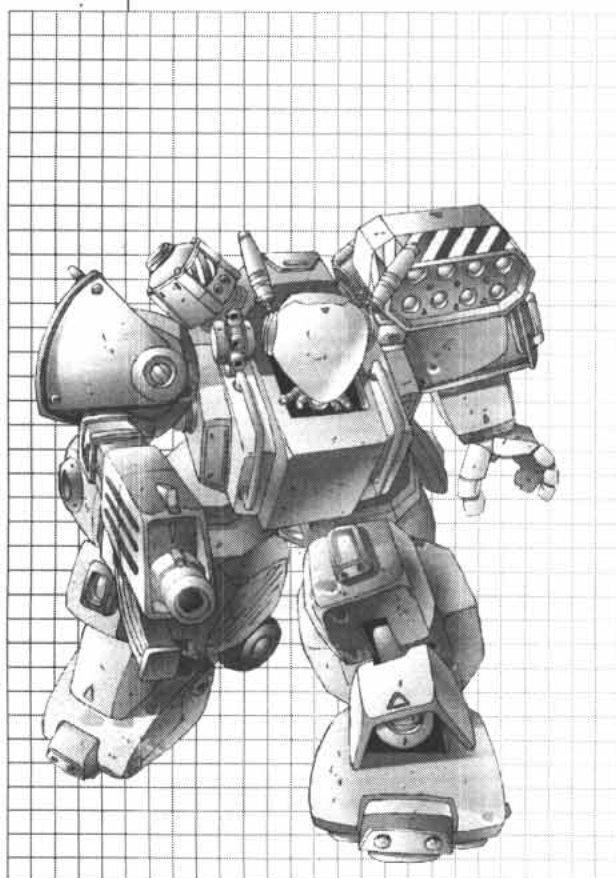
Threat Value:	700	Offensive:	1317	Defensive:	401	Miscellaneous:	383	Lemon Dice:	2
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Vehicle Specifications ◀

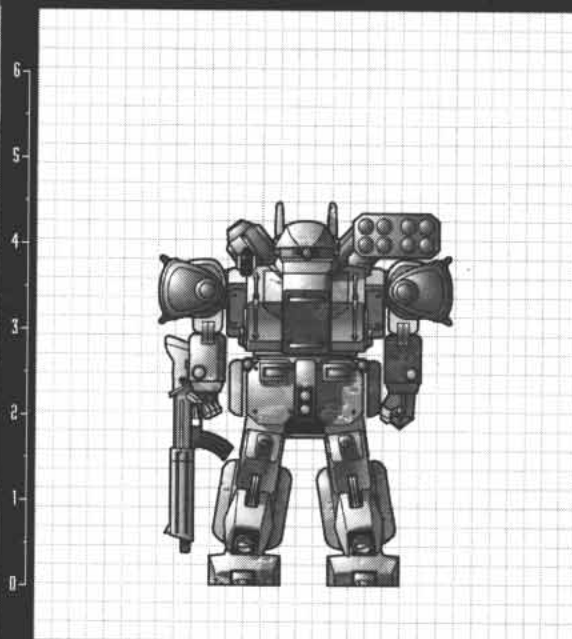
Code name:	Warrior Mark IV
Production code:	PA-04
Production Type:	Limited Production
Cost:	2,100,000 marks/dinars (1,050,000 dollars)
Manufacturer:	Paxton Industries
Use:	soldier/commando Gear
Height:	4.4 meters
Width:	3.1 meters
Average armor thickness:	56 mm
Armor material:	durasheet w/glazing
Standard operational weight:	6761 kg
Primary Movement Mode:	Walk (52 kph)
Secondary Movement Mode:	Ground (83 kph)
Deployment Range:	550 km
Sensor Range:	60 hexes/3 km
Communication Range:	240 hexes/12 km
Powerplant:	PMW-V520 V-engine
Horsepower:	520 hp

Weapon Payload ◀

Name	Ammunition Payload
PR-25 20 mm autocannon	60 rounds
Paxton RP-110 60 mm rocket pod	18 rockets
Paxton APGL-78 grenade launcher	6 grenades
Paxton M9 Grenades	3 grenades
Paxton VK-6 vibrokife	-



