MEKTON–OPERATION: RIMFIRE

THE ONLY THING COLDER THAN SPACE IS THE HUMAN HEART

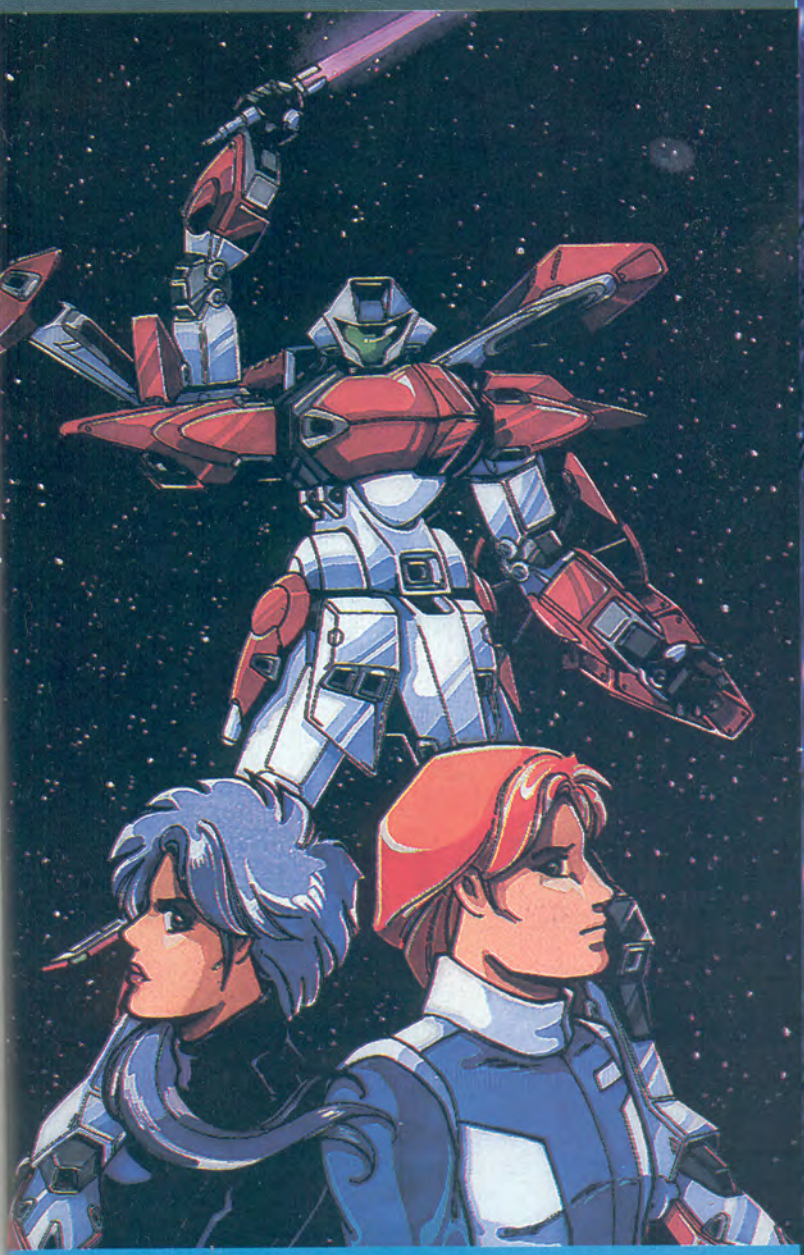
R. TALSORIAN GAMES, INC.

A MEKTON ADVENTURE

R. TALSORIAN GAMES PRESENTS:

MEKTON—OPERATION: RIMFIRE

THE ONLY THING COLDER THAN SPACE IS THE HUMAN HEART



Welcome to Operation Rimfire. This project started with a simple idea: If Mekton is based on Japanese mecha shows, why not create a book that is something you would see from one of these shows?

That's just what we did, taking our world—Algol, and putting an entire animation series into it, where the PC's are the heroes. We like to think that we succeeded, but as usual, you will be the judge of that.

As a final note; in this project there are many loose ends. Plots are started and not always "wrapped-up" to the extent that you might expect. This is for a very good reason: these "loose threads" are left for the referee as potential plot hooks to hang further adventures on.

If you enjoyed Rimfire, and would like to see more books like it (or have a suggestion or comment on the Mekton line) please write to us.

RIMFIRE: THE STAFF

WRITTEN BY:
Michael MacDonald.

Michael Edward MacDonald was born in 1967, has lived for 25 years, and will some day die. In between, he plans to have a few laughs, go to a picnic or two, fall in love, and continue the bloodline. He has written some other items of dubious quality, and plans to continue doing so until he gets it right. He also wishes to leave these words of wisdom: "Imagination is mankind's greatest tool. Without it, no one would have said, *Why can't man fly?* or *What about light without fire?* Without the ability to Imagine more, we would still be huddled in caves, sleeping on stones."

CHARACTER DESIGN & ILLUSTRATION:
Gloria Yuh Jenkins

Gloria Y. Jenkins holds a B.F.A. from CSULB. She currently resides in the High desert of Southern California with her many husbands and other pets. She makes more money than all her husbands combined. Never does any housework, and has a well stocked fridge. She does all her shopping at the *Little Folks Shop*®. Currently involved in a project to crossbreed a desert lizard and a black cat, she has taken time out from her scientific work to complete Operation Rimfire.

MECHANICAL DESIGN & ILLUSTRATION:
Benjamin Wright

Benjamin (don't call me Ben, dammit!) L. Wright is a New Yorker born and bred. He's been interested in Japanese Animation longer than he's been interested in girls (poor kid), and his fandom led to a trip to Japan in High School. Upon returning to the States, he attended the University of Rochester and graduated with a Degree in Film Studies. His future plans include buying a racing bike, reaching enlightenment, and forging the uncreated conscience of the Human race.

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73: **100% CHARACTERS 2** To xerox and give to the players for visual and statistical information on their characters. Also includes the stats for the 3 main villains.

87: **100% MECHANIX** Full illo's and MTS write-ups for all of the new mecha appearing in Operation Rimfire.

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MEKTON-OPERATION RIMFIRE 100% CHARACTERS

OPERATION RIMFIRE: PLAYER BACKGROUND

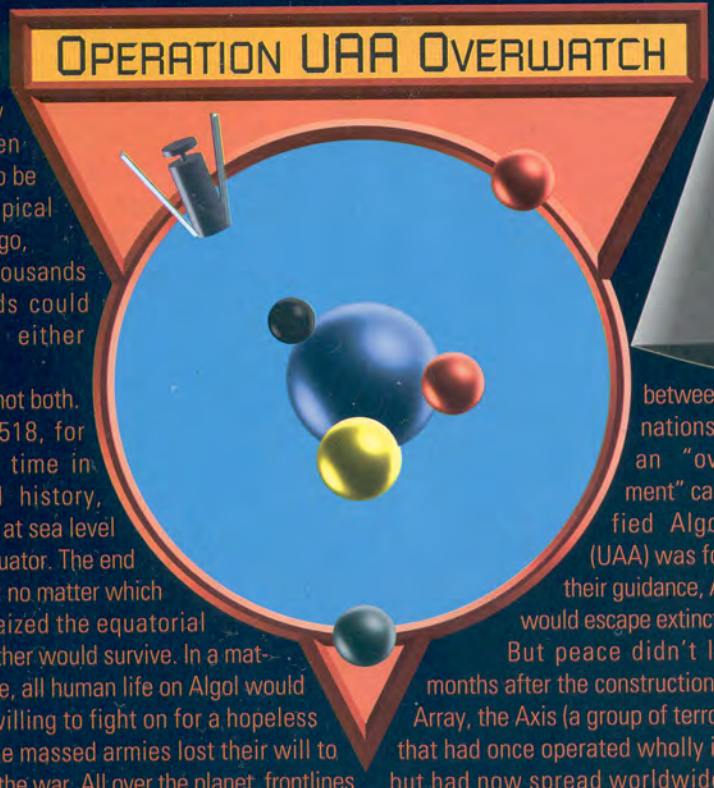
It was the closing months of the worldwide conflict historians would later term the Archipelago War. The warring nations of Elara and Karga, their resources drained by the long and bloody conflict, faced a bitter impasse. By 1517, although fully 2/3 of all Algolian manufacturing was part of the "war effort," it soon became apparent that other concerns would overshadow any military victory.

Under its cluster of cold, dim stars, the planet Algol was undergoing an ice age that was relentlessly expanding every day. To the polar superpowers, the only safe haven seemed to be in the tropical Archipelago, whose thousands of islands could support either nation.

But not both.

In 1518, for the first time in recorded history, snow fell at sea level on the equator. The end was near; no matter which nation seized the equatorial zone, neither would survive. In a matter of time, all human life on Algol would end. Unwilling to fight on for a hopeless cause, the massed armies lost their will to continue the war. All over the planet, frontlines collapsed, and enemies became friends. It was only a matter of time until the ice arrived, and the war's survivors were waiting for the end.

Suddenly, everything changed. The reclusive Murian technopriests, long isolated from the rest of the world in self-imposed exile, lowered their indestructible force barrier and offered the world its only hope. By converting the mighty military complexes of both nations to space construction and by using Murian superscience, a huge Solar Array could be built, circling the globe, and reflecting the light and heat of the fading stars back toward the planet. To deal with disputes between nations peacefully, an "over-government" called the Unified Algol Alliance (UAA) was formed. With their guidance, Algolian man would escape extinction. Barely.



But peace didn't last. A few months after the construction of the Solar Array, the Axis (a group of terrorist fanatics that had once operated wholly inside Karga but had now spread worldwide) vowed to destroy the mirrors, unless the Kargan Emperor Korax was tried and executed as a war criminal. Because only a band of madmen would endanger an entire planet to take one man's life, most of Algol did not take the threat seriously. But there were those who did.

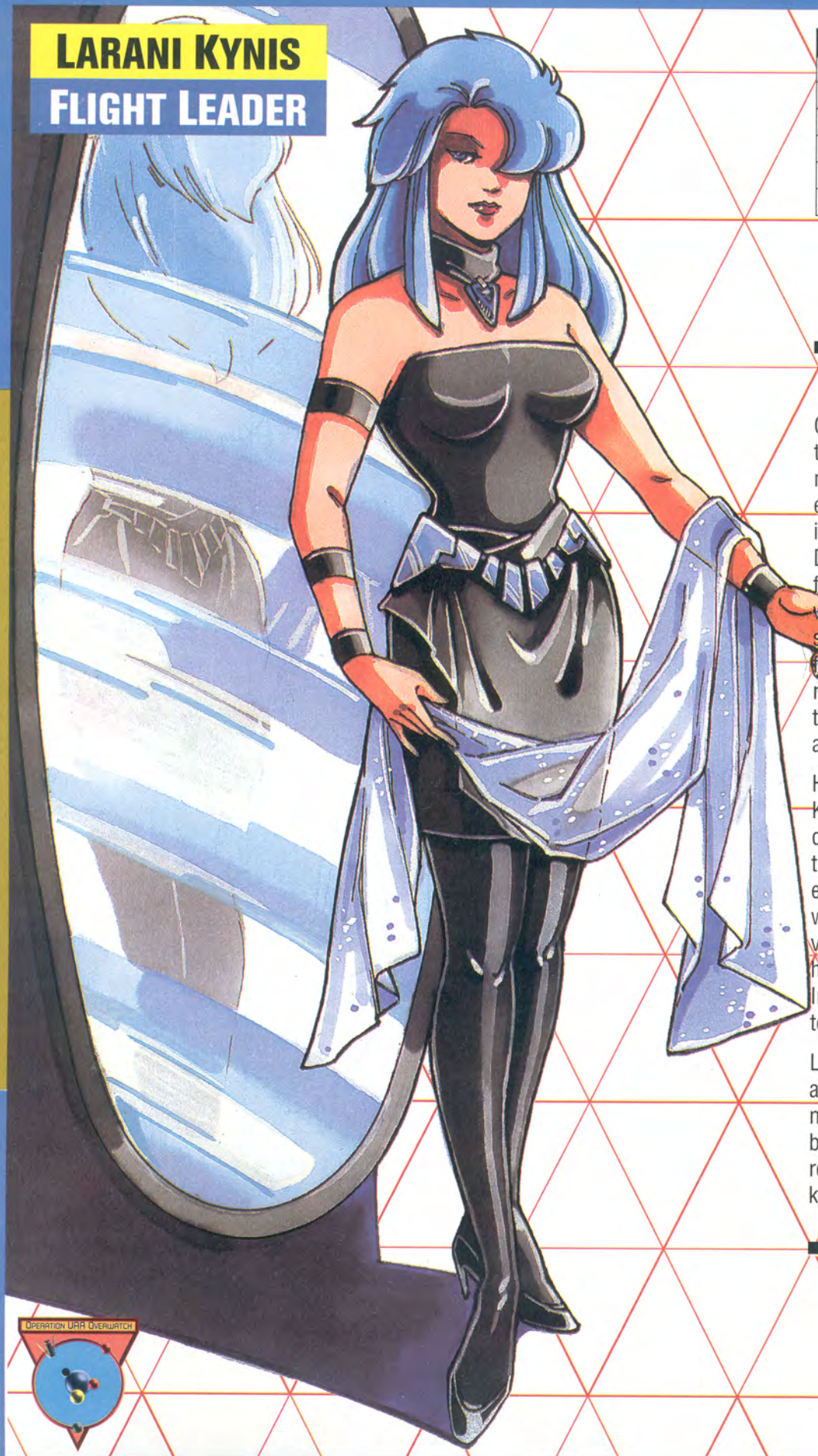
The UAA decided that as long as any threat to the Arrays existed, all life on the planet was endangered. So Operation Overwatch, a space-bound police force that would patrol and protect all Algolian space facilities (with emphasis on the Solar Arrays, of course.) was formed. The Overwatch program would be composed of the best and brightest from all nations: Elaran, Kargan, Murian, and Ettaran combined.

The recruitment requirements were stringent, taking almost three months; after this period, Overwatch personnel were assigned and training begun.

Only the cream of the crop, the individuals with the best test scores, were assigned to the highest honor in the UAA. These became the crew and flight squadron of the first (and flagship) of the UAA cruisers. The ship was called *Rimfire*. It is your ship.

You are one of the best. After months of training and testing, you are on your way to Dion (Algol's moon) to take your place in history. You are the vanguard of a new age; an age of unity and peace. On your shoulders rests the very survival of Mankind.

LARANI KYNIS
FLIGHT LEADER



PERSONNEL DOSSIER
RANK: CAPTAIN
NATIONALITY: KARGAN
SERIAL NUMBER: 02-2-165473
AGE: 23
HEIGHT: 5'8"
WEIGHT: 130 LBS.

UAA SECURE FILE: PERS. DOC. LAR. CPT. 473

Captain Kynis is this administrator's choice for Fireflight command. Lt. Artis, while having more experience, also has a record of instability in the past. (See: Pers. Doc. Ced. Lt. 623). Larani is perfect for our needs: an excellent pilot, with competent levels in all the social and diplomatic skills needed for dealing with the public. All records indicate a cool personality that is capable of handling almost any emergency.

Her position as a member of a Kargan noble family has raised questions of her loyalties. I believe that these concerns are unfounded, as her enlistment was forwarded by the Lady Arasai (a vocal advocate of Overwatch), not her ambitious father, Lord Kynis. In fact, father and daughter seem to be estranged at the moment.

Larani, all in all, seems to be ideally suited for the task of command. Her motivations seem to be above petty vendettas and revenge, so she should be able to keep the others in line.

-Hav.Com.Rim 2-20.

PERSONNEL DOSSIER
RANK: LIEUTENANT
NATIONALITY: ELARAN
SERIAL NUMBER: 01-1-562623
AGE: 25
HEIGHT: 6'1"
WEIGHT: 180 LBS.

CEDRIC ARTIS
ASSISTANT COMMANDER

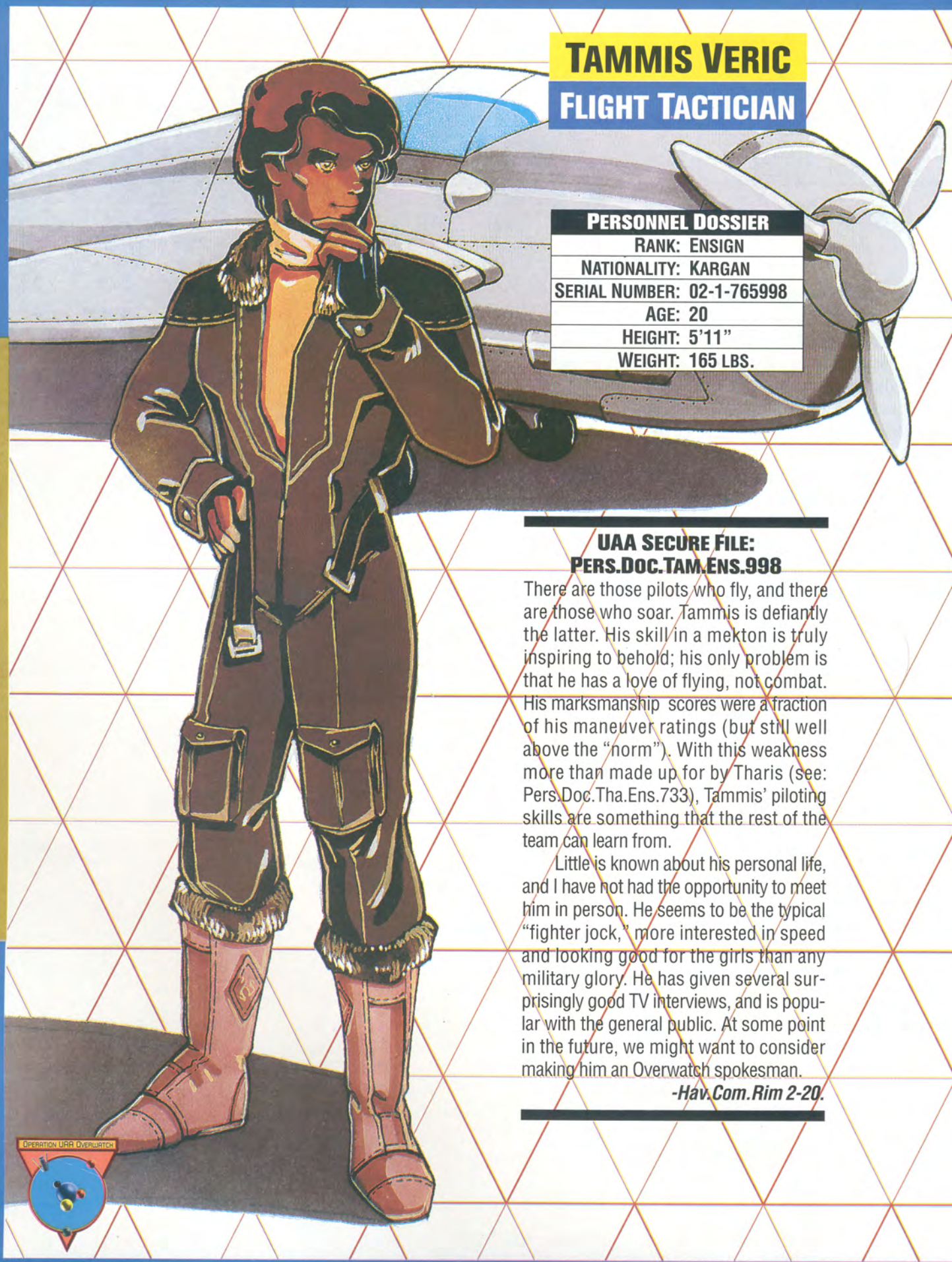
UAA SECURE FILE: PERS.DOC.CED.LT.623

Cedric has served as a loyal and good soldier for seven years, longer than any other squadron member. He has been decorated by the Elaran throne, and surviving Kargan pilots that have faced him in battle call him a "worthy and admirable" opponent. In all, he is a perfect addition to the squadron, and possibly its most valuable member.

My only hesitation is that, in the past, he was "under observation" at an Elaran hospital after losing a fellow squadron member in an ambush(they were romantically involved). While he was released with a clean bill of health, I still wonder how deeply the loss affected him. I wish I could recommend Cedric as highly as other members of the squadron. Even with his personal problems, it was difficult to chose Larani over him for the commander's spot. But as a second, he should be invaluable.

-Hav.Com.Rim 2-20

TAMMIS VERIC
FLIGHT TACTICIAN



PERSONNEL DOSSIER
RANK: ENSIGN
NATIONALITY: KARGAN
SERIAL NUMBER: 02-1-765998
AGE: 20
HEIGHT: 5'11"
WEIGHT: 165 LBS.

UAA SECURE FILE: PERS.DOC.TAM.ENS.998

There are those pilots who fly, and there are those who soar. Tammis is defiantly the latter. His skill in a mekton is truly inspiring to behold; his only problem is that he has a love of flying, not combat. His marksmanship scores were a fraction of his maneuver ratings (but still well above the "norm"). With this weakness more than made up for by Tharis (see: Pers.Doc.Tha.Ens.733), Tammis' piloting skills are something that the rest of the team can learn from.

Little is known about his personal life, and I have not had the opportunity to meet him in person. He seems to be the typical "fighter jock," more interested in speed and looking good for the girls than any military glory. He has given several surprisingly good TV interviews, and is popular with the general public. At some point in the future, we might want to consider making him an Overwatch spokesman.

-Hav.Com.Rim 2-20.

EIRAN ALESTAIN

LEAD TECHNICIAN/PILOT

PERSONNEL DOSSIER
RANK: ENSIGN
NATIONALITY: ETTARAN
SERIAL NUMBER: 03-1-836475
AGE: 15
HEIGHT: 5'5"
WEIGHT: 135 LBS.

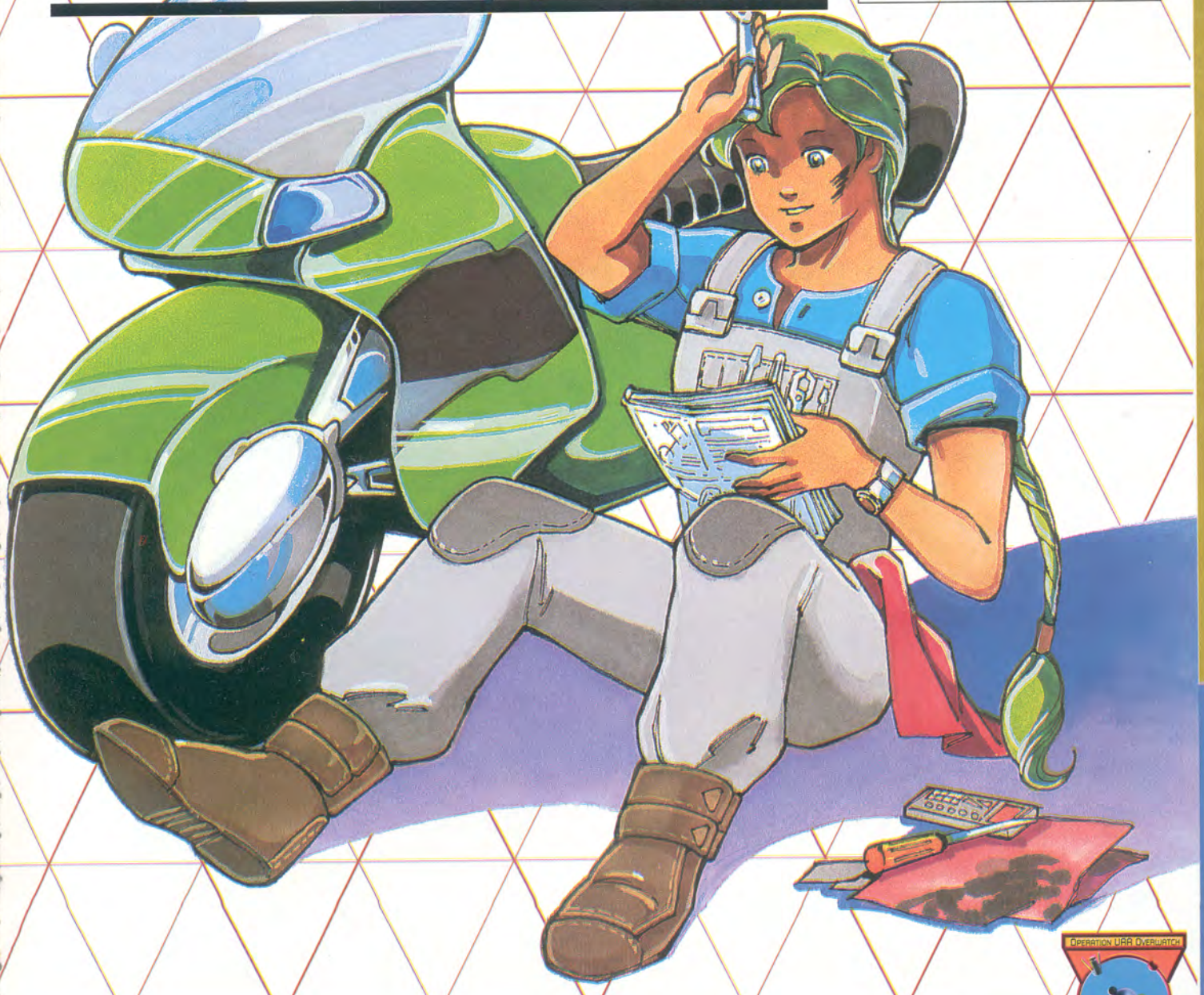
UAA SECURE FILE: PERS.DOC.EIR.ENS.475

I must admit, when I saw this young man's application cross my desk, I thought it was a joke. By most laws, he won't be a legal adult for another year, and the only practical experience that he has is flying practice runs in the mektons on his family's fan carrier. To my surprise, he was granted an interview, and passed with AA status!

He's also a gifted tech; waiting for the interview to start, he repaired the secretary's vidphone as well as a guard's watch. Since the interview, he has shown equal brilliance on large and small scale mechanics and electronics. I imagine with a few more years under his belt, he could be one of the finest mekton designers that Algol has produced.

His only problem lies in personal communication. Quiet and shy, he is a classic introvert (odd trait for an Ettaran), who relates to machines better than people; he'd rather fix a can opener than talk to a stranger.

-Hav.Com.Rim 2-20.



LAIAN
MURIAN LIAISON

PERSONNEL DOSSIER
RANK: LIEUTENANT
NATIONALITY: MURIAN
SERIAL NUMBER: 04-2-003004
AGE: 18
HEIGHT: 5'6"
WEIGHT: 120 LBS.

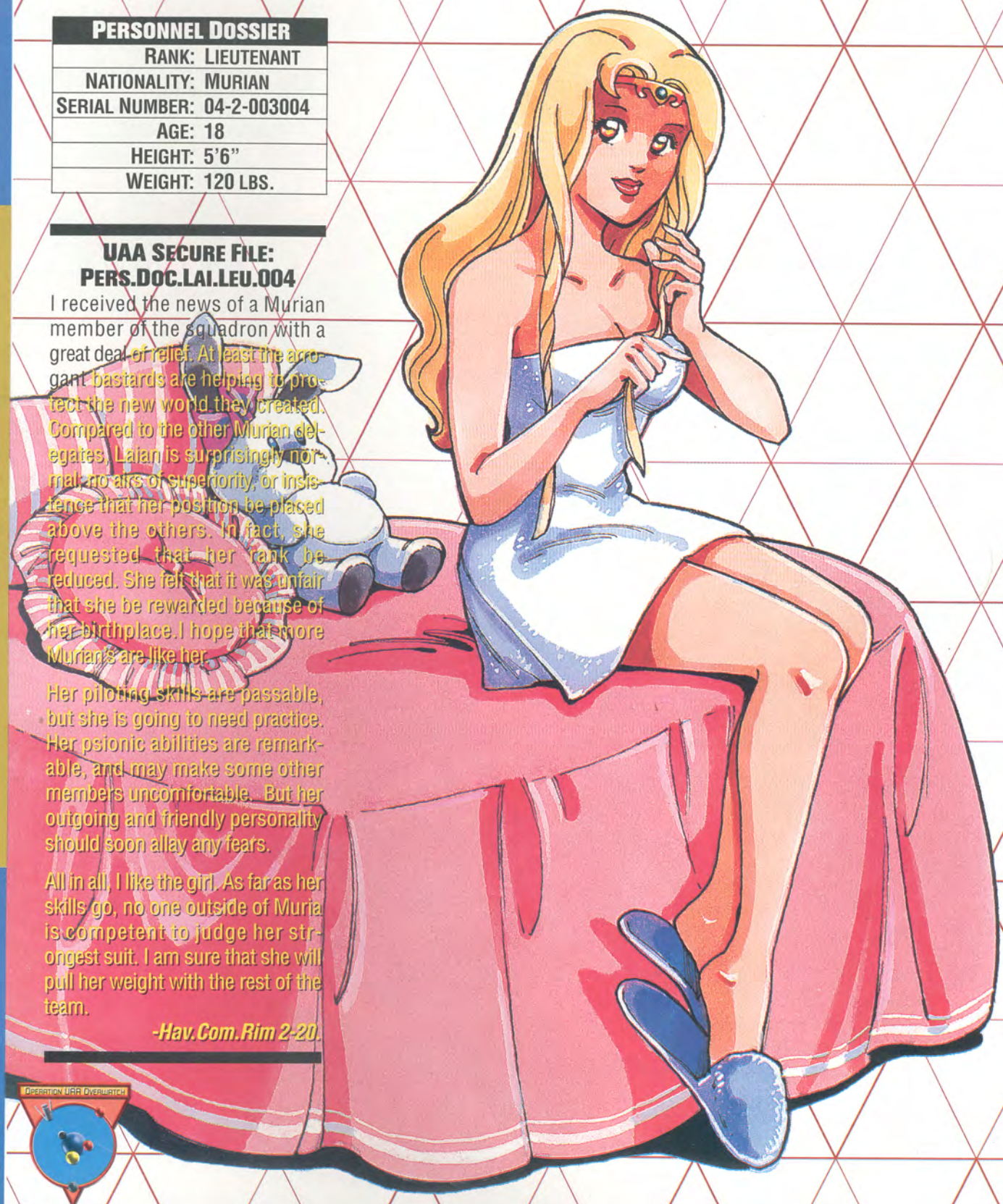
UAA SECURE FILE: PERS.DOC.LAI.LEU.004

I received the news of a Murian member of the squadron with a great deal of relief. At least the arrogant bastards are helping to protect the new world they created. Compared to the other Murian delegates, Laian is surprisingly normal; no airs of superiority, or insistence that her position be placed above the others. In fact, she requested that her rank be reduced. She felt that it was unfair that she be rewarded because of her birthplace. I hope that more Murian's are like her.

Her piloting skills are passable, but she is going to need practice. Her psionic abilities are remarkable, and may make some other members uncomfortable. But her outgoing and friendly personality should soon allay any fears.

All in all, I like the girl. As far as her skills go, no one outside of Muria is competent to judge her strongest suit. I am sure that she will pull her weight with the rest of the team.

-Hav.Com.Rim 2-20.



THARIS TREMAINE

SUPPORT TECHNICIAN/PILOT

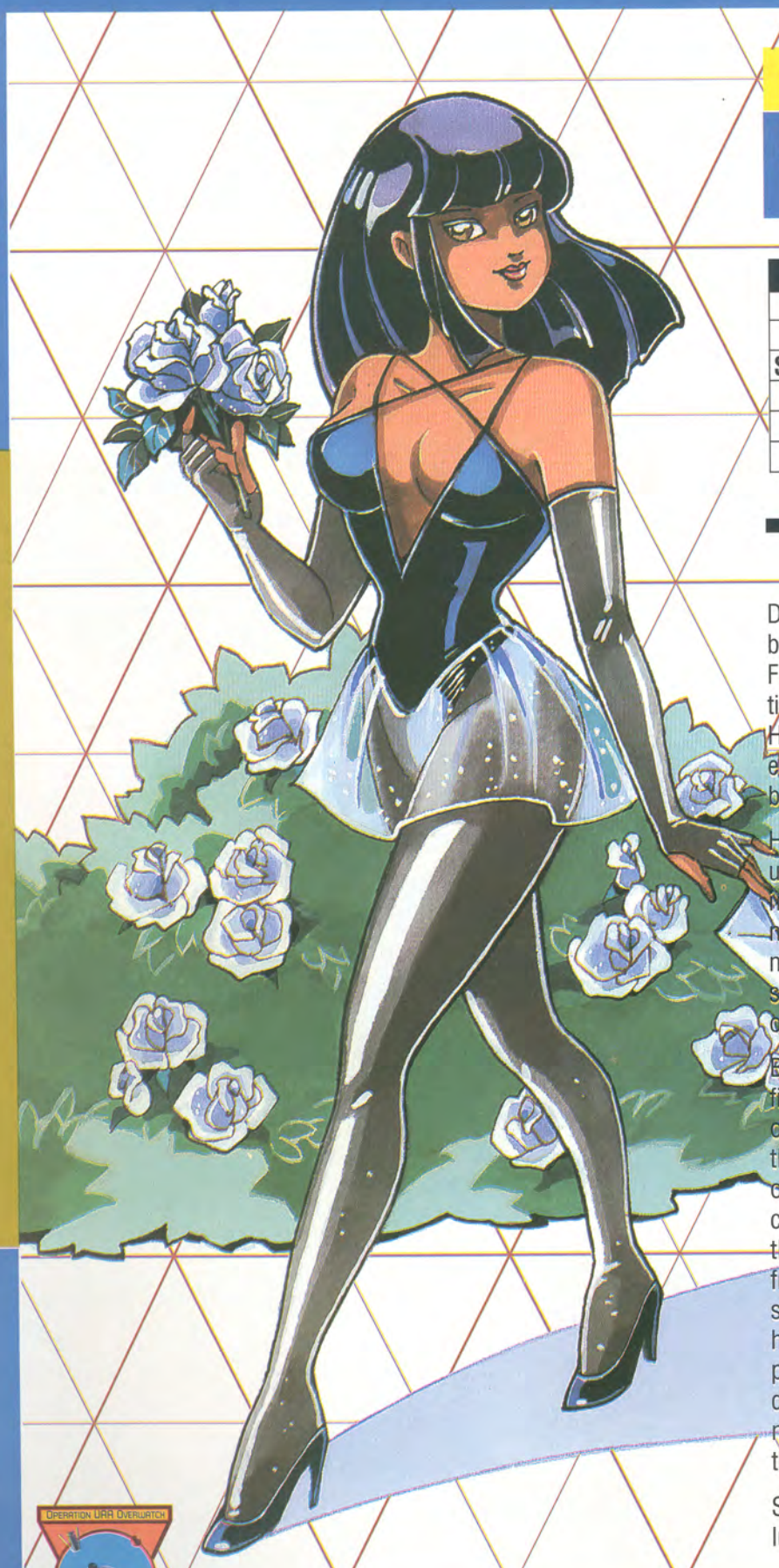
PERSONNEL DOSSIER	
RANK:	ENSIGN
NATIONALITY:	ELARAN
SERIAL NUMBER:	01-1-564733
AGE:	23
HEIGHT:	6'5"
WEIGHT:	210 LBS.

UAA SECURE FILE: PERS.DOC.THA.ENS.733

I think Tharis' test scores by themselves would earn him a spot on our team. Never mind all of the other benefits he brings. A perfect 50 on the shooting range with a beam rifle is truly impressive. In addition to skills with mecha-based weaponry, his deadly aim seems to be present in any weapon he handles, from pistol to SMG. A 3-year veteran of the Archipelago war, Tharis also brings practical combat experience along with his skills.

In person, he is friendly and surprisingly polite. I wasn't surprised to hear that he was the son of an Elaran Duke, his manners and bearing certainly indicate it. I am surprised that a man of his station is still single.I understand that he joined the military against his father's wishes. If this is true, we might have to pull some sort of political maneuvering to process his application.

-Hav.Com.Rim 2-20



CELINE ATTARA

ASTRO-NAVAGATION EXPERT/PILOT

PERSONNEL DOSSIER
RANK: ENSIGN
NATIONALITY: ELARAN
SERIAL NUMBER: 01-2-867935
AGE: 18
HEIGHT: 5'1"
WEIGHT: 100 LBS.

UAA SECURE FILE: PERS.DOC.CEL.ENS.935

During the War, Celine would have been laughed out of boot camp. Flamboyant and over-individualistic, she is also the consummate flirt. How she manages to pack so much energy into so small a body is beyond me.

Her qualifications, however,are unquestioned. Her ability in figuring the complicated equations needed in orbital mechanics is nearly supernatural, and although she has faults, the positives far outweigh the negatives.

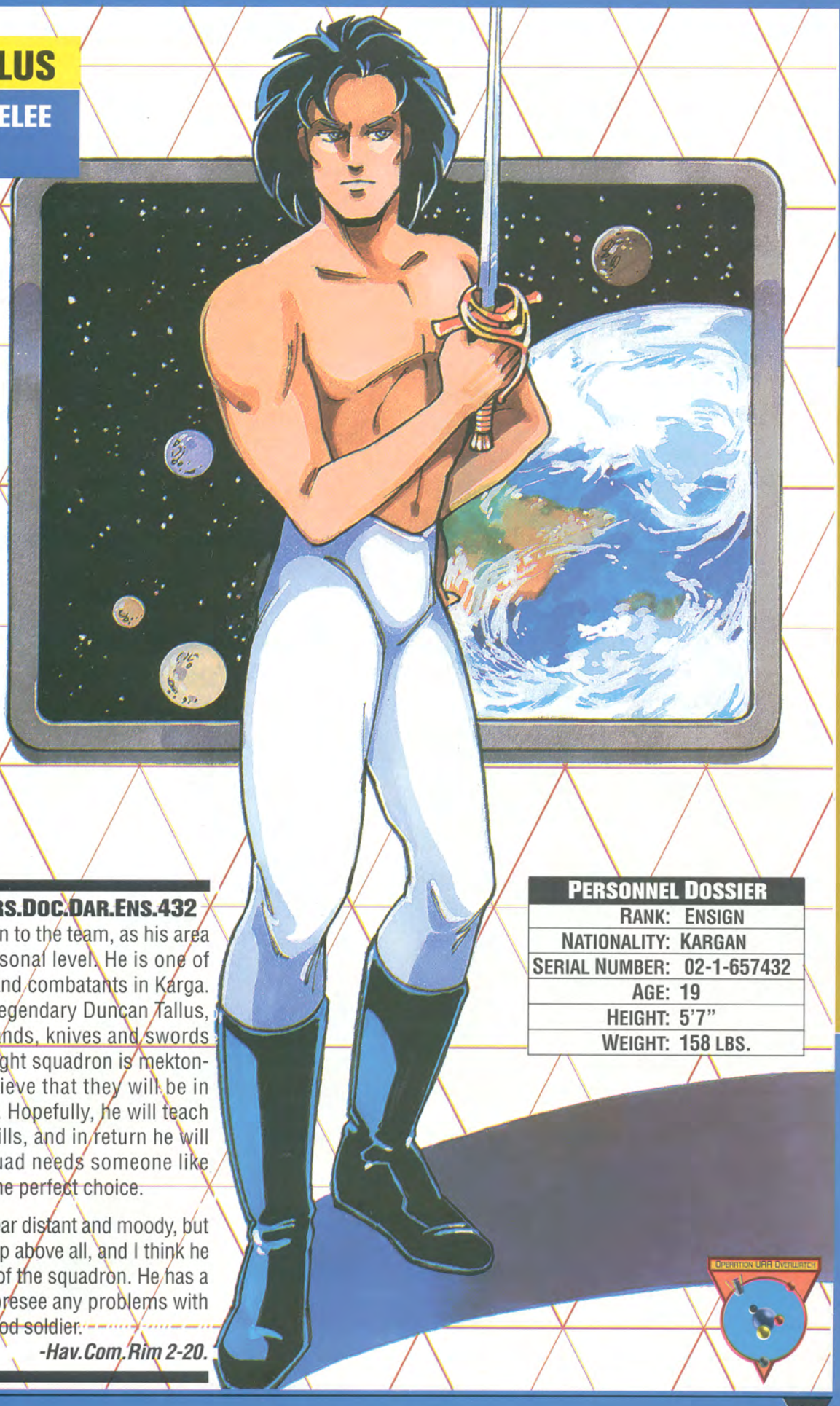
But with a mixed-gender crew confined close together for a long period of time, I'm not sure Celine was the wisest choice. Her record lists over 10 "intimate relations" in the course of 15 months. It is possible that her flirtatious nature is only a front, and that in a military situation, she will show more restraint than is her "normal" behavior. Or, she may pick a single lover and "settle down." In either case, we do not need her causing tensions among the male squadron members.

Somehow, I doubt we'll be so lucky.

-Hav.Com.Rim 2-20.

DARIC TALLUS

SQUADRON MELEE TACTICS



PERSONNEL DOSSIER

RANK: ENSIGN
NATIONALITY: KARGAN
SERIAL NUMBER: 02-1-657432
AGE: 19
HEIGHT: 5'7"
WEIGHT: 158 LBS.

UAA SECURE FILE: PERS.DOC.DAR.ENS.432

Daric is an unusual addition to the team, as his area of expertise falls on a personal level. He is one of the best young hand-to-hand combatants in Karga. Trained by his father, the legendary Duncan Tallus, he has grown up using hands, knives and swords all his life. While the Fireflight squadron is mekton-based, it is foolish to believe that they will be in their suits 24 hours a day. Hopefully, he will teach the others some of his skills, and in return he will learn from them. The Squad needs someone like Daric, and I feel that he's the perfect choice.

On the surface he may appear distant and moody, but he seems to value friendship above all, and I think he will fit in well with the rest of the squadron. He has a quick temper, but I don't foresee any problems with him in the future. He is a good soldier.

-Hav.Com.Rim 2-20.

KARIN MYIIAN
RECONNAISSANCE

PERSONNEL DOSSIER
RANK: ENSIGN
NATIONALITY: KARGAN
SERIAL NUMBER: 02-2-078334
AGE: 21
HEIGHT: 5'11"
WEIGHT: 130 LBS.

UAA SECURE FILE: PERS.DOC.KAR.ENS.334

A highly-rated reconnaissance pilot, Karin is one of the best at what she does. Her exploits against the Sharifin rebels (no matter our personal feelings on the matter) is exemplary.

Her loyalty and ability are unquestioned, but I do have one nagging doubt. A woman of her skill would have gone far on the front lines during the war. So why was she stationed so far from the action? The Kargan delegates say that she was simply more useful where she was. That explanation will have to do for now.

Her personality leaves a bit to be desired. Her military bearing never seems to relax; it's her way of life. There might be some friction between Karin and a few of the more "freewheeling" members of the squadron, but I imagine that each can learn something from the other.She seems to respect discipline and skill above all, so I don't think that she will have any problems serving with Elarans.

-Hav.Com.Rim 2-20.

ALEOI HIARRI

COMPUTER TECHNICIAN/PILOT

PERSONNEL DOSSIER
RANK: ENSIGN
NATIONALITY: ETTARAN
SERIAL NUMBER: 03-2-846523
AGE: 17
HEIGHT: 5'2"
WEIGHT: 105 LBS.

UAA SECURE FILE: PERS.DOC.ALE.ENS.523

At 17, Aleoi is the second youngest recruit to be chosen for this group (it is odd that the two youngest recruits are both Ettaran). There were other, older applicants, but when it came down to it, Aleoi was simply (overall) the best qualified for the position. Her ability to understand and use computers is, in my opinion, amazing. I have yet to see the system that she couldn't crack, or the computer that could withhold any secrets from her. If we can get her hooked into the Axis mainframe, we'll have them.

I understand that her frivolous personality belies her skill, but believe me, the skills are there. In all possible tests and simulations she has had top marks, both as a pilot as well as programmer. Simply put, we cannot afford to lose her.

Face to face, she seems to be a typical Ettaran teenager, interested in the latest rock music and the latest film heartthrob. Having recently met the young lady in person, I can say this: Her smile lights up a room better than a hundred halogen lamps.

Hav.Com.Rim 2-20.

LORD DREMMOND
AXIS LEADER?

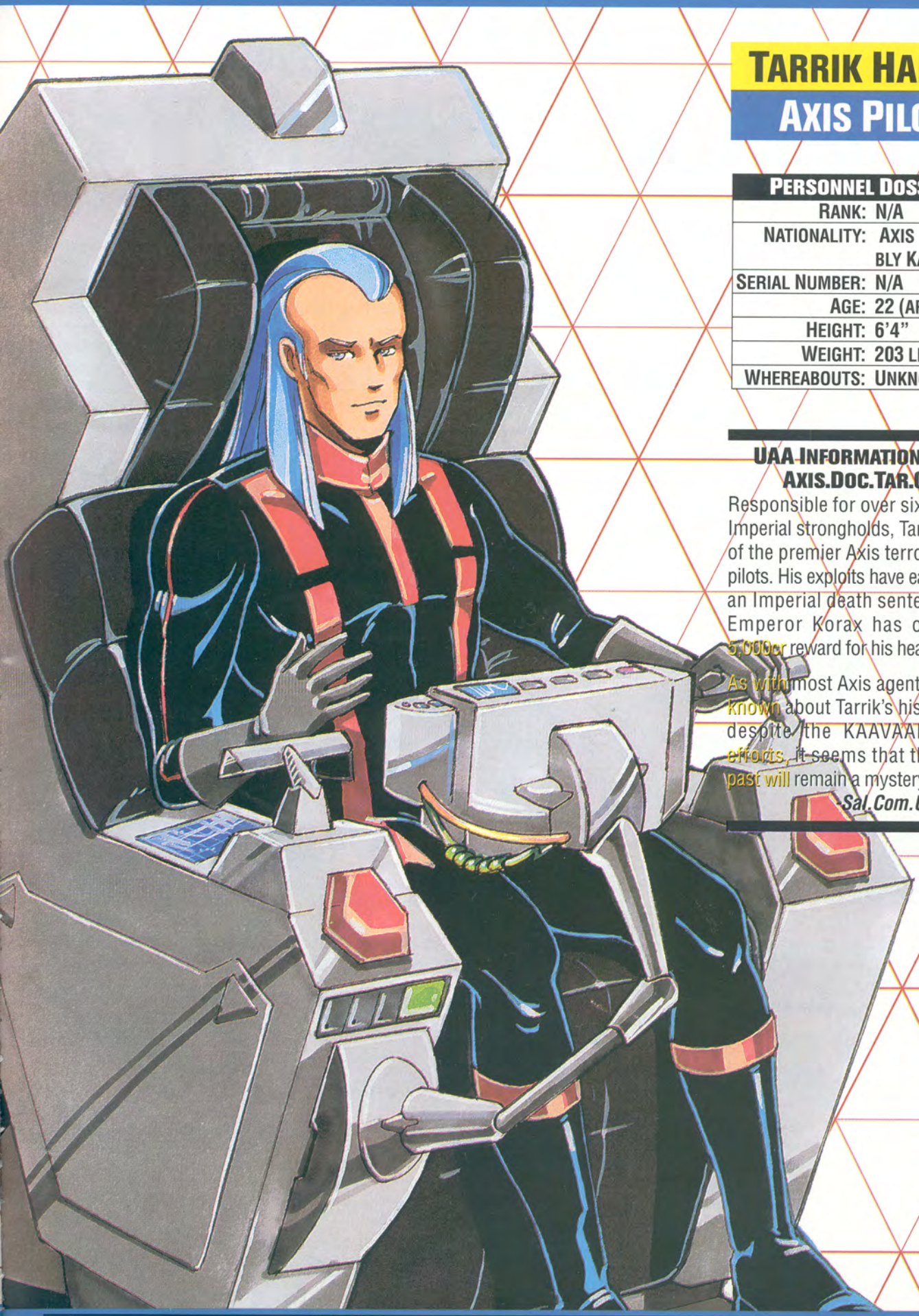
PERSONNEL DOSSIER	
RANK:	UNKNOWN
NATIONALITY:	AXIS
SERIAL NUMBER:	N/A
AGE:	36 (APPARENT)
HEIGHT:	6'8"
WEIGHT:	250 LBS.
WHERABOUTS:	UNKNOWN

UAA INFORMATION FILE: AXIS.DOC.DRE.01

It is with great sadness that I report the UAA has absolutely nothing on this man. To most of the underworld figures throughout the planet he is nearly legendary. The only photograph we have of him (see attachment) is over three years old, and it is even possible that he has died since then.

Several KAAVAAK agents died trying to get the Emperor that photograph, and at the time, Dremmond was the Axis commander. It is possible that he still leads. If he does, we must make it a top priority to capture this man, alive if possible, dead if necessary.

-Sal.Com.UAA 1-20.



TARRIK HALLIS
AXIS PILOT

PERSONNEL DOSSIER	
RANK:	N/A
NATIONALITY:	AXIS (POSSIBLY KARGAN)
SERIAL NUMBER:	N/A
AGE:	22 (APPARENT)
HEIGHT:	6'4"
WEIGHT:	203 LBS.
WHEREABOUTS:	UNKNOWN

UAA INFORMATION FILE: AXIS.DOC.TAR.01

Responsible for over six raids on Imperial strongholds, Tarrik is one of the premier Axis terrorists and pilots. His exploits have earned him an Imperial death sentence, and Emperor Korax has offered a 5,000cr reward for his head.