WARRIOR IV PA-04



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW

CREW: ☐ 1

BONUS ACTIONS: ☐ 0

CREW DAMAGE

VEHICLE CREW

CREW: ☐

BONUS ACTIONS: ☐

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 5

PRIMARY TOP SPD: W 9

SECONDARY COMBAT SPD: G 7

SECONDARY TOP SPD: G 14

MANEUVER: 0

DEPLOYMENT RANGE: 550

ELECTRONICS

SENSORS: 0 3

COMMUNICATION: 0 12

FIRE CONTROL: +1

ARMOR

LIGHT DAMAGE: 17

HEAVY DAMAGE: 34

OVERKILL: 51

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD: ☐

TOP SPD: ☐

COMBAT SPD: ☐

TOP SPD: ☐

MANEUVER: ☐

FUEL SPENT: ☐

ELECTRONICS

SENSORS: ☐

COMM: ☐

FIRE CONTROL: ☐

ARMOR

LIGHT DAMAGE: ☐

HEAVY DAMAGE: ☐

OVERKILL: ☐

GENERAL SPECIFICATIONS

THREAT VALUE: 700 • SIZE: 6 • COST: 2,100,000 marks/dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
PR-25 20mm autocannon	LAC	Forward	2	4	8	16	0	x8	1	+2	-
RP-110 rocket pod	MRP/9	Forward	2	4	8	16	-1	x18	1	+1	Indirect Fire
APGL-7B launcher	APGL	Fixed F.	1	2	4	8	-1	x3	1	0	AI, IF, AEO
M9 Grenades	HG	Forward	0	0	0	0	-1	x15	1	0	Anti-Infantry
VK-9 vibroknife	VB	Forward	0	0	0	0	0	x8	1	0	-

AMMO

FULL LEFT

60

18

6

3

-

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be airdropped	
ECM	2	Offensive electronic warfare equipment	Yes
Hostile Environment Protection	-	Desert	
Manipulator Arm x2	6	Can punch	
Ram Plate	-	Front arc	

FLAWS

NAME	RATING	GAME EFFECT
None	-	-

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

WEAPONS

WEAPON 01 • ☐

WEAPON 02 • ☐

WEAPON 03 • ☐

WEAPON 04 • ☐

WEAPON 05 • ☐

WEAPON 06 • ☐

WEAPON 07 • ☐

WEAPON 08 • ☐

WEAPON 09 • ☐

WEAPON 10 • ☐

PERKS

PERK 01 • ☐

PERK 02 • ☐

PERK 03 • ☐

PERK 04 • ☐

PERK 05 • ☐

PERK 06 • ☐

PERK 07 • ☐

PERK 08 • ☐

PERK 09 • ☐

PERK 10 • ☐

PERK 11 • ☐



PA-POC-03 PIT BULL

The Pit Bull is one of Paxton's success stories in the Gear market. Essentially a redesign of the Warrior for police and urban control use, it has found its way into many police forces on both poles and across the Badlands. The Pit Bull was designed with the Peace Officer Corps in mind and reflects their needs. The Pit Bull features improved suspension and lighter armor as compared to the Warrior, giving it increased maneuverability when in walker mode. Large high speed tires give it dramatic ground speed when using secondary movement, although its maneuverability is not as great. Good electronics and an ECM pod allow the Pit Bull to use advanced surveillance and electronic warfare techniques to deal with criminals, such as monitoring their communications and jamming their systems. The weapon payload is centered on anti-personnel arms like twin light grenade launchers and a torso-mounted machinegun. These systems are generally loaded with stun or gas grenades and rubber bullets, but they can accept standard ammunition. The Pit Bull also wields the Warrior's autocannon, to be used against vehicles or as a deterrent.