As with most Axis agents, little is known about Tarrik's history, and despite the KAAVAAK's best efforts, it seems that the man's past will remain a mystery.

-Sal.Com.UAA 1-20.

ARNELLIA FROST

AXIS AGENT?

PERSONNEL DOSSIER	
RANK:	N/A
NATIONALITY:	AXIS (POSSIBLY ELARAN)
SERIAL NUMBER:	N/A
AGE:	18 (APPARENT)
HEIGHT:	5'9"
WEIGHT:	130 LBS.
WHEREABOUTS:	UNKNOWN

UAA INFORMATION FILE: AXIS.DOC.ARN.01

Little is known about this beautiful woman. She has been seen in the company of at least three major Axis commanders, acting as a low level courier. Ten unsolved murders have also been connected to her by the UAA, EMFMI and KAAVAAK. Either she is a mere ornament that the higher-ups in the Axis use for pleasure and minor errand running, or she is actually a high level agent, who simply uses glamour as a disguise. It is my personal belief that she's a little of both. But that's only an observation. Either way, she has a warrant out for her arrest, and a 1,000cr reward for her capture.

-Sal.Com.UAA.1-20-

MEKTON-OPERATION RIMFIRE STORY DIGEST

OPERATION: RIMFIRE. THE REFEREE'S INTRODUCTION.

Two thousand years ago, a colony ship fleeing the tyranny of a galactic empire discovered the star system of Algol.

The colony ship, carrying both the standard Humani and the psionically–strong Elomani, landed on the largest island in the Archipelago. They named it Muria. For a year, the colonists set up a small city around the giant ship and prospered. With advanced technologies and a fighting spirit, they slowly began a dynasty...which was cruelly wiped out in less than twenty minutes.

The Aggendi, a race currently in a genocidal war with all humans, had discovered the little pocket of humanity. The area around the colony ship was bombarded with bio-weapons; rendering the ship and a ten mile area around it uninhabitable for hundreds of years.

In a last ditch effort, two giant Metal Knights (the old term for mekton) fought a desperate battle to save the survivors that were fleeing into the hills. They cornered one Aggendi on the moon, and it was damaged before plunging into a volcanic vent. The two heroic defenders fought valiantly, but in the end, they perished. The Aggendi, sensing the end of technological activity, assumed the humans destroyed.

The large carrier that had brought them to the planet was put to sleep by the mass-mind (see page 31), who would awaken it when needed. Soon after, the mass-mind itself was destroyed by agents of the Galactic Empire.

The survivors of the attack split into nationalities, and the Elomani interbred with the Humani, creating Algolian man. Slowly new nations and civilizations came to be, and Algolian man created his own history. Warlike Karga to the south was settled by the remainder of the crew of the ship, putting discipline and community good before personal freedom. Elara to the north was settled by the aristocracy, the nobles that had chartered the ship in the first place. Refugees from both groups fled into the thousands of islands that straddled the equator. They became the Ettarans and native islanders.

Two Millennium passed, and our adventure begins.

BEHIND THE SCENES: THE AGGENDI THREAT, AND LORD DREMMOND

At this point, the referee should read the episodes that begin on page 18, then come back and read these background essays.

In 1520 (episode 1 of our story), as part of the expansion of the moonbase Dion 1, a work crew digs into a cold lava flow. Their laser touches something... something still, despite the ages, alive. It is the Aggendi mekton, trapped in the volcanic rock.

To the Aggendi, the ages passed in a cold stasis. One second it had been fighting in a deserted planetoid. The next, it was confronted with all the signs of human infection: mechanicals, radio waves, and radiation. Quickly dispatching the small humans around itself, it continued with its mission—Destroy.

But these new humans also had weapons, and it was already damaged. It reached for the mass-mind, and realized what was missing in this strange new place. The web of thought always there was no more; gone. Desperately reaching out, it touched the minds of its sleeping comrades, deep in space. So it called with all of its strength and all of its will.

And the cry was heard—then silenced forever.

On the planet Algol below, humans heard the Aggendi wail. They felt its sendings of death and pain, of annihilation and invasion. Most that felt it could not understand it. Of those that understood, almost were afraid, except one.

Lord Dremmond, once a bright young Elaran noble, was driven mad by his own Elomani heritage and the death of his parents during a Kargan missile attack. He became a nihilist, determined to destroy all those who made him suffer. To him, the call was a sign, a hope.

The Aliens would come and destroy all: the Kargans that murdered his family; the Elarans who allowed them to do it; and the Ettarans, just because they sing too much.

Dremmond's spies brought him information about the thing on the moon and about the ten (the Rimfire crew) who killed it before it could complete its call. All Algol would suffer, but those accursed ten would see his personal wrath.

Dremmond worked night and day. While planning attacks on the UAA that distracted his enemies, he attempted to complete the call himself. He traveled over the globe, taking those who had psychic power, gathering innocents to do his work. Carried into orbit by cloaked mektons, the victims were placed in a specially designed transmitter, and the call was made.

It was a failure, someone on board the transmitter was blocking the attempt. Their will was strong.

But the UAA was kept busy, and the call was attempted once more.

Again the harmony was disrupted by a single voice. The call reached its target, but wasn't understood.

Before a third attempt could be made, the enemies showed up again, and pressured for time, the call was sent, draining most of the esper energy from the victims. The transmitter was taken, but the call had gone out!

Nothing happened. No chaos, no death.

Something had gone wrong...again.

It was time to take matters into his own hands.

Taking the two finished Axis spaceships, he headed toward his "saviours," after leaving behind several "distractions" for any UAA pursuers.

At the half-way point he discovered his problem. He had sent his transmission to a human outpost, and it had relayed it, likely scrambling the signal. At the site, however, he found bodies, both human and alien. He collected samples of the Aggendi DNA. Perhaps, if he could not awaken them, he would simply create his own army of destruction.

One of his loyal officers brought a traitor to his attention, and he decided to "punish" the offending woman. Implanting an Aggendi DNA strand into a fertilized egg, he used her for an incubator. The offspring would hatch and feed off the body of its mother. When he returned, he would release it and examine it more thoroughly.

Determined to at least see the Alien ship, he left the midway point, unaware that others followed close behind. But could they reach him in time?

SECONDARY PLOT #1: DELANEY AND THE ELARAN CIVIL WAR.

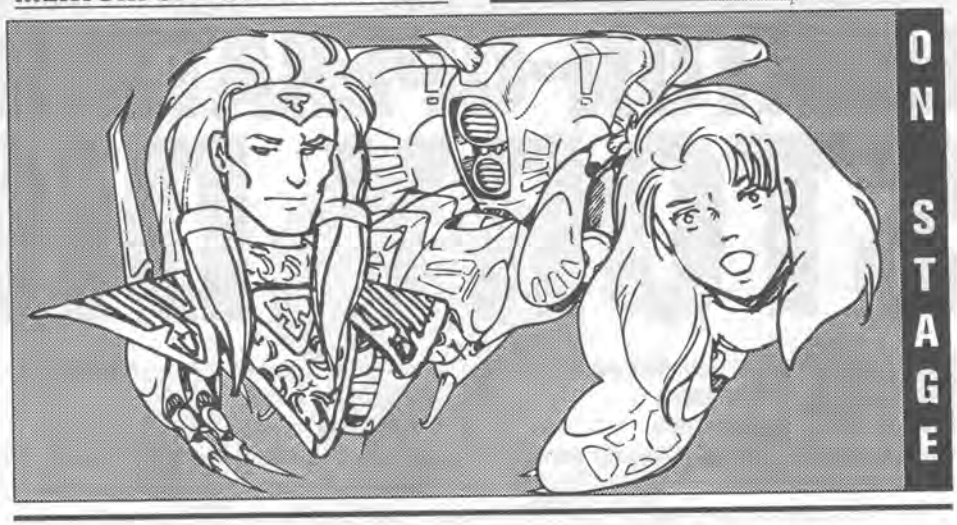
The Elaran Peace Council, lead by Lord Delaney has decided to break the back of Ymri's rule. Most of the Council sees the UAA as a threat to the security of the nation (see page 49). The older generation finds this unacceptable. Delaney isn't very interested in peace, what he wants is the throne. As a cousin of Ymri's he stands to inherit it if she is ousted. He knows enough about Ymri to realize that she won't back down from a fight, but if pushed hard enough she will snap. All he has to do is get rid of Tal, a moderating influence on her, and his road will be open. As a warrior Queen, Ymri isn't well prepared to see treachery (or so he believes), so he is using the current crisis to break her, before her child is born and her position on the throne is secure.

SECONDARY PLOT #2: LORD KYNIS AND PLOTS OF MURDER

At the same time, Lord Kynis has decided to use the Axis in his own bid for personal power. Using contacts within the Axis, he has planned Arkon Verian's death. With Arkon out of the way, Korax will need a new advisor, one that won't be able to read minds. Then Kynis plans on bringing the Korax line to an abrupt and sudden halt and taking the throne by right of force. Kynis does have the second largest fighting force in Karga. But in order for the Emperor to be murdered, Arkon must die.

FREE PREVIEW

1: GENESIS



LOCATIONS:
Dion 1, Dion City.

CHARACTERS APPEARING:
General Haversom, Marci, Lord Delaney, Crew and Colonists of Dion 1

MECHANICALS APPEARING:
The AUX-01 Otto (p. 92), Aggendi Scout (p. 95)

EVENT #1: THE MEETING. 3-15, 1520. MORNING. RIMFIRE DAY: 1

"After a long shuttle flight, you have all arrived on Dion 1, the premier space holding of the UAA. After the long flight, you were shown to quarters and received much-needed sleep. You each arrived in different shuttles, and discounting a passing glimpse in the halls, no one has seen the other members of the squadron. The next morning, you are all ushered into a large meeting area, with small uncomfortable chairs and bare walls. The spartan surroundings seem to be the norm of Algolian space holdings."

General Haversom will arrive in a half hour. Now is the time to start off the characters role-playing. Use a NPC (Laian or Celine are good) to get things started. Haversom has purposefully delayed his entrance to allow the characters to get to know one another. Roleplay until Haversom's entrance. You should play up the fact that many of the people in this room are life-long enemies.

"At 8:00 am, the doors open and a large man walks to the front of the room. His bald head and full beard make him look more like an old baker than a military commander. He is flanked by a taller, arrogant-looking man (Lord Delaney) and an attractive blonde girl (Marci). The girl moves to a corner desk and pulls out a lap-top computer and transcribes the meeting. Delaney sits in an empty chair, and Haversom walks to the end of the room. Behind him, the wall is replaced with a holographic image of the Solar Arrays. He begins to speak."

Haversom's Speech:

Good morning. I don't have much time for this, so I will be brief. You have all been chosen by your various governments to represent them in the Overwatch program. You all know what that means. You entered this room strangers: Kargan, Elaran, Murian and Ettaran. You will leave members of ***Fireflight****. That is your new squadron name. Captain Larani is the flight commander. Her second is Lieutenant Cedric. The old ways are dead; I will not hear of any infighting. The world is looking to you as examples. You WILL be on your best behavior at all times! As of this moment, you are no longer under your oaths of service to your respective monarchs. You now serve the UAA and the people of Algol. This is noted as of 3-15-20, 9:10 am, and logged.* (Marci nods.) *Welcome aboard. Are there any questions?*

Haversom will then field questions. He will answer them in best military fashion, curt and to the point. He will answer them truthfully, to the best of his ability. He will also tell them that their ship, the Rimfire, is under construction and won't be finished for at least a week. After all questions have been answered, he will turn them over to Marci, and she will give them a tour of their new home.

Marci takes them for a two hour tour of Dion 1. They are shown the mecha bays (currently inhabited only by several AUX-01s, an ancient worker mekton). There are 10 bays for full-sized mecha. If asked where they are, Marci will tell them that the squad's mecha are late, and should be shipped from Elara soon. (A Kargan NPC makes a crack about shoddy Elaran workmanship and schedules.) Then she gives them a look at Beta Quadrant, out a viewing port. There is a construction crew excavating the wall of a crater. It's part of the planed expansion of Dion 1. They are shown

General Haversom

This jovial man is the commander and chief of the Overwatch program. His easy going demeanor hides a fiercely loyal soldier who will follow orders to his own death. Loyal to the philosophies and command structure of the UAA, he has decided to devote his remaining years promoting Elaran-Kargan peace.

His background is strictly military. He fought in the first mekton war, and served as an officer during the Archipelago war. A friend of the old King, he promised to see Elara safe. His way of keeping this promise it is to insure peace on the planet. His family was killed recently in an Axis attack.

A good, if firm, commander, his even temper and diplomatic abilities make him popular among superiors and underlings alike.

STATISTICS

Stats:	Int	10	Ref	6	Tech	6
	Cool	5	Luck	7	Attr	6
	Fam	3	BT	8	MA	7
	Psi	0				

Skills: General Knowledge(+9), Piloting(+6), Awareness(+5), Research(+9), Leadership(+9), Dodge(+6), Handgun(+5), Program(+5), Teaching(+8), Fast Talk(+4), Politics(+5), Basic Repair(+3), Social(+4), Zero-Gee Maneuver(+6), Hand to Hand(+6), Specific Knowledge [Dion 1](+8)

Lord Delaney

A member of the Council of Lords, and the leader of the "Peace Faction" on Elara, Lord Delaney is an opponent of the UAA and Overwatch program. He is second in line to the throne (being Ymri's cousin), and will remain so until the birth of her child. The politics of the peace faction are described elsewhere (page 49), and Lord Delaney is the focus point for these rumors and policies. His agenda remains unknown, but it is possible that he is looking to start a civil war in Elara and take the throne himself, before Ymri can begin a dynasty. Only time will tell where his true ambitions lay.

His outward charm usually leaves people wondering if they've just had their pockets picked.

STATISTICS

Stats:	Int	8	Ref	8	Tech	8
	Cool	8	Luck	4	Attr	8
	Fam	10	BT	6	MA	5
	Psi	0				

Skills: General Knowledge(+10), Fast Talk(+8), Awareness(+8), Dodge(+3), Persuasion(+10), Handgun(+5), Disguise(+4), Gamble(+4), Polotics(+8), Dancing(+5), Wardrobe(+7), Leadership(+5), Specific Knowledge[Elaran Royalty](+5).

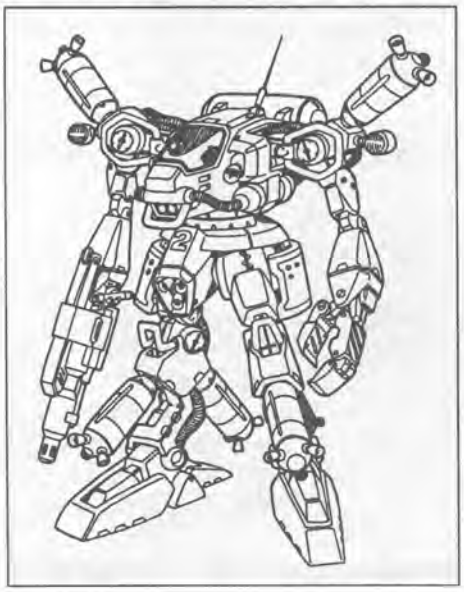
the living quarters, mess hall, gym and workstations of the Base.

As a finale, Marci takes them down an elevator and into the "recreation" area.

"After two hours, Marci finally brings your small group to an Elevator. You descend, and as the doors open, you are all shocked to see a green lawn and living trees! Beyond the small park, a street with small buildings extends toward a cavern wall. In fact, inside this large subterranean cavern seems to be an entire town. Marci explains that the cavern is slowly being transformed into a living area for the families of the base. She then hands you ID cards, and departs, leaving you to explore your new surroundings."

The players can spend the next few hours role-playing and exploring their new home. See *Dion City* for map and details.

The AUX-01 "Otto" construction mekton.



EVENT #2: THE ATTACK 3-15, 1520. AFTERNOON. RIMFIRE DAY: 1

"You're walking down one of the city streets, examining the architecture, when suddenly the floor seems to shift under your feet. Looking around, you can see that others had felt it too, as they begin to talk among themselves. Just when you are about to ignore it, the cavern shakes more violently, and an alarm klaxon sounds. Up the street, one of the residential units is split open by a large chunk of the ceiling. People begin rushing towards shelters, afraid that the cavern might collapse, exposing it to vacuum. Just as you are about to head for one yourself, you hear Marci's voice come over the com; she sounds scared and hurt."

Marci:
All Fireflight members to the mek bays. Repeat, all Fireflight pilots scramble!

After a frantic scramble, the first five characters to make it to the bay are met by a wounded Haversom and Marci. The characters are then put into the AUX-01's and told that whatever is attacking the base, it's fast and has nearly destroyed the base's defense lasers.

Combat: 5 Aux-01's vs. 1 Aggendi scout.
The Aggendi is nearly mindless, attacking without reason. Roll randomly each turn to determine who it attacks. If things go badly for the characters, have the defense lasers come back on on line. If the Aggendi takes enough damage to render it unable to fight (i.e., no weapons, crippled, no sensors), it will self-destruct. Also, if it is destroyed, it goes up in a plasma fireball. The range of this explosion is 1 hex. Anything caught in it takes 1 kill of damage to every servo location.

Whatever this suit is, it moves nothing like anything the PC's have ever seen. If Laian uses empathy, she will get nothing but rage and hate from the enemy, but it is a living thing. During the fight, a successful Awareness roll at 15 will reveal that there is a new crater in Beta Quadrant, and that all the construction equipment near there is destroyed.

EVENT #3: AFTERMATH 3-15, 1520. EVENING. RIMFIRE DAY: 1

"After receiving any needed medical attention, the participants of the fight are thoroughly questioned by Haversom: How did it fly? What were its weapons like? Marci is always nearby, taking everything down in her lap-top. Haversom thanks you all (even the ones who didn't participate in the fight) for their quick response to the emergency."

He goes on to say that he has no idea what it was, but it seemed to be buried in Beta Quadrant. There is a scientific team out there now, which will present their findings to him in the morning. He also says he's sending a personal message to Dr. Tal in Elara, to look into the problem. He has a private shuttle leaving in the early morning with the message.

The citizens of Dion 1 are nothing if not thankful, and despite the late hour throw a dinner in the characters' honor. They are all thanked and given small gifts (a dress for Celine, sword for Daric, etc.) and "officially" welcomed to the city. Any that died are given a hero's burial the next day. During the party, Marci will ply one of the combatants with questions about the strange new mekton (her target will be one of the men who participated in the fight). After getting any information she can, she heads off to bed. "It's going to be a busy day tomorrow!"

IP Awards for Episode #1:
Killing the Aggendi: +10 IP to all players in Fight

Marci D'able

Marci is Haversom's personal assistant, and was (until recently) quite loyal to the UAA. Dremmond, on a scouting trip to Dion, discovered that the young girl held a great deal of power and authority. He cornered her in the city and permanently altered her mind. He created for her a fictional lover, her reason for living, and made him a member of the Axis. Then he made her an Axis spy who had always been a plant, determined to undermine the UAA. Then, to avoid detection of his tampering, he implanted a suicidal urge, in case of capture. In the end, she was a perfect agent, who had loyalty to the Axis in mind, but with a perfectly clean security profile.

STATISTICS

Stats:	Int	7	Ref	5	Tech	4
	Cool	6	Luck	4	Attr	6
	Fam	3	BT	4	MA	6
	Psi	0				

Skills: Awareness(+5), Handgun(+3), Programming(+3), Infiltration (+3), Specific Knowledge [Dion Operations](+6) Specific Knowledge [Bureaucracy](+8).

The Exterior of Dion 1, from the southwest crater wall. Illo shows the base as of 1520.

SET: DION 1

The first of the Algolian space holdings, the crater that holds Dion 1 was the sight of the first moon landing, in 1503. The Kargan crew that landed there claimed the moon in the name of Karga. Sadly, due to a malfunction in their life support, they died before they could return to Algol. The second Kargan mission buried them, set up a small prefabricated shelter, and lived there for four months, before returning to Algol. In 1512 The Elarans landed a small science team, who "borrowed" the shelter and made several small additions. The Kargans, enraged that Elarans had "invaded" their territory, sent a strike team to kill them. Sadly, the strike team's shuttle suffered a fatal landing accident, and crashed into the shelter.

Both sides then ignored the moon for several years, until in 1516 the Unified Science Alliance (a group of scientists) funded a private launch to set up a neutral science station. When their ambitious plans succeeded, and they landed on Dion, they discovered the graves of the Kargans and Elarans killed in the accident. There had been survivors! The three Elaran and two Kargan survivors had waited vainly for their nations to rescue them, but in time of war, they were forgotten. The USA buried them and began building what would later grow into Dion 1. A journal kept by one Kargan survivor after the accident, detailing the five weeks of hell as the food, water, and air ran out, is still kept by the commander of the base, in a place of honor. Later, after the Murian Peace, when the UAA was formed, the base was co-opted from the USA. Dion 1 is now the center of all Algolian space operations, and the command center of Overwatch.

LEGEND:

1: Mekton bays

2: Equipment bays

3: Shuttle launch/recovery facilities

4: Command Tower

DION CREW

These are the men and women who operate and keep Dion 1 running on a day to day basis. They are trained by the UAA, and are of mixed nationality.

STATISTICS

Stats:	Int	9	Ref	8	Tech	9
	Cool	6	Luck	5	Attr	5
	Fam	4	BT	5	MA	6
	Psi	0				

Skills: Specific Knowledge [Dion Operations](+3), Zero-Gee Maneuvering(+4), Programming(+7), Handgun(+5), Awareness(+6), Basic Repair(+6), Leadership (+2),Piloting [Orbital Shuttle](+6) Specific Knowledge job](+6).

5: Administration level

6: Living quarters/Cafeteria/Security

7: Research labs

8: Communications/Main computers

The base of Dion 1 is growing at an astonishing rate. There are current plans to dome the entire crater the base is in, allowing a greater surface population.

DION CITY

No mater where man goes, he always likes to take a little bit of home with him. This "homesickness" was the cause of the creation of Dion City. It is located in an enormous cavern below the surface of Algol's primary moon. (This satellite was volcanic at one time, and has many such subterranean areas.) The cavern was discovered when a worker "stumbled" into it. Originally it was going to serve as a storage area, but the colonists had other ideas.

After a few years of work, the cavern was sealed. Oxygen and water processing plants were next, and a main power generator for the entire area. Soon, a small park was created, and plants were growing on the moon. Then a few small buildings sprung up, and the city was in full growth.

The city grew swiftly, as workers at the station brought their families to live in the new frontier. With families came shops, and soon Dion City was a full community.

In 1520, the small "city" has stabilized in size. Everyone is too cautious to do any more construction, lest the cavern lose its structural integrity and expose the entire area to open space.

If the plan to dome the upper area is actually brought to completion, then the city is likely to grow in size once again.

LEGEND:

1: Elevator to "North Sector" of Dion 1

2: Park area.

3: Cargo Elevator to Dion 1

4: MacReady's Tools. Specializes in all handheld tools and equipment, from screwdrivers to hand welders.

5: Space Age Alloys. Building materials. They provide raw materials from plastics and metal alloys to very expensive wood.

6: Valerion's Tunes. A well stocked (if slightly out of date) music and video shop. Due to expensive shipping fees, most of the stock is carried by the owner in a suitcase back from the planet after visiting relatives.

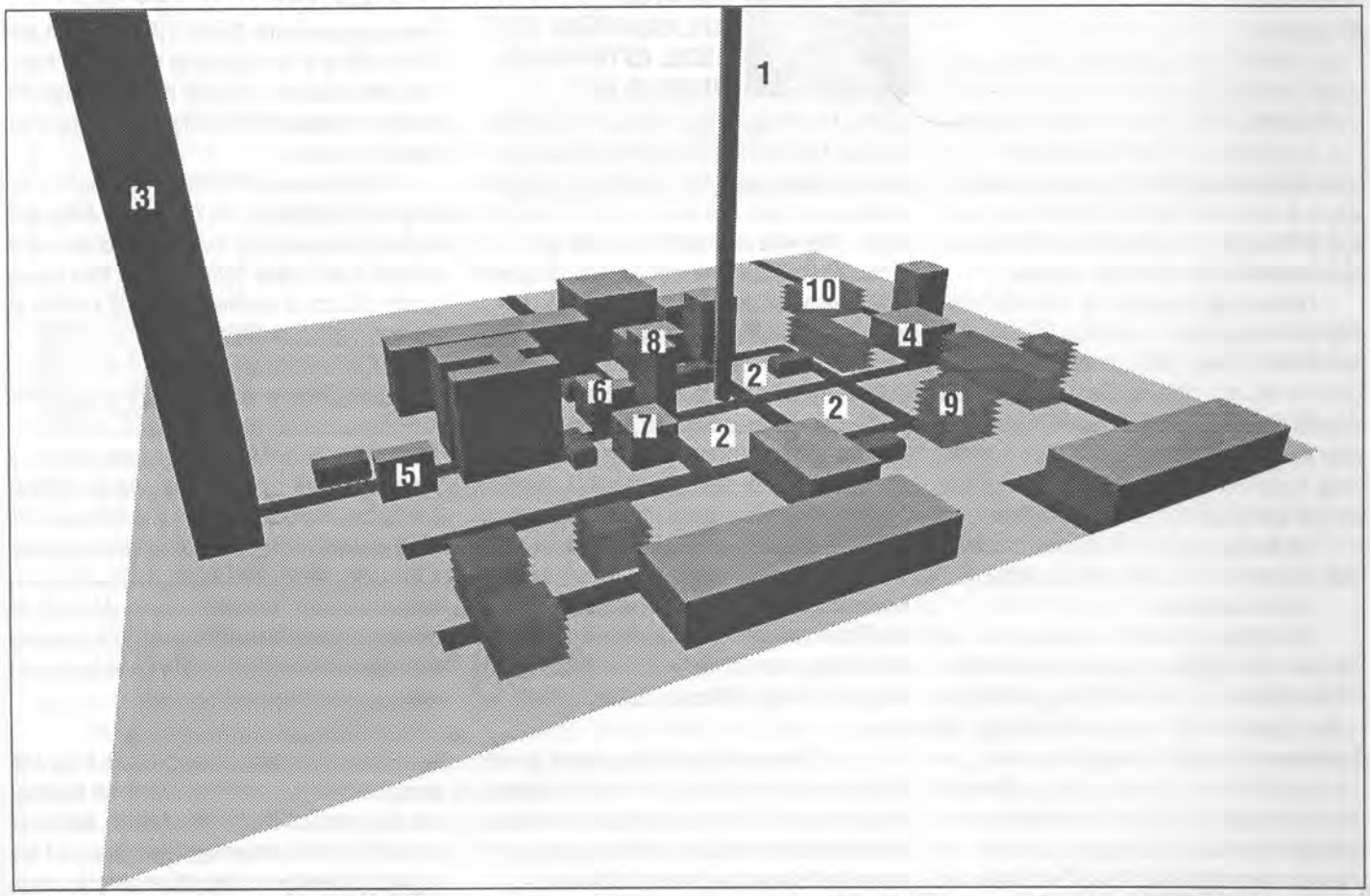
7: The Only Restaurant within 10,000 miles (Yes, that's its name!). If you don't want to cook it yourself, or eat at the cafeteria, this is your only other option.

8: Beth's Boutique. The only clothing store/tailor in the entire base. Beth and her daughters do a landmark business repairing the hundreds of torn uniforms of the base. But their specialty is Beth's claim to fame. She's the first (and only) Zero-Gee dressmaker.

9: The Bijou. A movie theatre that shows, well, movies. Usually four or five months behind the releases on Algol.

10: The Local Grocery. Foodstuffs for all price ranges.

A three-dimensional view of Dion City. Courtesy of the *Dion Immigration Center*, UAA.

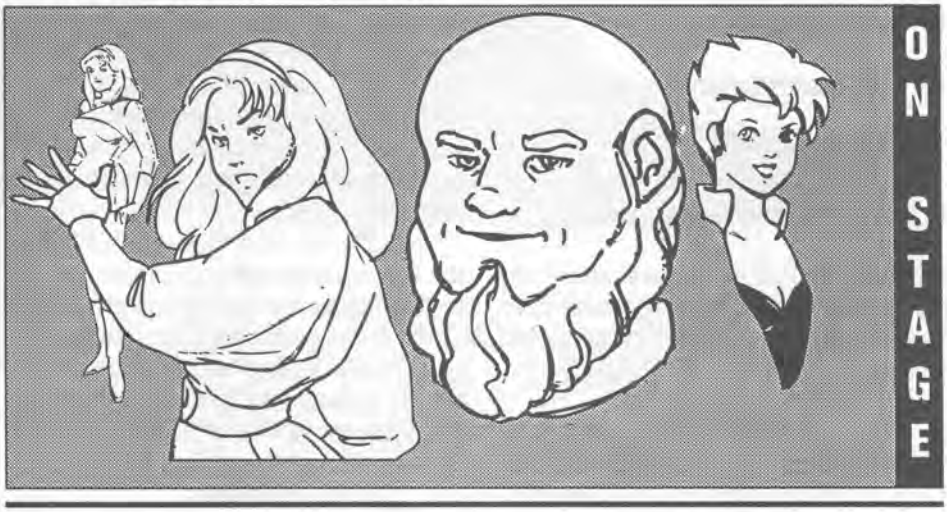


2: PLANET FALL.

LOCATIONS:
Interior Dion 1 (page 20), Dion City (page 21), Fiora

CHARACTERS APPEARING:
General Haversom (p. 18), Marci (p.20), Eliza, Axis Pilots (p. 37)

MECHANICALS APPEARING:
Stallion, AR-22 Badlander, Pariah, Vantage



EVENT #1: A SPY! 3-16, 1520. AFTERNOON. RIMFIRE DAY: 2

"After a restful morning recovering from the attack, you are called into Haversom's office. In what seems to be fitting with the rest of the base, his desk is a door resting on two oil drums, and his chair a plastic crate. He has a pile of papers spread over his desk; on top is a map of the base and Beta Quadrant. It looks like he didn't get any sleep the night before. He looks up and begins to speak."

Haversom:

Firstly, let me congratulate you all on a job well done. The final fatality count was only ten (plus any characters that died). *If that thing had gotten past you, it could have cost the life of everyone on this base. It's a shocking reminder of how vulnerable we are. If we had the Comets promised four years ago, that wouldn't be a problem. I hope Delaney takes that information back to his "council."*

I'm sure you're wondering what that was. The fact is, so are we. The Investigation team found where it was. (He throws a rock on his desk.) *It was embedded in this, a volcanic flow over 2000 years old. As you all know, there hasn't been any volcanic activity on Dion in at least that long. It seems that the construction crew was using a laser digger and woke the thing up.*

The team also went over the area where the unit exploded; there's nothing left of it but ions.

Now the bad news.

The shuttle I sent with the message to Dr. Tal has been hijacked. My aide seems to have copied all the information we had on the thing, and forged orders to board the shuttle. As of one hour ago, the shuttle went off course. It seems to be making for the Sea of Mardak in the north of Algol. We can't let that information fall into the hands of the general public. It would cause a planet-wide panic. We must assume that whatever it was it was both alien and hostile. Until I talk to Tal, I want this kept quiet. I need ten good pilots to go planetside to recover that information. Do I have any volunteers?

Haversom will order the PC's to go, but he is hoping they will volunteer. He will tell them that until the Rimfire is finished and the team's mecha arrive there is little they can do on Dion. A dropship with ten roadstrikers is waiting at the mass-driver. Once the players are strapped into the ship, it is launched on an intercept course.

EVENT #2: SPLASHDOWN 3-17, 1520. AFTERNOON. RIMFIRE DAY: 3

"The ship is computer controlled, and will fly without pilot guidance, so all any of you can do is sit and wait. About noon of the following day, the heat begins to increase, and you all have the feeling of falling. After what seems an eternity, the outer shell of the dropship falls away, and you get a good view of the Algolian seas, approaching at terminal velocity! The landing thrusters kick in, and the ship splashes into about twenty feet of water. At about that time, you all feel yourselves flung out of the shuttle as your roadstrikers are jettisoned."

As the roadstrikers are jettisoned the ship slowly sinks. It doesn't take much [Awareness 10+] to see the island one mile to the north, or [Awareness 15+] to see the pillar of steam rising near it, a sure sign of re-entry. Marci has only beaten the characters by minutes! Cedric, Celine, and Tharis would know the place instantly: the ruined city-island of Fiora, blown off the map by Kargan missiles at the start of the first mekton war.

It only takes minutes for the players to make it to the shuttle. It's lying in fifty feet of water, badly damaged. If they go down and investigate, they will find the pilot dead, with a single gunshot wound in his head, and no sign of Marci.

Characters examining the nearby beach may [Awareness 15+] see a pair of tracks leading up toward the city. Following the tracks for a quarter mile, the characters discover a discarded spacesuit. The tracks continue into a ruined city block.

[Axis agents saw the dropship land, and are waiting in ambush in the city. Marci has already given the commander the information, but they have set up a hastily constructed trap. If the characters are specifically looking for a trap, lower all difficulty rolls by 5.]

"As you approach a ruined villa, you can see Marci, sitting at the edge of an old circular fountain. She is idly running her hands through the water in impatient little circles." (See 'Fiora' for map and details)

If the players burst into the clearing the trap is sprung [Awareness roll 25+ to spot Axis], and all Axis units will get a free turn of action on the players. If they show some caution, they have a greater chance of spotting the AR-22's hiding in the nearby ruins [Awareness 15+].

Battle: 10 Stallions vs. 10 AR-22's. Use Generic Axis Pilot skills.

The Axis pilots are waiting for their pick-up, a Pariah still some distance away. They will fight as fiercely as possible, knowing that they must kill the characters before they can summon any help. If things go poorly, the commander of the Axis squad will order his men to hide. After all, he already has the information needed. No Axis pilot will surrender, and if captured they all have a suicide capsule embedded in a molar.

Marci is an expendable asset to the Axis, and once the characters and the Axis start fighting, she is ignored for the first few rounds. Sooner or later, the commander will spend one of his actions unloading into her with an autocannon as

she begs for rescue. The Axis has never been big on mercy. Her death is not pretty.

If a character does anything to save her, any action to protect her, she has a good chance of survival. If the characters do nothing, she is reduced to mist in a matter of moments. If she survives, the optional Event in Episode 3 occurs. Otherwise skip it.

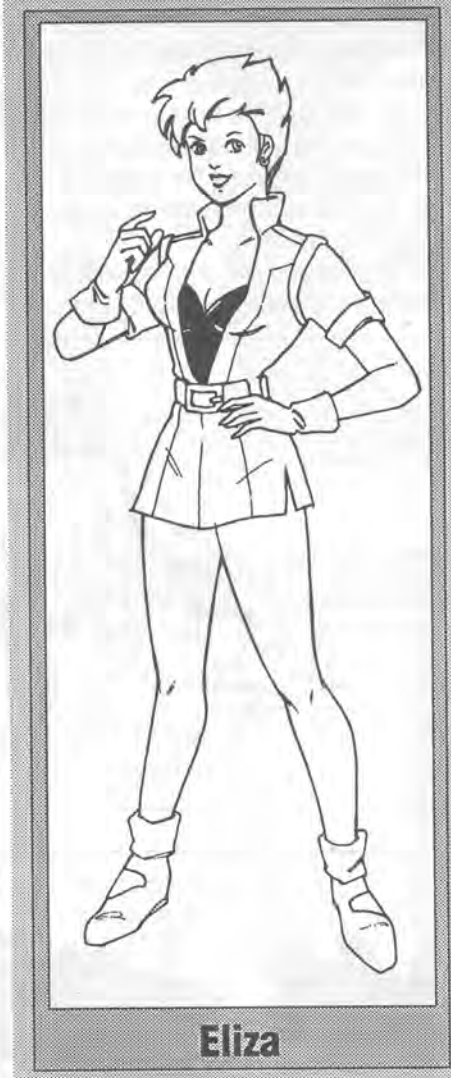
"As the fight rages through the ruined streets of Fiora [15 turns, if the fight lasts that long; if not proceed to Event 3, as the Pariah never bothers to show], a message comes across the open radio. *Mother hen has arrived.* Axis reinforcements are here! The Axis press the attack, as a large form rises out of the nearby surf. As the Pariah takes off and targets you (pick a paranoid PC) for death, a plasma bolt strikes the Pariah dead in the chest. As energy sparks and dances around the unit, nine others strike. The Pariah's pilot is taken by complete surprise, and the mekton is consumed in a plasma fireball. Above, through the cloud cover, ten Vantages in royal blue descend, and quickly decimate the remaining AR-22's. One of the Vantages land; the cockpit opens and an attractive brown-haired girl leans out and yells to the party."

Eliza:
Hiya! I'm Eliza. My brother Kerion asked me to stop by and pick you up! IF you would be so kind to transform into humanoid mode we'll give you a lift to Arcol. You don't know it yet, but you've got a dinner date with Dr. Tal!

EVENT #3: WELCOMING 3-17, 1520. EVENING. RIMFIRE DAY: 3

"After hours of flight, you reach the coast of Algol, and are soon oven an Elaran city. The flight comes to rest at an Elaran military base. With hardly a word, you are all unloaded, shown to showers, and given civilian clothing. As you are shown to rooms, Eliza mentions that you will all be joining her for dinner. She also asks you to not mention the events of the last 48 hours to anyone."

The dinner that night is set for 8:00 pm, and the characters arrive at about 4:00. You can role-play out the time until dinner, or you can go directly to that scene. Perhaps someone can run into Arnellia or Tarrik while exploring the streets, or run into a sub-plot of your own devising.



Eliza

The younger sister of Kerion, and the current leader of the Grey Hunter squadron. Eliza makes it her purpose in life to embarrass her brother at any given opportunity. She is much more mature than her 20 years would indicate, but she loves playing the dithermoon (i.e., airhead).

This ability to be perceived as a total brainless "babe" has allowed Eliza to perform some rather impressive spying for her brother and the throne of Elara. Most recently, she has been in the "company" of Geoff Delaney (the son of Lord Delaney) and has gathered much information on the actions of the "peace faction" in the Elaran Council of Lords.

Eliza always has at least two or three plots going at one time, so she is a good NPC to use as a springboard into other adventures.

STATISTICS

Stats:

Int	8	Ref	10	Tech	8
Cool	7	Luck	4	Attr	8
Fam	10	BT	6	MA	8
Psi	0				

Skills: General Knowledge(+6), Piloting(+8), Awareness(+6), Mecha Fighting(+7), Beam Weapons(+7), Dodge(+7), Persuasion(+8), Program(+5), Missile Weapons(+8), Fast Talk(+9), Politics(+5), Dancing (+3), Wardrobe(+5), Disguise(+5), Handgun(+6), Blades(+6), Lie(+6), Athletics(+8), Avoid Pursuit(+3), Driving(+6).

At 8:00, all of the characters are gathered and lead into a large dining room on the base; the only person in the room is Eliza. Before dinner begins, she acts silly and lightheaded, engaging the handsome men in flirty conversation. Just before the main course arrives, she suddenly looks serious.

Eliza:
As you know, my name is Eliza. Kerion, Ymri's husband, is my older brother. And he asked me to pass on a few words to you. He hopes to be able to meet with you all soon. Don't tell me, or anyone, about your business here. I don't want to know, and the others don't need to know. Tomorrow, you will attend a function here in Arcol. The Lord and Lady Arkman are throwing a party, and you are invited. That's why you're planetside. Your shuttle went off-course and ditched in the ocean. You were meant to land here, for the party. A young student of Tal's, Ariel, will be at this party as well. She will escort you from the party to the palace. At the palace you will talk to Tal and the others. Do you understand? Good.

[With that, she goes back to flirting and acting like a 16 year-old, and bids them all good night. Eliza is not currently attached, and would be more than interested in a PC, should he make the first move]

>>If Marci was saved in Event 2, then she was taken by Eliza, and put into an Elaran military jail on the EMF base. Use the optional event next episode.

IP Awards for Episode #2:
Destroying AR-22's: +5 IP for each destroyed
Volunteering for the mission: +3 IP to each player
Saving Marci: +2 IP to each player
Destroying all Axis before the Pariah shows: +6 IP to all players.

Axis Pilot:

Use these statistics for all Axis mekton pilots. These are men and women from all nationalities who follow Dremmond for money and power.

STATISTICS:

Stats:	Int	8	Ref	8	Tech	8
	Cool	6	Luck	4	Attr	4
	Fam	4	BT	3	MA	5
	Psi	0				

Skills: Mecha Piloting(+6), Beam Weapons(+7), Missile Weapons(+6), Mecha Melee Weapons(+6), Awareness(+4), Handgun(+4), Zero-Gee Maneuver(+5), Automatic Weapon(+5), Shadowing(+5), Infiltration(+6)

MEKTON: OPERATION RIMFIRE

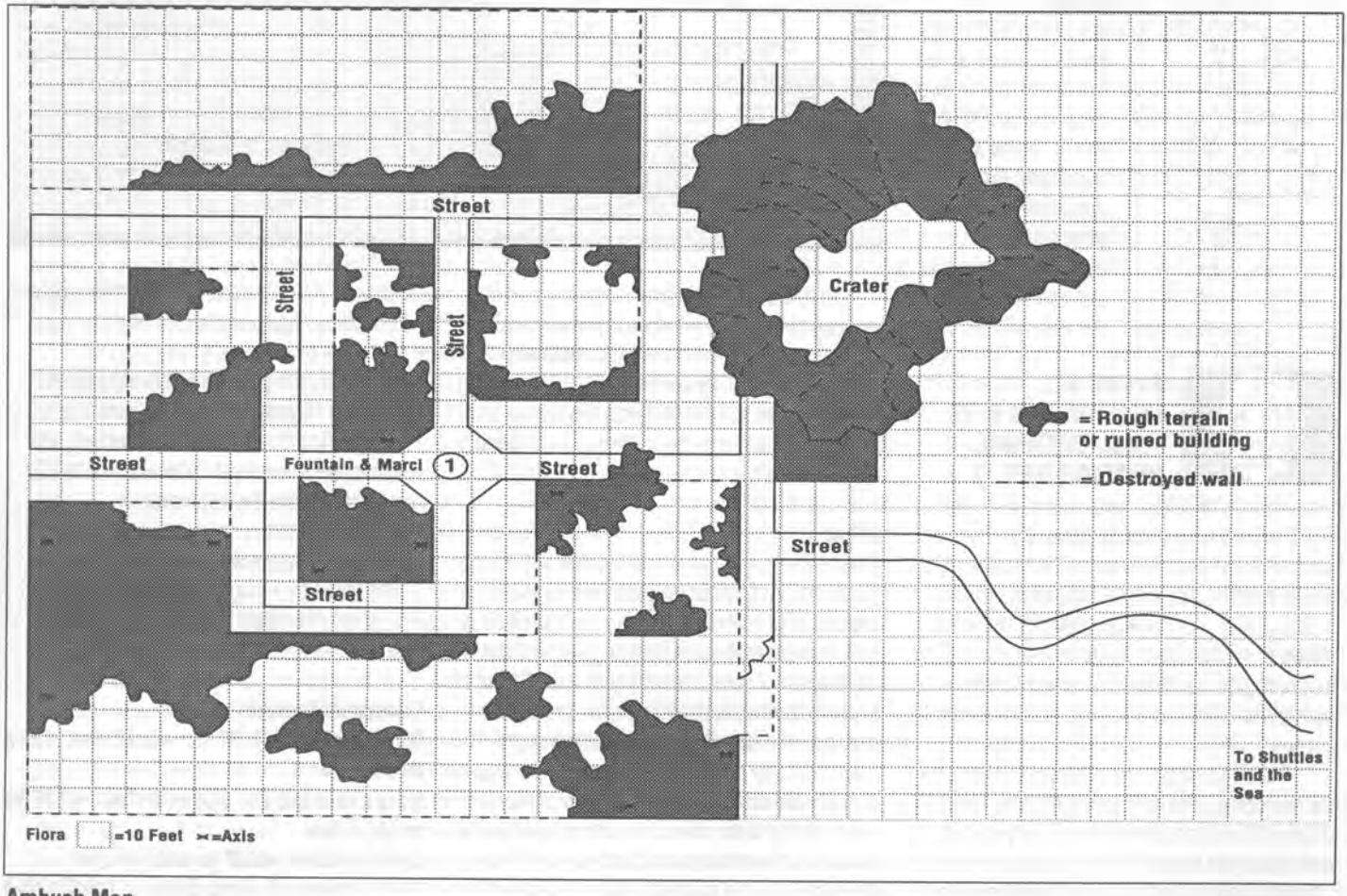
SET: FIORA

Once the "Jewel of Elara," Fiora was the first target of the Kargan nucleonic missiles. On Saturday the 21st, in the 10th month of 1503, Fiora ceased to exist. Once the ten missiles had done their job, there was little of the city, or the island it was located on, left above the level of the sea. There were few survivors, and the island was abandoned as haunted.

The entire west end of the island is gone, but ruins, long since scavenged by looters, remain on the beaches of what was once the eastern shore (mainly a rich residential neighborhood, with a few commercial towers). There has been talk of reclaiming the city, but this has been soundly defeated by those who wish the dead there to be at peace.

The streets (what remain of them) are still littered with the bones of the dead, and the rumors claim that a monster dwells beneath the streets, who devours anyone who dares disturb their rest.

Once the most beautiful city in the Elaran nation, now Fiora stands in ruins, deserted.



Ambush Map

3: ELARA

LOCATIONS:
Arcol, Palace Arkman.

CHARACTERS APPEARING:
Lord & Lady Arkman, Eliza (p. 23), Ariel, Tarrik (p. 85), Arnellia (p. 86)

EVENT #1: THE PARTY 3-18, 1520. EVENING. RIMFIRE DAY: 4

"After a restful day, you are set upon by servants at about 4:00 in the afternoon. They drag the ladies off to a parlor and the men to a fitting room, and spend the next hour "preparing" you for the party. The girls are made-up and perfumed, while the men are shaved and have their hair trimmed. You are dressed and presented to Eliza at about 6:00."

If your players want to kill the day exploring Arcol, feel free to alow them to role-play; it might help them become more attached to their characters.

"With everyone perfumed and pretty, Eliza (in a stunning, near-transparent dress) gathers you up and escorts you to a series of fan cars waiting for you. After a slow drive through the city streets, you approach a large mansion, with hundreds of cars pulling in front. There are guards in Power Armor, and two security men on roadstriker bikes."

Characters with a watchful eye [Awareness 15+] notice that while the security is very tight, it seems to be a recent addition.

"As your group exits the cars and walks up the steps to the palace, you are met by a valet, who leads you into a ballroom filled with hundreds of well-dressed people.he then turns to the crowd to announce you."

Footman:
Ladies and Gentleman, the lady Eliza, sister to the consort of the Throne. And the Lords Cedric, Tharis, Eiran, Tammis, Daric. The Ladies Larani, Celine, Laian, Karin and Aleoi. [Of course, cut the names of any dead characters.]

"After the announcement, you see a short, rotund man with a tall, dignified-looking woman in his wake, heading toward you. The couple introduce themselves as Lord and Lady Arkman. He extends his joy that the characters could make it, and is glad that the invitations made it to them on

Ariel Verian

The beautiful and naive daughter of Arkon Verian (although she keeps her parentage a secret). She lived the first 16 years of her life sheltered in her father's villa in the outskirts of Korthad. When the Murians announced the peace, Tal and Arkon met for the first time in 20 years, and Ariel was entrusted to Tal for further teaching. She was taken by Tal into the cities of Elara and Karga to see what price the long war had extracted on the people of Algol. It was on this tour that she developed the loathing of war that has remained with her to this day.

As mentioned earlier, Ariel is very naive in the "ways of the world." She is likely to fall hard for someone and be totally smitten by him. She detests needless violence, and will use her powers to avoid bloodshed at any cost. In a combat situation, she will use her Empathy to instill friendship in a target. She will only take a life in an *extreme* case! (It is left up to the individual referee how far Ariel can be pushed before she lashes out.)

STATISTICS

Stats:	Int	7	Ref	4	Tech	4
	Cool	4	Luck	6	Attr	10
	Fam	8	BT	4	MA	5
	Psi	9(25)				

Skills: General Knowledge(+6), Piloting(+3), Awareness(+6), Research(+7), Ancient History(+3), Dodge(+7), Persuasion(+10), Programming(+5), Play Instrument(+8), Fast Talk(+4), Politics(+5), Dancing(+9), Wardrobe(+10), Sing(+5), Specific Knowledge[Kargan History](+4).

Psionic Skills: Telepathy(1), Empathy(10), Psi Blast(3), Suggestion(10) Mind Lock(2), Healing(10), Telekinesis(8).

This charming (if officious) pair are the scourge of Elaran nobility. What they lack in power, they make up for with a great deal of wealth and the ability to throw a mean party. The family is loyal to Ymri, and is often entrusted to relay important information to "special" guests. Their parties are legendary, and can stretch on for days at a time.