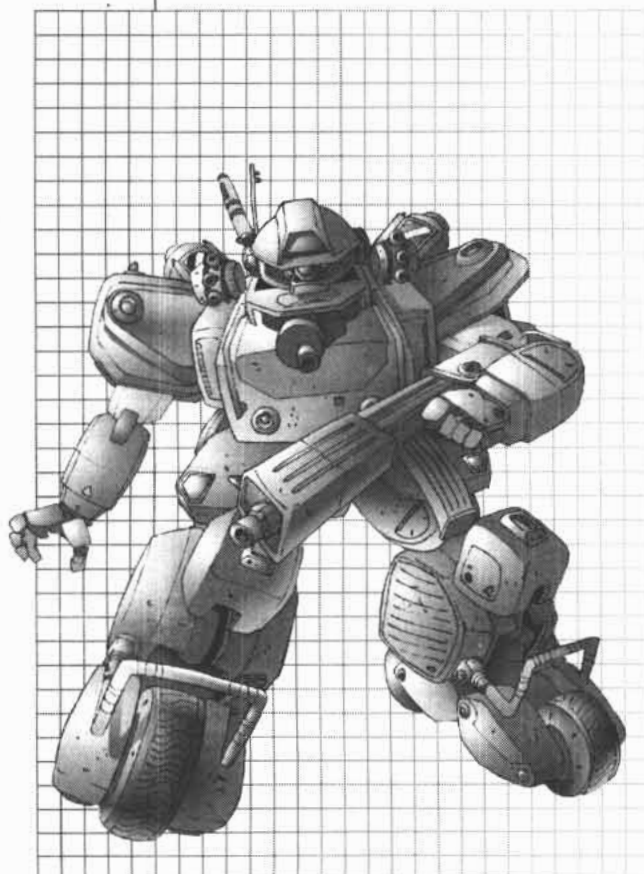
• SERVICE RECORD

The Pit Bull has served very well since its introduction in the TN 1870s. The Peace Officer Corps' SWOS division uses it almost exclusively and it has been sold to many other militias and police forces. The Pit Bull was widely retrofitted into a combat machine during the War of the Alliance and served with distinction in the Peace river Army. From there it spread to many rover gangs and smuggling rings and it is now not uncommon to see police and criminal forces squaring off, each with Pit Bulls of their own. Like the Warrior, the Pit Bull has undergone several refits and the current model is actually the Pit Bull Mark III. The changes have been relatively minor, however. The first involved an electronics upgrade, while the second replaced the standard PMW-V470 V-engine with a slightly more powerful version, the PMW-V480.

Game Statistics ◀

Threat Value:	322	Offensive:	258	Defensive:	366	Miscellaneous:	342	Lemon Dice:	3
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Vehicle Specifications ◀

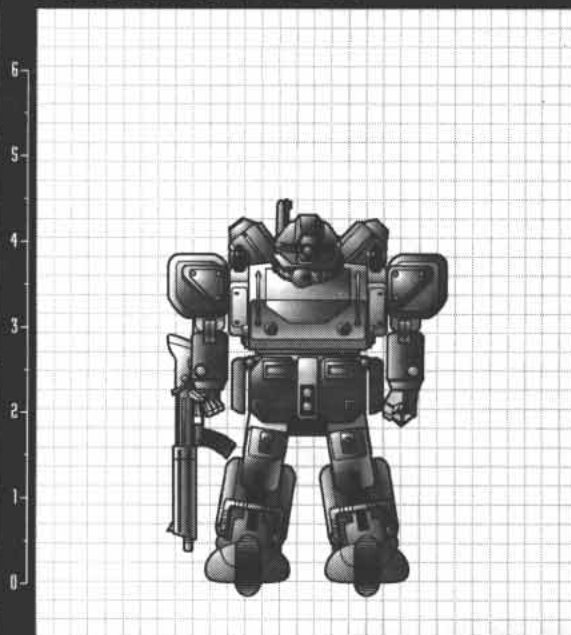


Code name:	Pit Bull
Production code:	PA-POC-03
Production Type:	Mass Production
Cost:	187,833 marks/dinars (93,917 dollars)
Manufacturer:	Paxton Industries
Use:	police Gear
Height:	4.3 meters
Width:	3.0 meters
Average armor thickness:	39 mm
Armor material:	durasheet w/glazing
Standard operational weight:	5900 kg
Primary Movement Mode:	Walk (45 kph)
Secondary Movement Mode:	Ground (88 kph)
Deployment Range:	400 km
Sensor Range:	60 hexes/3 km
Communication Range:	200 hexes/10 km
Powerplant:	PMW-V480 V-engine
Horsepower:	480 hp

Weapon Payload ◀

Name	Ammunition Payload
PR-25 20 mm autocannon	60 rounds
Paxton LM-18 machinegun	200 rubber bullets
Paxton APGL-79 grenade launcher	12 stun grenades
Paxton APGL-79 grenade launcher	12 stun grenades
Paxton VK-6 vibroknife	-