Lord Arkman

STATISTICS:

Stats:	Int	6	Ref	7	Tech	7
	Cool	7	Luck	6	Attr	4
	Fam	8	BT	5	MA	6
	Psi	0				

Skills: Throw Party(+5), Politics(+6), Fencing(+6), Painting(+5), Social Skill(+7).

Lady Arkman

STATISTICS:

Stats:	Int	6	Ref	6	Tech	6
	Cool	6	Luck	5	Attr	5
	Fam	8	BT	5[5]	MA	5
	Psi	0				

Skills: Throw Party(+6), Dancing(+5), Fencing(+2), Compose(+5), Social Skill(+5).

the moon. With a quick wink, he and the Lady vanish into the crowd. Eliza tells you that Ariel is due to arrive in an hour, and that they should mingle."

During that hour, the following two events will occur, in the order below. Unless it is stated that the event happens to a particular character, be sure that each happens to a different person or group of persons. Intersperse them with other small social events of your choosing. Perhaps a newfound romance?

The Mystery Woman (Arnellia): One of the PC's notice a beautiful woman watching Cedric [make sure that Cedric isn' t the one to notice this!]. She has long lavender hair, and beautiful blue eyes. While she mingles and talks with other guests, she rarely takes her eyes off of him. If someone points her out to Cedric, she does not look familiar to him. If Cedric approaches her, she will try her hardest to avoid him. She will make only small talk, and introduce herself as Mali Faris, the daughter of a Nissan Design Group designer. She has traveled from Loriel to attend the party. If Cedric tries to talk to her, she will dash off to the ladies room, and vanish from the party. Otherwise she leaves when Tarrik does (below).

A Friend (Tarrik): During a light talk around the punch table, Karin is approached by a tall man with blue hair. He hands her a note that reads:

Do not get involved in this. It is Elaran treachery. Quit the UAA before it is too late.

-A Friend.

After she reads the note, Tarrik weaves off into the crowd, and vanishes into a side room. Karin can track him [Awareness 10+]. If she follows him, he will leave the party, meet an attractive woman (Arnellia) and drive off in a fan car. No one remembers who he was, or even if he had an invitation. Lord Arkman doesn't even remember seeing him. Karin has no idea who it was. [If an NPC, Karin will tell no one about the note, but a swift eyed PC [Awareness 15+] may notice the exchange.]

After the hour has passed, and Arnellia and Tarrik have left, the valet makes another announcement:

The Lady Ariel of Muria.

"There seems to be a moment of complete silence when the girl steps through the large doors in the banquet hall. She is possibly the most beautiful woman anyone in the room has ever seem. She seems to glide into the room, oblivious to the silence and stares. More than one head turns as she walks through the room. As she begins to wind through the crowd, conversation resumes. Everything is about back to normal when she arrives at your little group."

Ariel will pick the largest concentration of PC's to approach. If everyone has scattered, then pick someone at random. She will then travel around the party, gathering wayward PC's. She leads them off to a private library that Lord Arkman has provided. Once everyone is together, she begins to speak.

Ariel:

Hello, as you know my name is Ariel, and Tal has informed me of yours. Here is what he knows and suspects. That thing you killed was an Aggendi. The legends are true; they do exist. Tal is afraid that there are more out there, in space. When you were killing it, the powerful ESPers of the planet felt its cry. Only Tal and a few others of the greatest skill were able to perceive it. The Doctor, and others, are afraid that is was sending a distress call to something. This something may or may not exist, but we can afford to take no chances. If there are more of them, in better condition, there could be a serious threat to all life on this planet. Tal is now returning from a meeting in Kondur, and will be able to meet with us the day after tomorrow. We have an appointment with him and the Queen at noon. Please tell no one about this threat. You are simply going to the palace to meet Ymri, understand?

Read the characters the section on Aggendi (p.31). Other than the information above, Ariel has no important information to impart. She explains that she will be the "date" of one of the men for a cover until they reach the palace. Which one of them wants to get saddled with her? At this time, let the men rip each others' throats out; the winner takes Ariel's arm, and they return to the party.

The rest of the evening passes in partying and light conversation. Ariel is affectionate with her date, but not overly so. Her date, on the other hand, becomes the most hated man at the entire party.

[Ariel and her "date" have a good chance of becoming involved. She is fond of romance and kindness. Most "macho" displays turn her off cold. Role-play accordingly.**]**

After the party, Ariel and Eliza take the characters back to an elegant hotel.

At the hotel, the characters are shown to individual suites. Ariel gets her own room. If Eliza has become attached to a male PC, she would be willing to "cut costs" by sharing a room.

EVENT #2 (OPT.): MARCI'S DEATH 3-19, 1520. RIMFIRE DAY: 5

This event only occurs if Marci didn't die last episode.

At about 6:00 the following morning, Eliza gets a call in her room. It's a guard from the Arcol Prison. Marci was found dead in her cell. She hung herself, and did not leave a note. Eliza will relay this information to the other characters when they awake. They don't have time to investigate, however, as they must leave to make it to the palace for their appointment with Ymri and Tal.

IP Awards for Episode #3:
Getting "involved" with Ariel: +5 IP to player
Getting "involved" with Eliza: +3 IP to player
Interacting with Tarrik or Arnellia: + 3 to player(s)

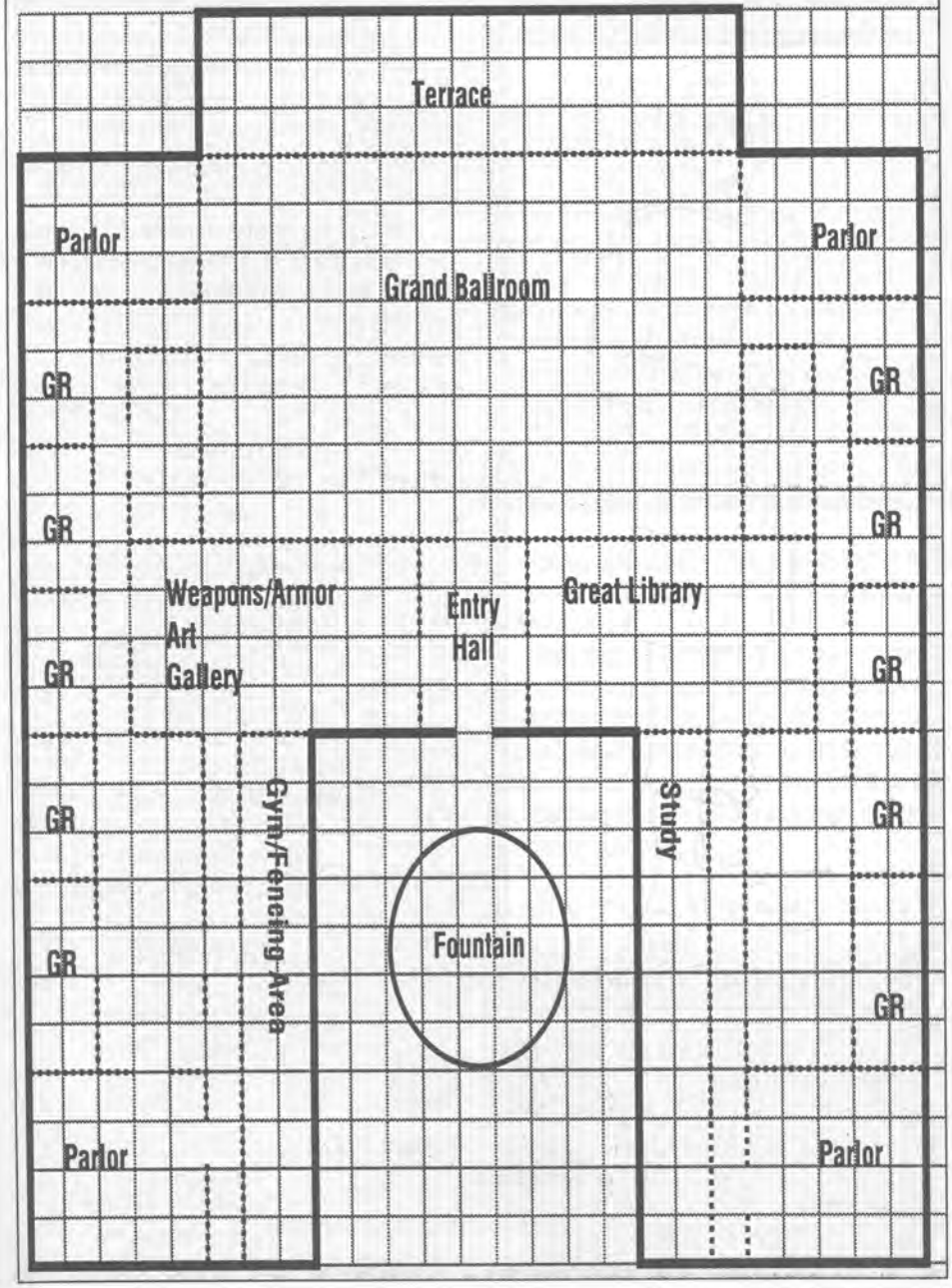
SET: ARCOL

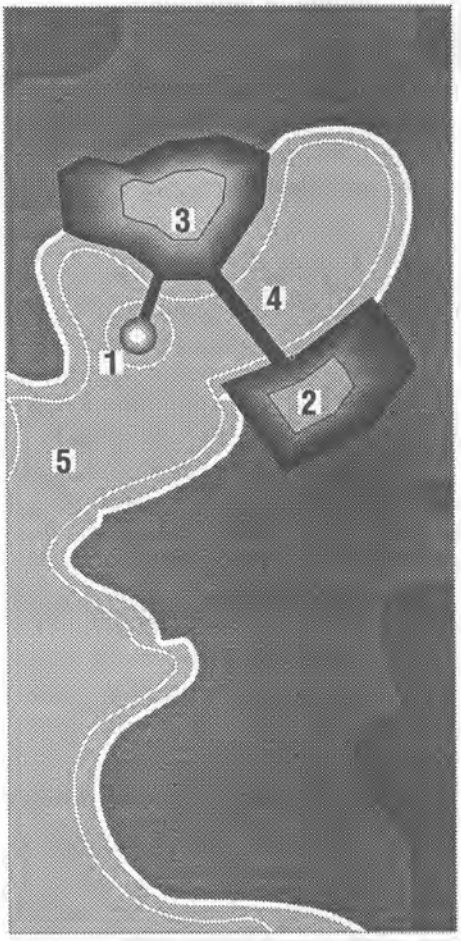
Located on the cliffs of the Bay of Orlo, Arcol is one of the greatest cities in the Elaran nation. Smaller in size than most other Elaran cities, Arcol makes up for its small size with political power and a rich history. Located near the Crystal Palace, Arcol has benefited from royal patronage over the years. Its place in the social and economic structure of the nation is invaluable. Arcol's great sea-farms produce about a third of Elara's food supply, and it is the home to many great libraries and universities. It also serves as home base to Ymri's old squadron, the Grey Hunters.

PALACE ARKMAN

This luxurious estate is located in the center of the noble quarter of Arcol. Three stories tall and containing over 70 rooms, the palace is one of the grandest in the city. The entire first floor is devoted to banquet halls and ballrooms alone.

The area of Arcol in the Bay of Loriel, and the first floor of Palace Arkman.





LEGEND:

1: The Palace of Light

2: Arcol

3: Loriel

4: The Arcol-Loriel bridge

5: The Bay of Orlo.

4: PALACE OF LIGHT

LOCATIONS:
Interior Crystal Palace, Arcol-Loriel Bridge

CHARACTERS APPEARING:
Queen Ymri, Eliza (p. 23), Ariel (p. 25), Royal Guards, Dr. Tal, Axis Goons

EVENT #1: AMBUSH 3-19, 1520. MORNING. RIMFIRE DAY: 5

The morning after the party (after news of Marci's death if you used optional Event #2 last episode) the characters are treated to a lavish breakfast at the hotel. Eliza tells the PC's that they will be taking a fan-transport to the city of Loriel. From Loriel, the characters will take a royal shuttle to the Crystal Palace. (The palace is located in Orlo Bay near Loriel.) For protection, all of the characters are given sidearms (use the stats for UAA 9mm).

The transport arrives at 10:00 that morning, disguised as a tour bus. Eliza drives, and the characters are loaded into the passenger section.

(It should be noted that the city is designed as an arcology on the side of the eastern cliffs of the Bay of Orlo. It takes about an hour to wind down the streets to get to the bridge.)

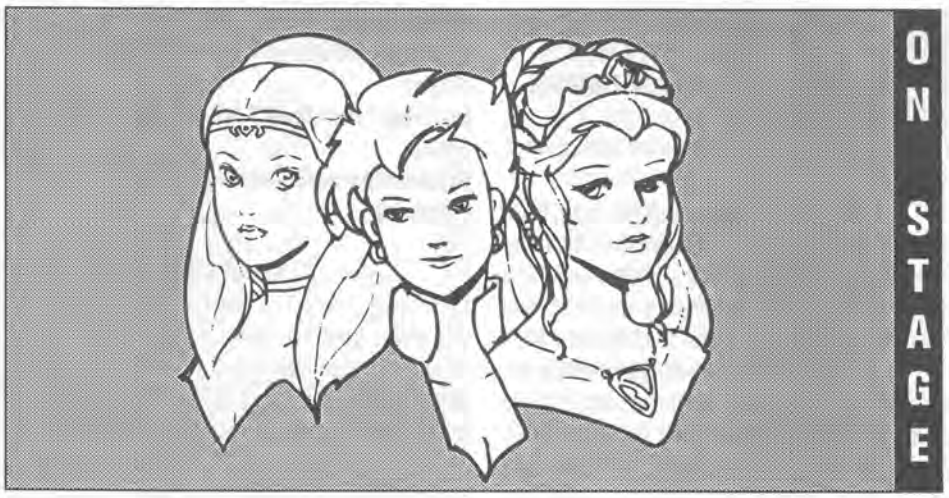
The bridge itself is a huge span connecting the cities of Arcol and Loriel. Near Loriel, in the bay, reflecting the morning light, is the Crystal Palace. It is by far the most beautiful structure any of the PC's have ever seen. Even the Kargans must admit its beauty. The entire structure seems to be made reflective crystal, shining in the morning light.

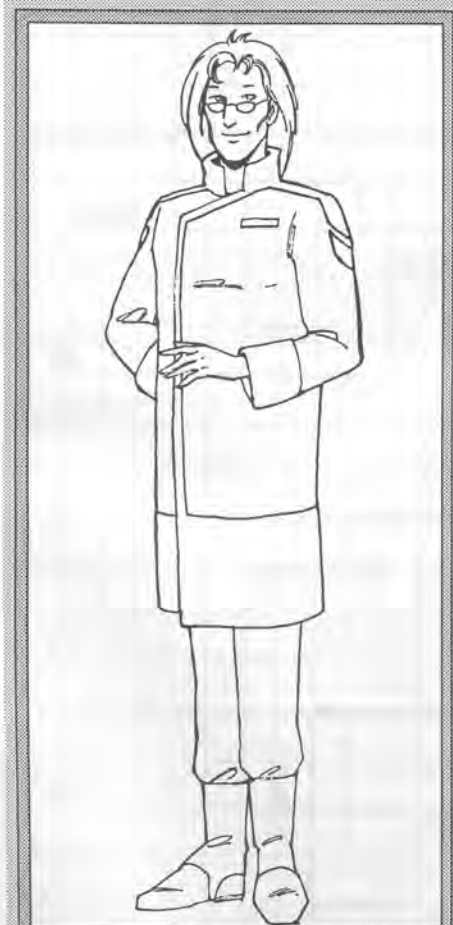
"You are travelling slowly across the large bridge, enjoying the scenery, Ariel suddenly cries out. Before you have a chance to react, the large truck in front of you jackknifes, sending fresh fruit flying everywhere. Eliza yanks the wheel to the right, smashing the bus into the protective barrier at the side of the bridge. Looking around, no one seems to be hurt, but Eliza suddenly screams "down" as the sound of gunfire and shattering glass fills the bus. She yells "Axis!" and pulls out her pistol and returns fire."

Battle:

PC's + Ariel and Eliza vs. 5 Axis thugs in Axis armor and auto rifles.

The Axis has blocked a 200 yard section of the bridge with "accidents" so the players and the Axis thugs will not be disturbed. It will take six





Dr. Tallisar (Dr. Tal) Alexandar

Once Arkon's student, Tal was later sent to Elara by the Murians to counter the threat that Arkon represented to the balance of power. When Arkon first introduced mektons to the battlefields, it was Tal who led the plot that eventually allowed Ymri and Kerion to steal a prototype mek and give Elara mekton technologies.

A close friend of Osmeron (Ymri's father), the old king asked Tal to stay in Elara and counsel Ymri when she inherited his throne. Since that point, the ever youthful Tal has remained a constant presence within the Elaran Royalty.

Perhaps the greatest (and possibly only) living philanthropist, Tal has placed his own life in danger to help others countless times. Calm and quiet, he always seems to be where the greatest danger is. Tal treats everyone with equal respect, whether king or beggar.

STATISTICS

Stats:

Int	10	Ref	7	Tech	6
Cool	10	Luck	10	Attr	5
Fam	4	BT	5	MA	6
Psi	10(50)				

Skills: Blades(+5), Command(+6), Medical(+9), Mecha Design(+10), General Knowledge(+9), Piloting(+4), Beam Weapons(+6), Mecha Fighting(+5), Awareness(+8), Research(+10), Ancient History(+5), Invent(+8), Dodge(+5), Persuasion(+6), Program(+7), Play Instrument(+6), Fast Talk(+4), Jury Rig(+8), Handgun(+5) Politics(+10), Dancing(+4), Specific Knowledge[Murian History](+8), Specific Knowledge[Psionic Control Systems](+6).

Psionic Skills: Telepathy(7), Empathy(3), Psi Blast(5), Suggestion(8), Mind Lock(8), Healing(5)

rounds for the report of gunfire to reach the local law enforcement. On turn 9, two roadstrikers will show up from Loriel (use stats for the Stallion if needed). The Axis agents will fight to the death.

After the battle, the local police converge on the area, and whisk the characters directly to the palace. Any wounded are sent directly to the infirmary. The others are led into a large library, where Ymri and Tal wait for them.

EVENT #2: THE MEETING 3-19 1520. EARLY AFTERNOON. RIMFIRE DAY: 5

"Before the shock of the sudden attack is over, you find yourselves standing before the Queen of Elara and Dr. Tal. Ymri is radiant; her beauty seems to only be enhanced by her maternal state (Ymri is about six months pregnant). As you enter the room, she stands and welcomes you, putting down the rapier she is polishing. Tal sits quietly in one corner of the room, lost in thought. Ymri speaks his name,but he doesn't respond. She has to repeat it twice to get his attention.

"Tal greets you all, but says everyone must hear what he has to say, and he closes his eyes."

As Tal closes his eyes, suddenly the wounded PC's are able to hear his words. He tells them that they are hearing him telepathicaly, and that the connection is only one way. He cannot hear anything they think. If they have any important questions, ask an orderly to relay them.

Once this is done, Tal begins to speak.

Queen Ymri

Queen Ymri took the throne upon her father's death in 1516. Her beauty and fighting spirit did much to bolster the flagging morale of the Elaran forces in the final year of the Archipelago War. Her tactics and nearly fanatical drive had broken the stalemate and started an Elaran advance by the Murian peace in 1518.

Famous for her raid on Arkon's factory in 1503, she has long been known as the savior of the Elaran people. This popularity has strengthened the power of the monarchy, as many people felt that what Elara needed all along was a strong single leader, not a bureaucracy that hindered the war efforts.

Ymri is well versed in the social graces and responsibility of leadership, as well as being competent in battle. Still fairly young and vibrant, her beauty is legendary. It is hard to find a young man anywhere in Elara that didn't have a crush on the beautiful princess in his youth. Now married to Kerion, she is expecting her first child, an occasion all of Elara waits to celebrate.

STATISTICS

Stats: Int 8 Ref 9 Tech 6
Cool 7 Luck 10 Attr 10
Fam 10 BT 5 MA 6
Psi 0

Skills: General Knowledge(+8), Piloting(+9), Awareness(+6), Mecha Fighting(+7), Beam Weapons(+6), Dodge(+7), Missile Weapons(+8), Handgun(+7), Blades(+10), Athletics(+5), Persuasion(+10), Royal Law(+8), Fast Talk(+4), Politics(+9), Dancing(+9), Wardrobe(+10), Sing(+5), Specific Knowledge[Elaran History](+8), Tactics(+7), Social(+8).

Dr. Tal:

Thank you for coming. Here is what we know. The unit you destroyed was an Aggendi, one of the ancient enemies of man. According to all the Murian records I have been able to study, the Aggendi operated on some sort of community intelligence. What one knew, all knew. That thing was buried on the moon when man first came to Algol in the Black Tower. There are two possible explanations for its appearance. It was left as a spy, and the Aggendi now know man has space-faring potential. Or It was left over from some ages-old battle, and was frozen in the lava like a fly in amber. We must assume for the sake of preparation that it is the former. The Aggendi existed; that we know as a fact. Whether or not they still exist as a race is undecided. Before it died, the thing sent forth a strong psychic signal. It was so strong that even though it was directed into deep space, I felt it here.

The fact is, it may have called for help. If it did and the Aggendi still exist, we need to prepare for a possible attack. I and several others in the UAA feel that it is imperative that we prepare for such an emergency. Orders have begun for the construction of a second Overwatch cruiser, the Muria.

Until then, as an Agent of the UAA, I assign your ship and squadron to investigation and first-line defense against any alien threat. For simplicity's sake we are calling this program Operation Rimfire. You all know about the threat, and for all practical purposes you are the only ones with any experience fighting it.

Tal will go on to explain the need for secrecy in dealings with anyone outside the information loop of the UAA. If the general public were to find out there was a possible alien invasion on the way, the panic would cripple all the governments of the world. The Rimfire and its crew must go about business as normal. He will also tell them that a science station at the Solar Arrays is examining the outer system, to see if there is anything out there that the signal may have been directed at. When Tal is finished, Ymri will turn to the players.

Ymri:

Above and beyond all of this, the Axis seems to have taken an interest in you. This may simply be because your organization is designed to confront them, but we don't think so.

The Axis spy was pretty quick in getting that information to the planet. Whatever they are up to, you can bet that it has something to do with the current situation. Kerion thinks that they might use the "alien invasion" scare to cause havoc as cover for another plan. We don't really know, so until we have solid information, assume that the Axis is acting to set up some sort of scam.

Ymri and Tal will answer as many questions as they are able. They will also tell the characters that transportation has been arranged to return them to Dion. The Sentinels have been completed and are due to launch from Kalia in a week; Ymri has arranged for a second shuttle launch to accompany them. There is an Ettaran convoy heading to the islands, and the characters have been booked passage. The trip should take three days, leaving the characters two days to recover in the palace.

EMF Soldier

The Elaran basic grunt: not as able as a single Kargan soldier, but more versatile.

STATISTICS

Stats:	Int	6	Ref	7	Tech	5
	Cool	5	Luck	4	Attr	5
	Fam	5	BT	6	MA	5
	Psi	0				

Skills: Fencing(+2), Rifle(+4), Survival(+4), Driving(+4), Hand to Hand(+3), Awareness(+6), Resist Torture(+2), Dodge(+5), General Knowledge(+4), Shadow(+3), Program(+4), Basic Repair(+4), Social Skill(+3), Jury Rig(+3), Battlefield Tactics(+3).

Royal Guard

The guards in the Crystal Palace, and bodyguards to the members of the Royal family. As well-trained as their Kargan counterparts, they only lack the vicious singlemindeness.

STATISTICS

Stats:	Int	8	Ref	10	Tech	8
	Cool	7	Luck	4	Attr	8
	Fam	8	BT	6	MA	8
	Psi	0				

Skills: Fencing(+9), Handgun(+8), Blades(+9), Hand to Hand(+10), Dodge(+9), Resist Torture(+10), Social Skill(+8), General Knowledge(+8), Infiltration(+6), Shadowing(+7).

Axis Soldier:

The basic terrorists employed by the Axis to spread terror and panic across the globe. Experts in ambush and surprise attacks, the strength of the Axis lies in their ability to strike without warning.

STATISTICS

Stats:	Int	8	Ref	10	Tech	8
	Cool	7	Luck	4	Attr	6
	Fam	8	BT	9	MA	6
	Psi	0				

Skills: Rifle(+5) Blades(+3), Explosives(+5), Driving(+4), Hand to Hand(+5), Awareness(+4), Torture(+6), Dodge(+4), General Know(+3), Handgun(+5), Automatic Weapon(+5), Infiltration(+5) Avoid Pursuit(+6), Disguise(+6).

EVENT #3: FOND FAREWELL 3-21, 1520. AFTERNOON. RIMFIRE DAY: 7

After the meeting, the characters have two days left in Elara. Ariel must leave with Tal on the evening of the 21st. Shortly before she leaves, she finds her "lover." (If she hasn't been involved with anyone, she has a secret crush on one of the PC's. Pick accordingly.) She will corner him in some secluded spot.

She approaches the PC, and speaks in a quiet voice.

I've spent most of my life devoted to my studies. Until all of this happened I never thought I'd leave my small family villa. I just wanted you to know how much you mean to me, as a friend ... and as someone very special. In an few hours, I must leave for Muria, and you will soon leave for space. I feel that there is some great danger about to befall us, some crisis. I don't know when, or if, we'll meet again, but I wanted you to have something before I went. She reaches into a small bag. *Please take this, and know that someone on Algol prays for your safety.* She pushes a small box into the PC's hands, then runs away to meet Tal.

[If the PC makes a move, play it out! Ariel has lead a secluded life and this is her first "love." If the PC kisses her, or takes the romantic initiative, she will be hopelessly in love. Remember the outcome of this scene. Ariel will show up later.]

Inside the small silver box is a blue stone that seems to slightly hum. If the PC touches it, he gets a clear mental image of Ariel, in a sun dress on a white sand beach. It almost seems like she is near when the stone is activated.

IP Awards for Episode #4:
Receiving Ariel's gift: +5 IP to player
Interacting with Tal and Ymri (asking questions, discussing theories, etc.): +3 IP to player(s)

EQUIPMENT: THE UAA 9MM

This is the UAA variation on the standard EMF 9mm pistol. The Accuracy has been increased over the original, but the range has suffered some as a result. The design of the pistol mostly remains the same.

DAM	SH	BV	WA	WT	CST	RNG
1D6+1	12	NA	+2	.8kg	80cr	22H

THE AXIS 10MM AUTORIFLE

This nasty weapon works on the premise that if you throw enough lead into the air, some of it is bound to hit your target. Produced in limited numbers by Axis factories, the autorifle is only available to Axis agents, or on the black market, hence its high cost.

REFEREE INFORMATION: THE AGGENDI

Ever since man arrived on Algol, the Aggendi have been with them. In bardic stories of bygone ages, or grandmother's tales for frightening children into behaving,. the Aggendi have become the stuff of legend, a boogyman in the collective closet of Algolian man. Of the "scholarly" treatments of the Aggendi (outside Muria) there is little known. In fact many professors dismiss the entire story as a myth, as dragons from the past. There has never been an Aggendi fossil or artifact found, and there is no proof of their presence anywhere on the planet.

The tales treat the Aggendi as mindless creatures of shadow, teeth and claws that come to devour maidens and children in the night. It is said that the Aggendi could fly through space unaided, and that a man would die if he looked upon one's form in the light of day.

Perhaps the greatest source of Aggendi lore comes from the tale "Lucia's Abduction," written in 622 by an Elaran poet. The epic poem deals with Keris, Lucia's lover, who was away exploring the islands when Lucia was spirited away by a Kargan warlord. In his quest to regain his lost love, Keris travelled across the islands and the sea, "stepping where no human foot had ever trod." On one island, he enters a cave and is confronted by an Aggendi warrior "trapped since the birth of man," and the two engage in a fearsome battle. Keris wins, and in its final moments, the Aggendi takes the form of a winged woman, who gives him a weapon (that is eventually used to kill the warlord). In addition to shape-shifting, the Aggendi is listed as having other powers: mind reading, regeneration, and the ability to crack rocks with its voice.

By the 1510's the Aggendi have taken their place in the mythology of Algol, along with giants and winged maidens, to be replaced with more modern horrors— war.

The Aggendi did, in fact, exist (and much to everyone's horror, still do). The centuries-old tales and songs have mutated them until very little remains of the truth.

The Aggendi were (and are) hive-minded creatures, like some Algolian insects. They lived in a community called the "Mass Mind." The Mass Mind was not so much a place or a thing, but a concept. Each Aggendi was linked into it, and for lack of a better description, it was a psionic link that every Aggendi shared. What one knew, all knew. This was their greatest strength.

The Mass Mind was centered on the Aggendi home planet, as a common reference point, and the thousand most powerful of the Aggendi Psionics dwelled there. When the home planet was destroyed, the Aggendi lost the focal point for the Mass Mind, and organized work by the Aggendi ceased.

But this didn't destroy the Aggendi race. It crippled it, but it did not destroy it.

In time a new Mass Mind would be created; all it needed was a focal point to center on.

THE AGGENDI COME TO ALGOL [A CAUTIONARY TALE]

If anyone knew the truth about the Aggendi and Algol, it is unlikely that anyone would sleep well ever again.

When the Black Tower came to Algol thousands of years ago, it was followed. An Aggendi carrier found the Algol system, and severely damaged the stargate.

Then the ship proceeded to decimate the fledgling colony, killing most people living there. Two mektons from the colony managed to survive the attack, and followed the Aggendi into space, where a final battle was fought on the moon. One of the Aggendi was driven into a lava flow, to be encased in the solidifying rock for thousands of years. The other dispatched the defenders, and returned to the carrier, still near the damaged gate. The humans had been destroyed, and the Aggendi on the carrier sent a message out to the Mass Mind for further instructions.

The Mass Mind told them to sleep in the system, until it needed them. Soon afterward, the Mass Mind itself was destroyed, so the Aggendi slept on.

The Axis 10mm autorifle

DAM	SH	BV	WA	WT	CST	RNG
1D6/hit	40	6	-3	3kg	500cr	55H

AXIS COMBAT ARMOR

This jet-black armor has become a symbol of Axis terror. The reflective silver face-plate covers the entire facial region, making the wearer unidentifiable. This armor affords 7 SP to all locations (including the head), and comes with a re-breather unit in the helmet (acts as a gas mask). This armor is usually only available through the Axis, or the black market, hence the high cost. Due to the bulky nature of the armor, all REF based actions while wearing it are at -1.

Weight: 5kg
Cost: 700cr

STANDARD UNIFORM (UAA, KARGAN, ELARAN, ETTARAN)

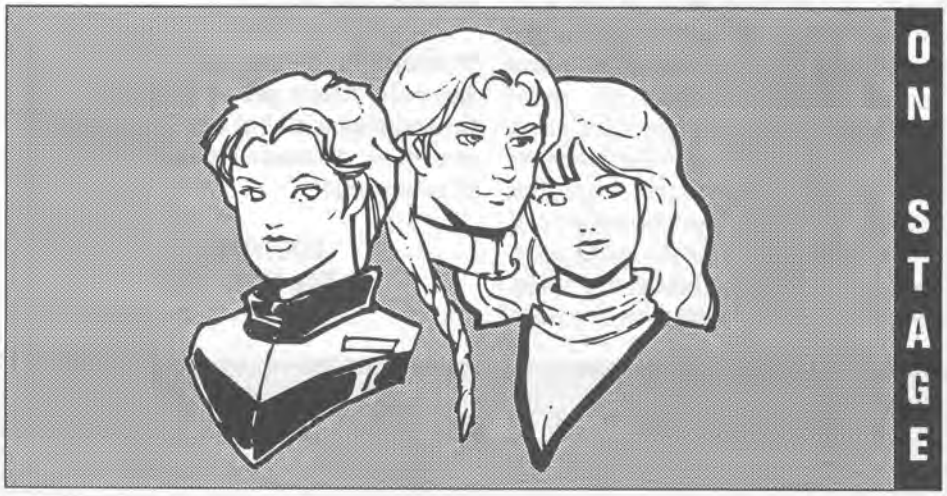
This bullet resistant cloth gives the wearer 4 SP in all locations (excluding head).

Weight: 1kg
Cost: 50cr

SET: THE CRYSTAL PALACE

Seat of the throne and monarchy of Elara, the palace has its own living, shopping, and power facilities. The name comes from the construction of the palace, which is made from a reflective granite found in the sea bed near Illyria. This granite was last mined in 1385, before polar ice covered the area.

5: OCEAN VOYAGE



LOCATIONS:
Ettaran Fan Carrier.

CHARACTERS APPEARING:
Thiran, Various Ettaran Civilians.

EVENT #1: DEPARTURE 3-22, 1520. MORNING. RIMFIRE DAY: 8

"You spend the rest of your time in Elara recovering from the trauma and injuries of the last few days. By the morning of the 22nd, you are all ready to travel. Two of the crystal-clad royal guards lead you through the palace to the main hall. As the doors open, a gust of wind nearly knocks everyone off their feet. The wind is followed by a wall of water, and as the characters are drenched, one of the guards turns to the other and yells: "Bit of bad weather, hope it lets up soon!"

In fact, the storm that now grips this part of Elara is one of the worst to hit the area this season. But it's rain, and not snow, so that makes it a wonderful event. The characters are escorted to the cars. The drive to the docks takes twenty minutes in the pouring rain, and when the characters get there, the hull of the Ettaran ship is barely visible.

"As you reach the ship, two cloaked figures rush you up the ladder and into the carrier. Entering the deck, you smell roasting meats and potent brandy. You are all handed towels and cups of the aforementioned brandy, and suddenly feel at home in the cramped quarters. Eiran gets a strange sense of deja-vu ..."

As everyone settles down, Eiran is grabbed from behind and lifted off the deck. He is spun around and comes face to face with Kiran, his father! Behind Kiran is Ouran, his wife and Eiran's stepmother. In the storm Eiran didn't realize that this was the Sharan Carrier. This is his home! All of the PC's are shown to "quarters" (which closer resemble hotel rooms) and allowed to get settled in. Eiran is allowed to have his own room back, and Aleoi is given the quarters that are assigned to her "family" when they stay on this carrier.

The first day at sea passes uneventfully, as the carrier rides out the storm. The bad weather breaks about Eleven that evening, and the next day calls for sun and clear skies. If Eiran is a PC, you may want to roleplay his homecoming, reunion with friends, etc.

EVENT #2: THE LETTER 3-23, 1520. AFTERNOON. RIMFIRE DAY: 9

"The next day the sun is out, and a warm breeze blows up from the south. You're allowed on the deck, which is littered with Ettaran children playing ball, and men and women sunning themselves in skimpy bathing suits. The sea is choppy, but the carrier rides smoothly above it on a cloud of air. The Dhannan (worker mektons used by this Ettaran family) are on deck, being repaired. Above, in the clouds, you can spot occasional Elaran mektons flying patrol."

The characters are going about their business (perhaps participating in that time-honored Ettaran pastime, chasing the opposite sex), when the captain of the carrier (a man named Thiran) approaches Larani and hands her a letter. It is in code, but Thiran provides her with proper decoding facilities.

After a quick decoding session, the letter reads:

Greetings Commander.

I hope this message fins yu well. As of yesterday 3-20-20 the Rimfire is complete. The Commader f the ship, Altair Dass, sends his greetings; wih hopes to meet you soon. I have been inormed of Operation Rimfire, and understand everything. Colone Caball at the launch facilit expects your arrival. One nal message, we at Ovewatch await your peedy reurn.

General Haversom

[The pattern of absent letters is present on the decoded message. You may wish to duplicate the letter for your players. It's a clue and you and your players should remember it. For ease of GMing, the missing letters read: Do not fly first.]

If asked about the odd glitch with the letters, the Ettarans will respond that sometimes transmitting coded messages from orbit can get tricky, and that scrambled letters or words are not uncommon. If your players figure it out, good for them.

EVENT #3: ATTACK 3-24, 1520. EARLY MORNING. RIMFIRE DAY: 10

The evening comes after a relaxing day; the characters are fed, and a small party is held in their honor (the Ettarans are always looking for an excuse to party). The characters are then shown off to bed (with, or without, companionship as they see fit; Ettrans aren't very prudish). Eventually they all fall asleep. [At this point have everyone make Luck rolls 15+.] For those who miss it, the first they know of the event is being hurled out of their bunks at high speed, and another Luck roll [10+] is needed to avoid taking 2 hits to a random location. For those who made the initial Luck roll, they wake up as soon as they feel the carrier lurch to one side, and are secure when the entire carrier seems to jerk violently.

One side of the carrier seems to dip, and people and furniture start sliding to that side. A siren sounds, and Ettarans run up toward the upper deck. Any character that stops to think about it will realize that no explosions have been heard. Any of the characters that go to the upper decks see the following:

"As you push your way onto the deck, the first thing you see is a giant reptilian head, about 14 feet wide, with a mouth the size of a small car. Rags and bits of meat between the teeth seem to indicate that it's already fed at least once. It seems to be pushing down one side of the carrier with its weight. In the water, an Elaran man is holding a young girl, silently treading water. By them (on the deck) is a young woman who spots you, and yells for help. There seem to be Fog Hunter young in the water, circling the hapless duo. What do you do?"

This is a role-playing episode. The Fog Hunters are looking for a quick meal, and all it takes is a few rounds of gunfire to drive them off.

>>If the characters didn't try to help the Ettarans, then the carrier continues on its way to Kallia Proceed to Episode 6.

>>If the characters (other than Eiran) went out of their way to help the Ettarans in the water, Thiran will invite them into his cabin that evening. After offering them a good round of Ettaran honey nectar, he sits and offers them some information.

Thiran

The Leader of the Sharan (an Ettaran tarding family), he is the "king" that Eiran follows. A shrewd businessman, as well as a competent leader, Thiran does much to promote the image of the Ettarans as hapless victims, swept along by the tide of time, just trying to party.

The truth is that Thiran is the center of an information network that rivals the Axis' and he is doing all he can to insure the survival of his people. Distrustful of outsiders (especially Kargans), it takes a great deal to earn his trust and friendship, but once earned, he is a loyal friend to the last.

STATISTICS

Stats:	Int	9	Ref	5	Tech	10
	Cool	6	Luck	5	Attr	7
	Fam	5	BT	5	MA	6
	Psi	0				

Skills: Rifle(+5), Knife(+4), Dodge(+3), Mekton Piloting(+5), Beam Weapons(+5), Awareness(+8), General Knowledge(+9), Programming(+6), Survival(+6), Mekton Design(+4), Basic Repair(+6), Jury Rig(+7), Sing(+5), Leadership(+8), Streetwise(+6).

Thiran:

*To tell you the truth, we never really trusted you, **until** you went out of your way to help us when you could have simply let Miran and his daughter die.* (He looks at the Kargan characters.) *You have tried to kill or enslave us as long as anyone on this carrier has been alive, and we never really believed that would change. But maybe the promises of the UAA are true, and the old ways are gone. The Ettarans are not as dimwitted as many would have you think, and we have sources of information that the Kargan and Elaran intelligence services could hardly dream of. I know a little of your situation, but not everything. My mouth is sealed, I will not talk. But some information I have could be of use to you.*

The Axis' chief is a man named Dremmond, and he was the son of an Elaran lord in Fiora. He is very rich, possibly the single richest man on either continent. It was said that he saw his parents killed in the bombing, and that it drove him mad. He later fled to the islands with a fortune in gold and jewels. The rumor has it that he actually formed the Axis, to revenge himself on the Kargans for the death of his family. I have no idea if this is true or not. There are also rumors that he is a very powerful ESPer, but once again, I can't say for certain if this is true. I do know that the Axis has full space capabilities, and that they have several cloaked and hidden orbital factories. One of these is under Dremmond's direct command.

Dremmond is a nihilist. He doesn't give a damn about life. Others think the Axis threats against the mirrors are bluffs. I think he'd really do it, just to prove he could.

After the talk, nothing much happens until the afternoon of the 25th, when the carrier pulls into a Kalian dock. If you wish, use the remaining day to roleplay sun and fun with the Ettarans.

IP Awards for Episode #5:
Helping the Ettarans: +6 IP to each player(s)
Decoding the message: +5 to each player(s) that figured it out
Partying with the Ettarans: +3 to each player

Ettaran Pilot:

Use these statistics for all Ettaran mekton pilots. These are the men and women who form the "guard" of the Fan Carriers. They usually fly modified Morays or captured Elaran and Kargan mektons.

STATISTICS

Stats:	Int	8	Ref	8	Tech	8
	Cool	6	Luck	4	Attr	6
	Fam	3	BT	5	MA	8
	Psi	0				

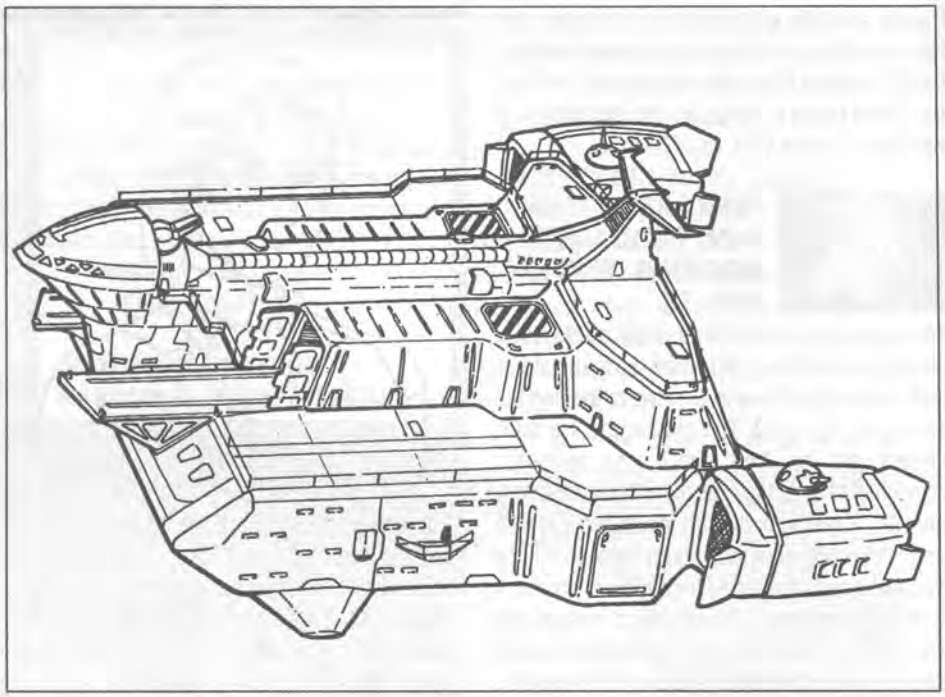
Skills: Mecha Piloting(+6), Beam Weapons(+7), Missile Weapons(+6), Mecha Melee Weapons(+6), Awareness(+4), Handgun(+4), Basic Repair(+5), Rifle(+5), Swimming(+5), Dancing(+6).

SET: FAN CARRIERS

Early in the First Mekton War, the island-based nations of the Ettara discovered that they wouldn't last long caught between the superpowers of Elara and Karga. As entire islands were wiped out in the fighting, the normally nomadic Ettarans gave up on their land-based towns entirely, and moved their communities onto large, ocean-going vessels. Over the years, these vessels changed from large flotillas of small sailing vessels, to large cargo carriers, to their final form of the Fan Carrier.

Part luxury liner, part mekton carrier, and part cargo ship, the Fan Carrier is often considered the finest form of ocean-going travel on Algol. Capable of holding 100 people in comfort, they ply the oceans of Algol, trading at every port, only stopping long enough to take on supplies and off load goods.

Normally, the Fan Carriers travel one at a time to get better trading values at the ports, but sometimes whole fleets of them will assemble for protection, or for an important meeting between Ettaran families.



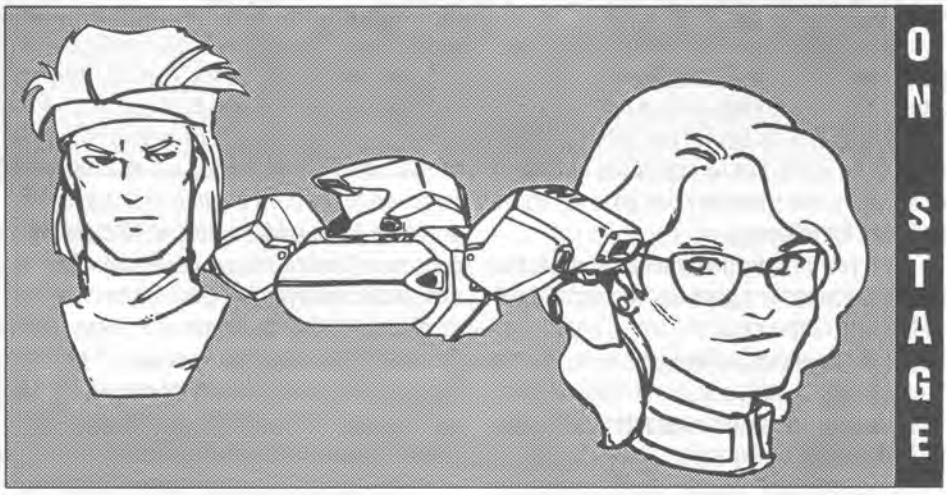
Ettaran Fan Carrier

6: SPACE BOUND

LOCATIONS:
Kalian launch facility

CHARACTERS APPEARING:
Lisa Caball, Falcon Daris

MECHANICALS APPEARING:
The Sentinel (p. 93)



EVENT #1: ARRIVAL 3-25, 1520. AFTERNOON. RIMFIRE DAY: 11

The fog lifts at about 2:00 in the afternoon of the next day, and characters can see the north coast of Kalia. At about 3:00, the Fan Carrier docks near the launching port, and off loads the characters. Kiran and Ouran have a tearful farewell with their son, embarrassing him in front of the rest of the squad. Tiran himself sees the characters off at the shore, then returns to monitoring the loading of supplies. He promises to send more information should he discover any. If any of the characters have become romantically involved with an Ettaran, the relationship will come to an abrupt end. (Ettarans aren't known for pining after someone.) If the character is serious about the relationship, the only way an Ettaran will "wait" for them is to receive a proposal of marriage, witnessed by Tiran.

"As you disembark you are greeted by two Kargan soldiers, who lead you down the docks toward a truck with EMF markings. Standing in front of the truck, wearing an officer's uniform, is a tall, smiling red-haired woman. She greets you all, and introduces herself as Colonel Lisa Caball. She sends the soldiers back to get any excess luggage, and welcomes you to the Kalian Launch Facility."

She loads the characters into the truck, and drives them to the launch facility. On the pad is a large multi-stage rocket, with a group of mektons being loaded into it. Lisa explains that the characters will be launched first in a smaller shuttle, to be followed up by the transport rocket. The launch is set for tomorrow morning. The characters have some time to relax.

>> If the characters understood the message from Event 2 last episode, and tell Lisa, she has the shuttle gone over with a fine-toothed comb. She finds the bomb, and the characters launch normally. Skip to Event 3. If the characters missed the meaning, go to Event 2.

EVENT #2: LAUNCH 3-26, 1520. MORNING. RIMFIRE DAY: 12

"Early the next morning, as you finish off a full breakfast, Lisa approaches your table, holding

several large boxes. She opens a box and produces a uniform. She goes on to explain that their UAA uniforms just arrived, and that she thought that you might want to wear them back into space. Each of the uniforms is a perfect fit. After you get them on, you are taken to the launch staging area, put into your space suits, and driven out to the launch area."

As several hours pass the characters are loaded into a small space shuttle, and strapped into acceleration couches. The hour-long countdown begins. As the players fidget, the com light in Karin's panel comes on. When she turns it on, she sees the face of Sima Daris, the freelancer known as "Falcon."

Falcon:

Hey babe, got some news for you. (He holds up the bloody remains of an Axis helmet.) *I was ordered to see you off. I found this guy lurking in the bushes. Not to worry your little noggin, but he had enough friggin' cordite to blow the Arcol bridge. And it looks like some's already been used. Also found some forged papers listing him under the tech crew for the launch facility. Kinda suspicious huh? Well, gotta split.* The communication is cut.

By the end of the talk, the countdown has reached five minutes.

The bomb is attached to the fuel tanks of the shuttle. If the bomb goes off on the ground, dozens will be killed. The characters have a few options.

>> 1: Run for it. If they just flee the shuttle at breakneck speeds, they may be OK. All they have to do it get the door open [Electronics tech 15+], and get into the safety of the blast shielding. If they do this, the shuttle pilot notices the door breach, and halts the countdown. The shuttle explodes on the pad. Dozens are killed, including Lisa, not to mention the shuttle crew.

>> 2: Tell someone. It will take a few precious moments, but if they think and tell Lisa or the pilot, a quick evac of the shuttle crew and an automatic launch cause the shuttle to explode harmlessly over the open sea. This is, of course, the optimum solution.