PIT BULL PA-POC-03



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW

CREW: 1

BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW

CREW: _____

BONUS ACTIONS: _____

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: G 4

PRIMARY TOP SPD: G 8

SECONDARY COMBAT SPD: W 8

SECONDARY TOP SPD: W 15

MANEUVER: +1

DEPLOYMENT RANGE: 400

ELECTRONICS

SENSORS: +1 3

COMMUNICATION: +1 10

FIRE CONTROL: 0

ARMOR

LIGHT DAMAGE: 12

HEAVY DAMAGE: 24

OVERKILL: 36

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •

TOP SPD •

COMBAT SPD •

TOP SPD •

MANEUVER •

FUEL SPENT •

ELECTRONICS

SENSORS •

COMM •

FIRE CONTROL •

ARMOR

LIGHT DAMAGE •

HEAVY DAMAGE •

OVERKILL •

GENERAL SPECIFICATIONS

THREAT VALUE: 322 • SIZE: 6 • COST: 187,833 marks/dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
PR-25 20mm autocannon	LAC	Forward	2	4	8	16	0	x8	1	+2	-
LM-13 machinegun	LMG	Forward	1	2	4	8	0	x3	1	+4	Anti-Infantry
APGL-79 launcher	APGL	Fixed F.	1	2	4	8	-1	x3	1	0	AI, IF, AEO
APGL-79 launcher	APGL	Fixed R.	1	2	4	8	-1	x3	1	0	AI, IF, AEO
VK-9 vibroknife	VB	Forward	0	0	0	0	0	x8	1	0	-

AMMO

FULL LEFT

60

200 NL

12 NL

12 NL

-

WEAPONS

WEAPON 01 •

WEAPON 02 •

WEAPON 03 •

WEAPON 04 •

WEAPON 05 •

WEAPON 06 •

WEAPON 07 •

WEAPON 08 •

WEAPON 09 •

WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Backup Sensors	-	Absorbs first "Sensor" hit	
ECM	1	Offensive electronic warfare equipment	Yes
Hostile Environment Protection	-	Desert	
Manipulator Arm x 2	6	Can punch	
Searchlight	-	Fixed Forward, 100 meter range	Yes
Urban Friendly	-	-	

FLAWS

NAME	RATING	GAME EFFECT
Decreased Maneuverability	1	Reduce Maneuver for Ground movement

DEFECTS

NAME	RATING	GAME EFFECT
Annoyance	-	Cramped head space



YOU'VE TALKED THE TALK, NOW WALK THE WALK



GEAR UP, THE FAN CLUB FOR DIE-HARD FANS ONLY

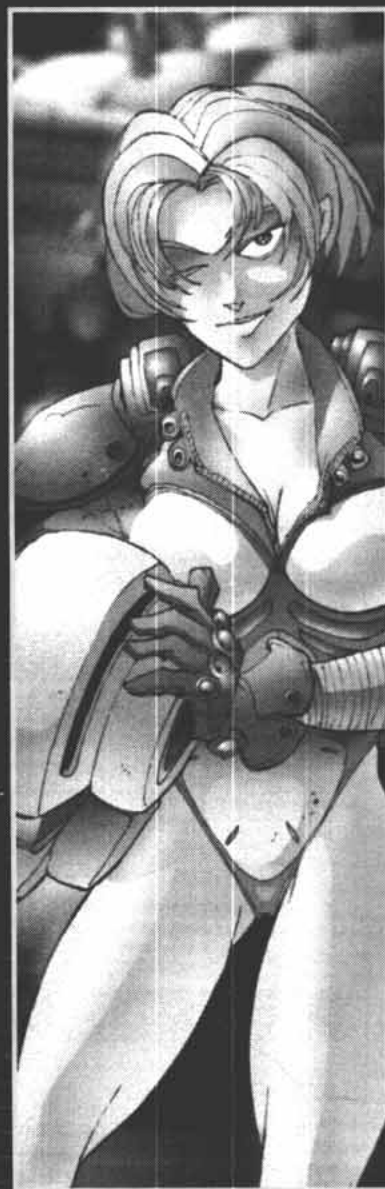
You told us you really like Heavy Gear, that you cannot wait for the products to come out every month. You dream of Spitting Cobras fighting against Ferrets, of Hodiaks ripping apart Jägers. You can tell us everything about Miranda Petite, Yang Jowanz and Thor Hutchison. Yet, every once in a while, someone slips a bit of info in a HG discussion about something you don't know anything about. Where the heck do you get that info? Simple: join Gear Up and get all the inside dirt.

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- The Squadron Membership includes five memberships mailed to one address. This is a package deal of five subscriptions for the price of four. (Canada \$119.95 CAN. GST incl. / United States: \$99.95 US / Int'l: \$119.95 US)
- See our web page for more details (www.dpg.com)



HEAVY GEAR CHARACTER INFORMATION

Allegiance: (circle only one)

Terranovan League (no Badlanders allowed): _____

Terranovan City-State (no Badlands city): _____

Heavy Gear of Choice: _____

Name: _____

Address: _____

City: _____

State/Zip: _____

E-Mail Address: _____

Do you grant Dream Pod 9 the right to use your character in the HEAVY GEAR world?

Signature: _____

(Your signature grants Dream Pod 9 the right to use your character in its products)



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THE OFFICIAL FAN CLUB