>> 3: Stay put. If the characters do nothing, they are launched. In two minutes, the bomb goes off, destroying the shuttle, killing them all. [If your characters actually do nothing, when the shuttle explodes, give the group a Luck roll. If anyone in the group rolls a 20, the shuttle survives the bomb blast, and plunges into the sea. Give everyone a second Luck roll; those who beat 15 survive the crash.

Sima "Falcon" Daris

One of the "Freelancers Guild," Sima has lived the life of an outlaw for many years. He and Karin met during one of her "spying" trips to the Sharifin mountains, and had a short-lived affair. He led her to believe that he was a member of the Kargan Military, when in fact he was fighting on the other side. The affair was quickly ended when she discovered the truth. She hasn't seen him in years.

STATISTICS:

Stats:	Int	5	Ref	6	Tech	4
	Cool	8	Luck	5	Attr	8
	Fam	3	BT	6	MA	4
	Psi	0				

Skills: Pilot Mekton(+7), Missile Weapons(+4), Beam Weapons(+5), Mekton Melee Weapons(+4), Infiltration(+6), Blades(+5), Rifle(+7), Shadowing(+5), Handgun(+5)

Whatever happens, assuming the characters survive, Lisa rushes them to the command bunker, and orders the base sealed off. The second rocket is searched for bombs, and its launch is delayed. Daris is nowhere to be found.

EVENT #3: SPACE 3-27, 1520. EVENING. RIMFIRE DAY: 13

"The next 24 hours are spent in preparation for a second lift-off. You are all examined and any wounds are tended to. You have been told by Lisa (or the second if she's dead) that you will launch with the Sentinels on the second rocket. As the hours tick by, you are once again driven to the launching pad, but this time you notice the perimeter is heavily guarded. You are again strapped into the rocket, in a small compartment behind the pilots. The last hour's countdown begins."

[Play up the suspense if you want to, make them sweat a bit.]

"After an eternity, the engines burst into life, and the giant cargo rocket takes off."

Soon the characters feel the familiar feeling of 0-G, and the cargo shuttle heads for the moon." After the intense G's of liftoff, it's almost a relief to feel the weightlessness of space. The pilot tells you to unstrap and relax; the long ride 'home' has begun."

On the afternoon of the 28th, the ship arrives back on Dion. Haversom is at the recovery facility to meet the characters, as is Altair Dass, the Captain of the Rimfire. Dass gives them a polite greeting, then proceeds to take charge of the mekton transferral to the Rimfire. Haversom takes the characters to a debriefing room, and asks to hear their full story. If asked about the message, Haversom will be confused. He sent the message, but he wasn't responsible for removing any letters. He has no idea who warned the characters.

After he listens to the whole story of their trip to Algol, he seals the door, and begins to speak:

Haversom:

First, as of this date I have put you all up for commendations. You have all performed well above and beyond the call of duty. The Rimfire is complete, and will pull out of drydock the day after tomorrow. Your quarters have been moved onto the ship. Dass will give you all a tour tomorrow morning. I have been contacted by Sunlight 1. The commander there has managed to find information pertaining to our particular problem. Your first tour of the system will include a stop at Sunlight. I want you to pick up whatever information she has. Dass and the rest of the Rimfire's crew have been briefed on the purpose of Operation Rimfire. Keep an eye out for the Axis; I have no idea what they are up to, but it always pays to watch them carefully. Sooner or later they're going to take a shot at us, and I want to smash them when they do.

After the talk, Haversom gives the characters a well-deserved evening off, and tells them to meet Altair Dass in the airlock of Alpha Quadrant the next morning.

That evening the characters are treated to another dinner in their honor, with more home-cooked food, music, and dancing. About halfway through dinner, Altair Dass arrives in an Over-

Lisa Caball

The commander of the Kalian Launch Facility, Colonel Lisa Caball is a soldier through and through. She runs the base with a strict but firm military bearing, but believes that more can be gained with a smile than a fist. Above all, her concerns lie in the protection of those under her command.

STATISTICS:

Stats:	Int	7	Ref	7	Tech	9
	Cool	8	Luck	4	Attr	6
	Fam	3	BT	4	MA	5
	Psi	0				

Skills: Specific Knowledge[Orbital Launch Procedures](+9), Leadership(+7), Handgun(+6), Jury Rig(+6), Basic Repair(+6), Programming(+5), Awareness(+7).

watch uniform, followed by fourteen others in similar uniforms. They are the ships crew of the Rimfire, and are introduced to the characters [see page 38-41 for descriptions of the crew, Mox isn't there]. Dass is a severe man, who earns some animosity by not allowing any of the flight crew to drink to excess. At 10:00 that evening, he gathers up the crew and departs, telling the characters that he will meet them in the morning. He also tells them to bring whatever personal belongings they wish, as they will be moving to the Rimfire.

IP Awards for Episode #6:
Discovering the bomb before launch: +5 IP to all players
Saving the shuttle crew: + 3 IP to all players
Allowing the shuttle to explode on the pad: No IP for episode
Ignoring Falcon's warning: -10 IP to all survivors

SET: KALIAN LAUNCH FACILITY

The island of Kaila was the location of the bloodiest fighting in the Archipelago War. Located on the equator, the island was of great strategic value during the war, and the Kargans attempted to take it six times.

Afterwards, the area was converted into an orbital launch facility. Upon completion of the Solar Arrays, the facility was co-opted by the UAA and now serves as a multi-national orbital staging area.

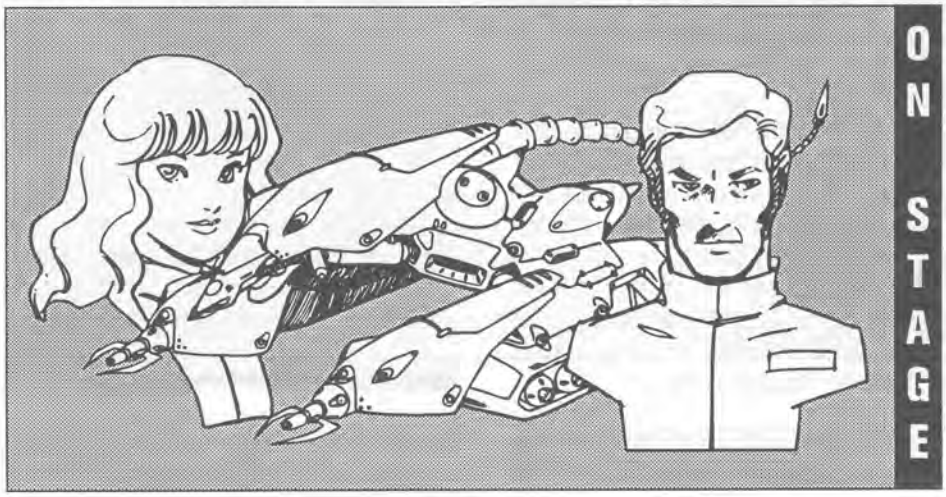
On the east end of the island, currently under construction, is a mass driver that is scheduled for completion in 1523.

7: RIMFIRE

LOCATIONS:
Interior Dion 1 (p. 20), Interior Rimfire (p. 42)

CHARACTERS APPEARING:
General Haversom (p. 18), Altair Dass, Crew and Colonists of Dion 1 (p. 20), Crew of Rimfire

MECHANICALS APPEARING:
The Sentinel (p.93),the Rimfire, the Scarab (p.88)



EVENT #1: BOARDING 3-29, 1520. MORNING. RIMFIRE DAY:15

"The next morning comes far too quickly for those who had heavy drinks last night. But duty calls as the 5:00am alarm rings in each of your rooms. You gather up your equipment and suit up to catch a transport to Alpha Airlock. As you reach the 'lock, Dass is already waiting, with one other UAA worker suited up. When you have gathered together, you enter the airlock, and Dass begins to cycle it.

"When the pressure has reached zero, the lock opens to reveal two half-track-like moon buggies. Dass enters one, as the other man enters the other. They motion for you to join them."

[You may want to make them list what car they are in, and if they have any weapons, just to increase the PC's paranoia.]

After about an hour of driving, Dass pulls up to the edge of a large crater. He and the characters disembark and head for a crater edge. Set into the edge, almost invisible from more than 30 feet, and well-hidden from above, is a large door with a combination lock. After punching in a string of numbers, the doors open into a small 15 foot by 15 foot room. When the outer door closes, there is the sound of air entering and a sudden feeling of rapid descent.

"After a few moments, Dass removes his helmet, and motions for you to do the same. About the time everyone gets their helmets off, a set of doors on the other side of the elevator open into a huge circular chamber, in the center of

which sits the Rimfire. The large ship seems to be covered in scaffolding, attached to which are many large devices that look like rocket engines. It's on these engines that dozens of technicians are currently working. Supervising the work is a large man with grey hair wearing an Overwatch uniform. Dass points him out as the Rimfire's chief engineer, Farid Mox. Mox waves to Dass as you walk up the entry platform and enter the ship."

Dass proceeds to give the characters a thorough tour of the ship, and reintroduces them to the crew. Feel free to role-play this out, as it is likely that one or more PC's may find romantic matches. After all, these are the people the PC's will be working and living with for the next few years.

After a general tour of the ship, Dass takes them to the circus room, the giant carousel in the center of the ship that launches the mektons. All of the Sentinels are already loaded into it, and much to Aleoi's surprise, she spots her helmet insignia being painted on one of the shields.

The characters then take an elevator into the living section, and each is shown to his quarters (see map) and allowed to unpack and get settled in.

Dass explains that when the ship is in flight the entire upper section rotates, giving the living quarters gravity. He then leaves the characters to get settled in.

EVENT #2: LAUNCH 3-30, 1520. MORNING. RIMFIRE DAY: 16

The characters have spent the evening getting acquainted with the living section of the ship [and any role-playing you want to set up, a possible romance or rivalry?] As they retire to their rooms that evening, several small events will happen.

>>Whoever had been "dating" Ariel gets a message saying that she arrived in Muria, and hopes the character is well. She also hopes to see him soon.

>>One of the PC's discover that the Rimfire is picking up news broadcasts from Algol. One such broadcast shows the PC's lifting off from Kalia, with a story about the "brave men and women who guard us from above."

>>One of the PC's passes Arisa in the hallway; she is crying. If the PC asks why, she explains that her little brother vanished a few days ago (in Arcol) and she wishes that she could be with her family in this time of crisis.

>>Larani gets a letter from "Lord Kynis." All it says is "Good Luck." It should send chills down her spine.

The next morning, Dass' voice booms over the intercom:

Dass:
Good morning, people. We launch in two hours. All flight crew to stations. All Fireflight squadron members please use the acceleration couches in your rooms. That is all.

The next 2 hours are spent in frantic activity by the ship's crew. If any characters go exploring, whoever they run into will send them back to their rooms.

"After waiting, strapped into your couches, for two hours, the Rimfire begins to shake. Soon the sound and vibration of thrusters fills the halls. Slowly, you begin to feel movement. As the shaking and the noise grows louder, so does the feeling of weight on your chests. Soon it's difficult to even breathe. After what seems like hours (your clocks must be slow, they say only 30 minutes), Dass' familiar harsh voice comes across the com."

Dass:
We are in Orbit. Algol, can you hear me?

(A static filled voice answers) *Yes, Rimfire, we copy.*

(Dass responds) *This is Rimfire, we are operational.* (There is sound of clapping from behind Dass over the com, and a "yahaoo" from Onell.)

Firebrand, this is Dass (he continues). *The nice folks who paid for your suits would like to see them; scramble for the news crew in the shuttle off our bow. All pilots to the Circus.*

Now the characters get to show off. There is a small news shuttle by the Rimfire. As all the characters launch, role-play out how much they show off. [Let them have fun for ten minutes or so.]

After the PC's fly about the shuttle for a bit, a single plasma bolt hits the shuttle, and sends it spinning off into space.

EVENT #3: BATTLE 3-30, 1520. AFTERNOON. RIMFIRE DAY: 16

"As the crew of the shuttle calls for help, a large shape seems to appear out of nowhere, and attacks the squad."

10 Sentinels vs. the Scarab.
The Scarab will attempt to destroy the squad at all costs. The pilot will not retreat or surrender, and seems to fight with a nearly suicidal fervor. The Pilot's stats are listed on page xx. It is likely that if the characters work as a team, they may not take any casualties. There is also a possibility of one or more suits being destroyed.

The battle should be long and hard. It is entirely possible that one or more of the PC's might die. But keep in mind the show's not even half over yet, so you might want to fudge the dice a bit. Hopefully, during or after the battle, someone will think of rescuing the damaged shuttle. If someone does go out of the way to rescue the shuttle, they will be made out to be the hero of the hour by the news crews, no matter how much they did to defeat the Scarab.

After the Scarab is destroyed, Dass orders the squad to rescue the shuttle (if no one already did so). If Dass has to order them, as the characters approach the shuttle, one of the damaged fuel tanks goes up, and the shuttle is destroyed. There are no survivors. There is stunned silence from the bridge of the Rimfire.

After the characters land, Dass meets them at the ready room.

>>If the characters rescued the shuttle, he offers them his hearty congratulations on a job well done.

>>If the shuttle was destroyed, he tells them that it couldn't be helped and not to blame themselves. He will also go on to tell them that the peace faction in the council (headed by Delaney) is going to have a field day tearing Overwatch apart for the incident, and to be prepared for some bad press.

IP Awards for Episode #7:
Destroying the Scarab: +10 IP to all in Fight
Saving the news crew: +5 IP to all players

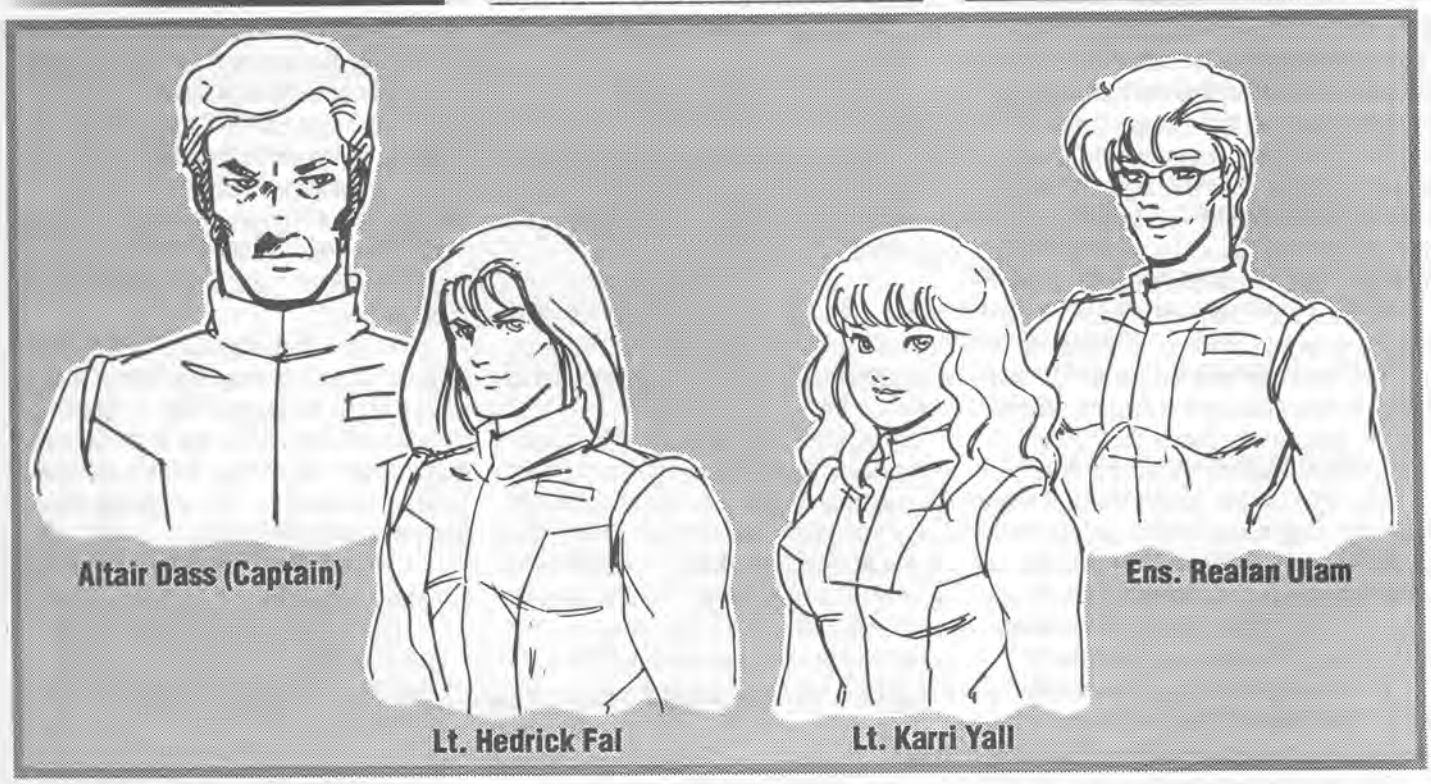
AXIS PILOT:

Use these statistics for all Axis mekton pilots. These are the men and women from all nationalities who follow Dremmond for money and power.

STATISTICS:

Stats:	Int	8	Ref	8	Tech	8
	Cool	6	Luck	4	Attr	6
	Fam	3	BT	5	MA	8
	Psi	0				

Skills: Mecha Piloting(+6), Beam Weapons(+7), Missile Weapons(+6), Mecha Melee Weapons(+6), Awareness(+4), Handgun(+4), Zero-Gee Maneuver(+5), Automatic Weapon(+5), Shadowing(+5), Infiltration(+6).



THE CREW OF THE RIMFIRE

Altair Dass (Captain)

Once a Kargan officer, Dass has adapted to the UAA perfectly. Always one for strict military protocols and formalities, Dass runs a tight ship. Not standing for nonsense or rebellion, he is perfectly willing to throw any offender in the brig. His greatest redeeming feature is that he actually cares about the people under his command, and is willing to put his own life on the line to save one of his soldiers (a rare trait in any officer). He also places protecting civilians at the top of his list of priorities.

STATISTICS:

Stats:	Int	7	Ref	5	Tech	5
	Cool	9	Luck	6	Attr	6
	Fam	5	BT	6	MA	4
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: All](+5), Leadership(+8), Handgun(+5), Starship Pilot(+6).

Lt. Hedrick Fal

An Elaran who serves as Dass' second in command and main navigator of the ship. He and Dass go back a long way, as the two were commanders on opposite sides of a battle in the Archipelago War. They get along splendidly, and are now close friends. Fal shares almost all of Dass' convictions, and joined the Rimfire as a chance to serve under him.

STATISTICS:

Stats:	Int	6	Ref	7	Tech	6
	Cool	8	Luck	5	Attr	7
	Fam	3	BT	5	MA	5
	Psi	0				

Skills: Zero Gee Maneuver(+4), Programming(+5), Specific Knowledge[Ship Systems: Navagation](+7), Play Instrument(+5), Handgun(+5).

Lt. Karri Yall

Karri Yall serves as the main pilot and backup navigator for the Rimfire. She is a pleasant person, who has a husband back on Elara. She is an excellent pilot, and when on duty she is all business. Off duty she is lively and slightly flirtatious, but it's all in fun. She is loyal to her husband, and if someone pushes the issue, they are likely to end up with a broken nose.

STATISTICS:

Stats:	Int	9	Ref	5	Tech	5
	Cool	6	Luck	7	Attr	8
	Fam	4	BT	4	MA	7
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+6), Specific Knowledge[Ship Systems: Navagation](+5), Starship Pilot(+8), Handgun(+5), Dancing(+6).

Ens. Realan Ulam

Realan is the weapons controller for the Rimfire. An Islander whose family village was destroyed by a Kargan-Elaran battle, he was relocated to Elara when just a child. Friendly and considerate, he has a slight crush on Jenmel, but she is oblivious to his affections. A humorist, Ulam has a hard time taking anything too seriously, and faces any emergency with a joke.

STATISTICS:

Stats:	Int	6	Ref	8	Tech	4
	Cool	7	Luck	4	Attr	5
	Fam	3	BT	5	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: Weapons](+8), Beam Weapons(+8), Handgun(+5), Missile Weapons(+7).

Lt. Farid Mox

The chief engineer shipboard, Mox was a Kargan soldier who served under Dass during the war. His stern exterior hides a razor-sharp sense of humor, and he is never without a quick retort or backhanded compliment for someone who annoys him. As a "mature, fatherly influence" (his words), he tries to act as shipboard peacekeeper and moderator in events of disharmony among the crew.

STATISTICS:

Stats:	Int	6	Ref	6	Tech	6
	Cool	6	Luck	5	Attr	6
	Fam	5	BT	8	MA	5
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: All](+6), Repair(+8), Handgun(+5), Hand to Hand(+5), Gamble(+3), Intimidate(+4), Jury Rig(+3).

Ens. Salmax Dora

The operations controller (life support, climate control, etc.), Dora spends most of his time buried in some aspect of the ship's operation. Always preoccupied, he spends more time with the shipboard computers than with his fellow crew. A pleasant if distracted person, Dora does not talk about his life before joining the UAA.

STATISTICS:

Stats:	Int	8	Ref	5	Tech	6
	Cool	7	Luck	5	Attr	6
	Fam	4	BT	6	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: Life Support](+9), Basic Repair(+5), Handgun(+5), Programming(+6), Awareness(+10).

Ens. Jenmel Harris

The chief technician for all the mektons and the ship itself, Jenmel is a cute and pleasant person who drives everyone crazy. Always tinkering, nothing mechanical is safe with her in the area. An Ettaran who joined the UAA "for the fun of it," she is always at work, modifying some gadget or another. Her lifelong dream is to make a self-renewable power source.

STATISTICS:

Stats:	Int	7	Ref	5	Tech	9
	Cool	6	Luck	6	Attr	7
	Fam	4	BT	4	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: All](+3), Leadership(+8), Handgun(+5), Jury Rig(+8), Repair(+9).

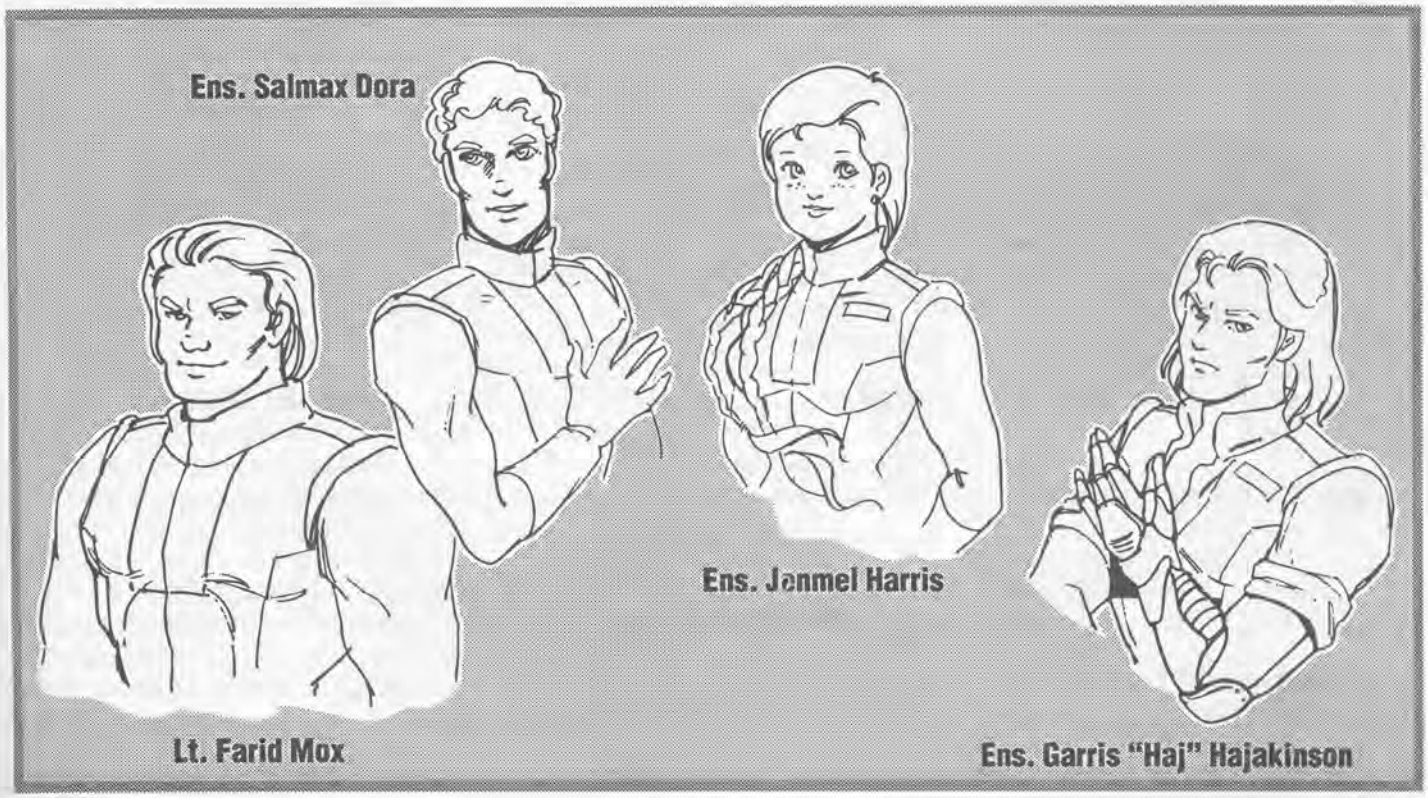
Ens. Garris "Haj" Hajakinson

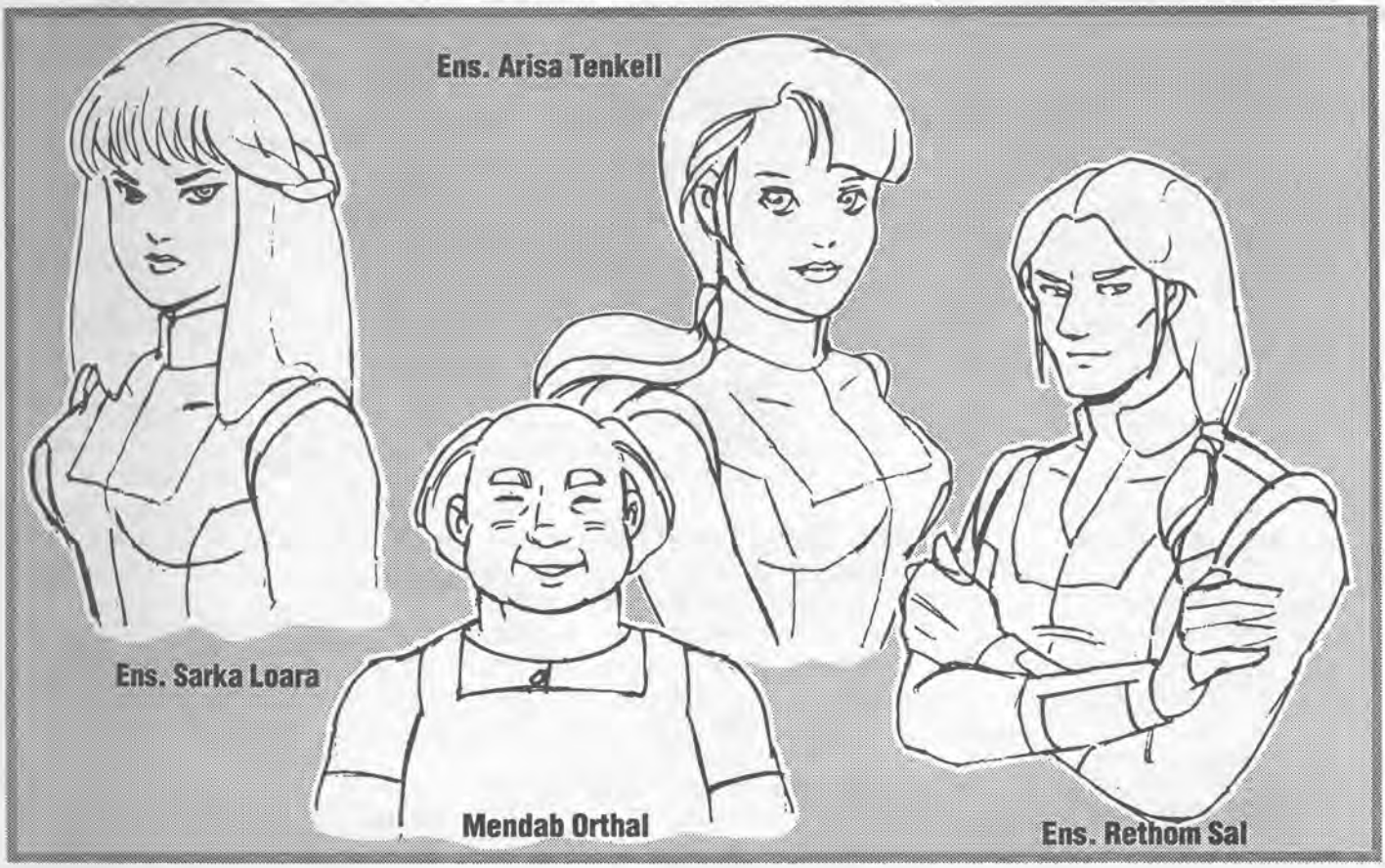
The on-board flight controller, Haj was an up-and-coming hot mekton pilot in the EMF when a Kargan shell ripped off his left arm at the shoulder. While the limb was replaced by a cybernetic replica, the direct neural interface technology of Algol is fairly poor. Able to move and manipulate things slowly, the limb didn't have the speed to enable Haj to reenter combat. Hoping the technology would increase, Haj has stayed on as a flight controller, waiting for the day he can fly again.

STATISTICS:

Stats:	Int	6	Ref	8	Tech	5
	Cool	7	Luck	4	Attr	7
	Fam	3	BT	6	MA	5
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: Carousel Operations](+7), Mekton Pilot(+6), Handgun(+5), Beam Weapons(+5), Awareness(+5).





Ens. Sarka Loara

The secondary pilot, Sarka was a Kargan peasant before the formation of the UAA. Skilled, but of low birth, Sarka was kept from becoming a warrior. (She refused the advances of the local recruiter; he declared her unfit for duty.) In order to escape the life of a servant, she walked the 170 miles to a UAA base, and requested an application. Her natural talent earned her a spot on the Rimfire, and her determination will keep her there. Wound rather tightly, she despises anyone who judges her by her looks, rather than skill.

STATISTICS:

Stats:	Int	8	Ref	8	Tech	4
	Cool	5	Luck	3	Attr	8
	Fam	2	BT	4	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: Helm](+7), Starship Piloting(+7), Handgun(+5).

Ens. Arisa Tenkell

An Elaran pacifist, she was drafted and allowed to serve as a communications officer. She served with great skill and duty, and was never a disappointment to her commanding officers. She was transferred to the UAA when the EMF was winding down its war operations. Her beliefs are personal, and while she will not take a human life herself, she understands a soldier's need to kill the enemy. She will not protect an enemy by holding back information.

STATISTICS:

Stats:	Int	8	Ref	7	Tech	5
	Cool	5	Luck	6	Attr	7
	Fam	5	BT	5	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Ship Systems: Communications](+7), Fast Talk(+5), Handgun(+2), Interview(+5), Compose(+4).

Mendab Orthal

A civilian on Dion 1 who happened to make a mean steak, Dass requested this man as the ship's cook, and Haversom okayed it after a security check. He served as a cook to the EMF for twenty years, and wishes to spend his retirement in space. Still a civilian, he has agreed to follow all military protocols and laws. Jovial, but far from stupid, he knows when to stay out of the way and let others do their jobs.

STATISTICS:

Stats:	Int	5	Ref	6	Tech	6
	Cool	6	Luck	5	Attr	4
	Fam	4	BT	6	MA	5
	Psi	0				

Skills: Zero Gee Maneuver(+5), Cook(+8) Handgun(+5).

Ens. Rethom Sal

Technically the security chief, Rethom usually spends his time filling in for someone who is sick or needs to be somewhere else. A jack-of-all-trades, Rethom is able to preform any of the ship's functions on a basic level. If someone is killed or put out of action, Rethom is the one who replaces him. A Kargan special agent during the war, Rethom spent a year undercover in an Ettaran fan city; he liked it a great deal. At the end of the war, he got out of Karga and joined

the UAA, after which he plans to find an Ettaran wife and settle down.

STATISTICS:

Stats:	Int	8	Ref	8	Tech	5
	Cool	6	Luck	7	Attr	7
	Fam	5	BT	6	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+4), Programming(+4), Specific Knowledge[Ship Systems: All](+8), Awareness(+6), Handgun(+5), Hand to Hand(+5), Persuasion(+6), Infiltration(+5).

Ens. Dal Jabess

A young EMF field surgeon, Dal has spent his life surrounded by war. Most of his family was killed in a Kargan attack, and his own first aid skill kept a younger sister alive. Since then, he has been devoted to saving life, no matter what language they speak. In his opinion, all blood is the same, whether Kargan or Elaran, and he'd rather not see more than is necessary.

STATISTICS:

Stats:	Int	7	Ref	7	Tech	4
	Cool	5	Luck	6	Attr	7
	Fam	5	BT	5	MA	5
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Specific Knowledge[Surgery](+7), Leadership(+8), Handgun(+5), First Aid(+9), Awareness(+7).

Ens. Onell Tara

Not everything in orbit is glamourous. Someone has to do the laundry and keep everything clean. This is Tara's position. An older man who lost an eye early in life, Tara always wanted to see the stars close-up. While his job may not be as glamourous as some, almost everyone on board realizes that what he does is important, and they treat him with equal respect. Always spouting philosophy, Tara is never without a profound saying or good advice.

STATISTICS:

Stats:	Int	6	Ref	5	Tech	5
	Cool	6	Luck	8	Attr	5
	Fam	3	BT	5	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+5), Programming(+4), Laundry(+6), Handgun(+5), Basic Maintenance(+8), Philosophy(+6).

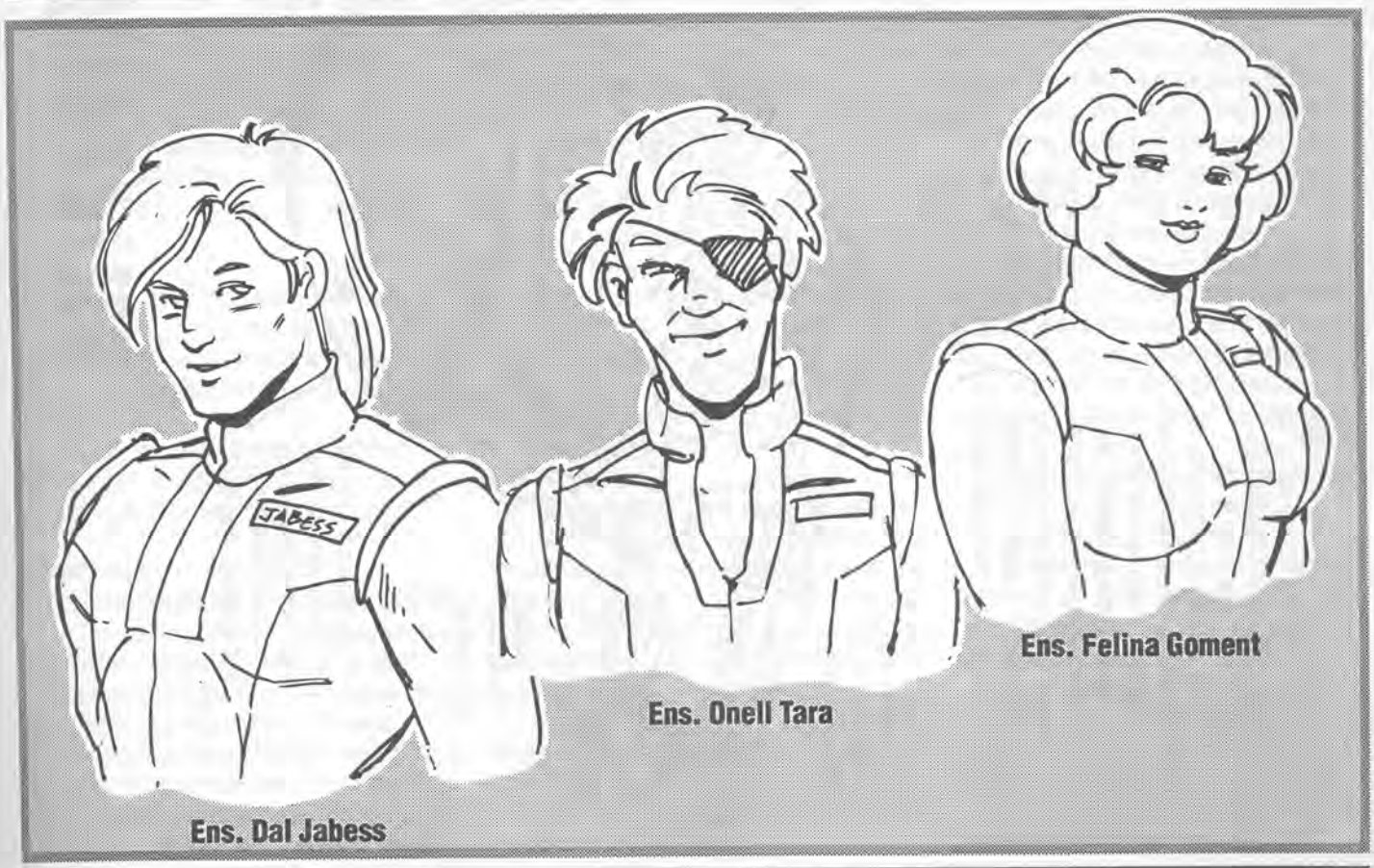
Ens. Felina Goment

Felina is the zero-gee operations specialist and teacher. She has been in space since there have been space holdings to go to. Her parents were part of the first crew to man Dion 1, and she went with them. As much at home in zero-gee as she is in gravity, it is her constant job to train the rest of the crew to be at home in the weightlessness of space. She also doubles as an orbital mechanics specialist.

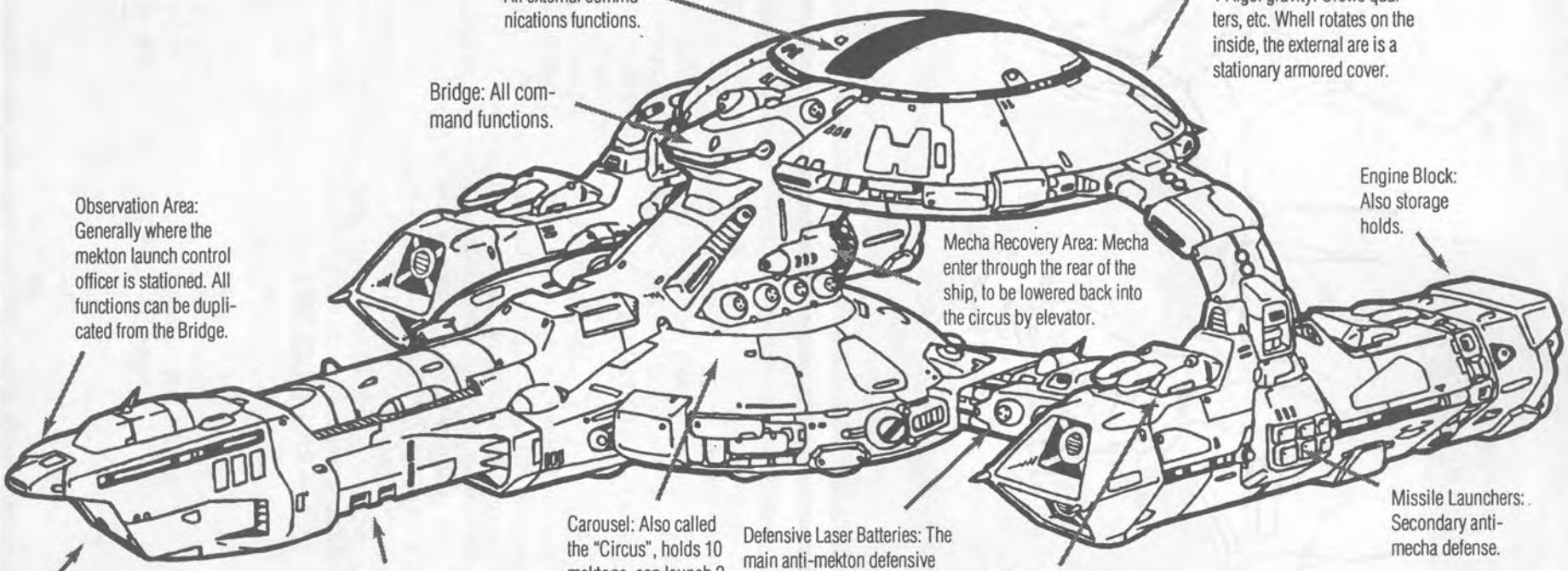
STATISTICS:

Stats:	Int	6	Ref	7	Tech	4
	Cool	6	Luck	5	Attr	6
	Fam	4	BT	5	MA	6
	Psi	0				

Skills: Zero Gee Maneuver(+10), Programming(+4), Teaching(+8), Handgun(+6), Dancing(+4), Athletics(+5), Mechanical Repair(+6).



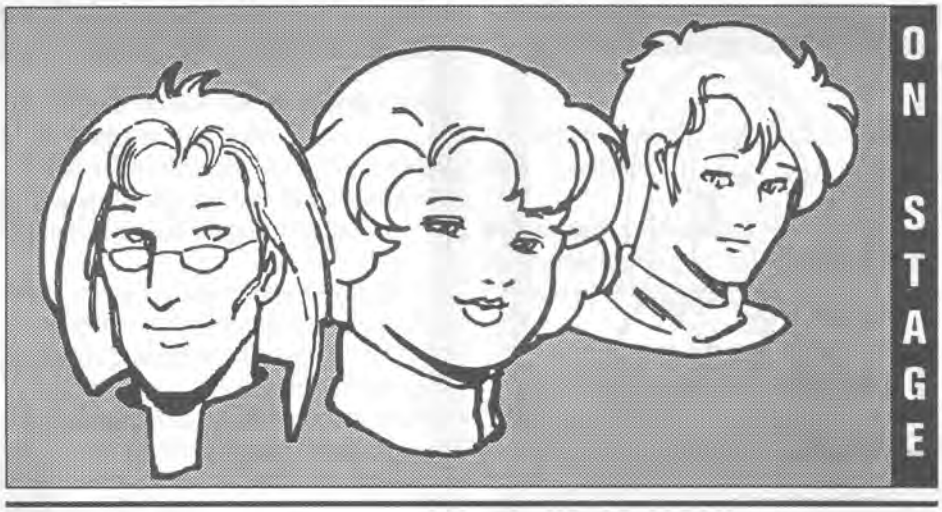
SET: THE RIMFIRE



On the forefront of Algolian space-going technology, the Rimfire is designed to be the prototype for the new Algolian space ship. Capable of holding a crew of twenty and a mekton squadron of ten in comfort, the ship is to be the flagship for a future Algolian fleet. The "circus" or carousel design for mekton launching has been adopted as the "standard" for all UAA ships.

While most of the ship remains in zero gravity, the living section of the ship rotates, giving it the normal gravity of Algol. The ship's stores can carry enough food and fresh water for six months of action.

8: PROPAGANDA



LOCATIONS:
Interior Rimfire (p. 42)

CHARACTERS APPEARING:
Dass and the crew of Rimfire (p. 38-41), Various newscasters, Ymri (p. 29) Dr. Tal (p. 28) Lathrin Darkmoor and Karen Falis.

MECHANICALS APPEARING:
The Rimfire (p. 42), Sentinel (p. 93)

EVENT #1: NEWSCAST 4-5, 1520. MORNING. RIMFIRE DAY: 23

"It's been several days since the attack on the shuttle. Despite a constant feeling of paranoia on the ship, nothing has happened. You have all been flying 12-hour shifts, with little or no relaxation time. Finally, Dass has ordered a stand down from Stage 2 alert, and you are all gathering in the recreation area for some well deserved rest. As the cards and drinks come out, and the music starts, Junmel runs into the room, pony tail flying. Breathless, she tells you that Dass wants a general meeting on the bridge in ten minutes."

The bridge of the Rimfire is cramped in normal circumstances, and with twenty-five people in it, there is barely enough room to find a spot to sit or stand. When Dass sees that everyone is as comfortable as they will get, he begins.

Dass:
Dr. Tal sent me this transmission last night. It's a tape copy of Elaran and Kargan newscasts. Both ran within the last two days. The Axis have struck again, only this time, they're a bit more circumspect.

The main screen avove the viewport of the bridge comes to life. They see a pretty newscaster reading a story, with the UAA symbol behind her.

Newscaster:
On final story tonight. Network 12 has received this photo through a source high in the Elaran Peace Council The UAA symbol is replaced by a picture of a prison camp, with guards in UAA uniforms and a few dozen people huddled behind the fence.

Geographical experts place the location of the picture to be somewhere on the Kargan continent. Our same source has been quoted as saying that some of the rash of missing persons may well be political prisoners of one type of another. A spokesman for the UAA claims that the picture is a fraud, and that the UAA is not a "secret police" organization.

The picture is then replaced by a grim-faced Kargan reporter.

Kargan reporter:
We have investigated the report that the UAA is holding political prisoners on our continent. There is no truth to this rumor. The photo was either a fake, or the Elarans were wrong about the location. We did find evidence that the UAA was planning on building a facility near the Sharifin mountains. UAA officers showed us the plans, and they were for a tracking station, not a prision camp.

Then Tal's face appears.

There are hundreds of other items along this vein popping up down here. For every rumor that we kill, two more pop up to take its place. It seems that the Axis are determined to wreak as much havoc with the UAA as possible. I've arranged an interview for you with Lathrin Darkmoor, a pilot who has had a great deal of problems with the Axis in the past. All the links should hook up at 11:00 am tomorrow.

Then the screen goes black. Dass tells everyone that Lathrin will be on-line in five minutes, and that he wants everyone to be here for the talk. He has a list of questions that he needs answered, so he will request that everyone keep their opinions quiet until after the talk. The link will only be up for twenty minutes.

After the five minutes, the screen comes to life again. This time everyone sees a dark haired man sitting next to a beautiful woman in a wheelchair. She simply stares straight forward, while he looks around the bridge.

Lathrin: Some ship. Looks a little crowded, though.

Dass: Thank you for the time, Major.

Lathrin: I'm retired.

Dass: I'm sorry, I heard differently.

Lathrin: Don't be. Ymri keeps me on as an "advisor." So technically I'm on the payroll. Just call me Lathrin. I've heard that you've got some problems with the Axis?

Dass: Yes, but before I got on, may I ask where you get all your information on their activities?

Lathrin: In the closing months of the Archipelago War, Karen was kidnapped by a Kargan named Ebonflack and brainwashed. She was kept as a pilot for a new control system they were developing. I barely beat him in a fight when I rescued Karen. After that, he turned to the Axis for some reason or another. He's very vindictive, and still wants me dead. Since then, the Axis have been gunning for me. In order to survive this long, I needed to learn a bit about them. And the Axis aren't the only ones with spies.

Dass: Why do the Axis want to destroy us?

Lathrin: Two reasons as I see it. First, you represent a direct threat to them. If the UAA solidifies, there will be no room for the Axis to act. They will become like hunted animals, to be tracked down and destroyed. Secondly, there is some personal reason why Dremmond hates you. It may be that someone up there once turned him down for a date. He's a crazy bastard.

Dass: You know Dremmond?

Lathrin: Yes. He and I crossed paths once. He tried to get me to join the Axis. Said he could "cure" Karen's brain damage. (Lathrin holds the girl's hand.) *I passed.*

Dass: And you're sure he runs the Axis?

Lathrin: It would take an ego even greater than Ebonflack's to keep him from taking over. And Dremmond is the only one I've ever met who could come close to matching or surpassing Ebonlack in the ego department.

Lady Arasai

This beautiful and elegant woman is the wife of Harmek Arasai, one of the richest and most powerful nobles in Korax's court. It was the Lady Arasai that protected Larani from most of her father's wrath, and introduced her to Dar Koma. Never knowing her real mother, Larani has "adopted" the kind woman as a surrogate, a position Lady Arasai is happy to fulfill.

STATISTICS:

Stats:	Int	6	Ref	5	Tech	3
	Cool	7	Luck	6	Attr	9
	Fam	9	BT	4	MA	6
	Psi	0				

Skills: Social Skill(+8), Leadership(+6), Fencing(+4), Handgun(+3), Dancing(+7), Wardrobe & Style(+6), Sing(+5), Personal Grooming(+7).

Dass: Do you have any idea what the personal vendetta might be? Could your "spies" find out?

Lathrin: I've really got no idea. If I can find anything, I'll let you know.

Then Dass will allow the characters to question Lathrin. For simplicity's sake, there is enough time for Lathrin to answer ten more questions. It's up the referee on how accurate, and how truthful, Lathrin's answers are. Lathrin will not lie to the PC's, but his information may well be wrong.

When the interview is over, Dass sends everyone back to their quarters. He announces a general meeting in the rec area the next morning.

EVENT #2: DECISIONS 4-6, 1520. MORNING. RIMFIRE DAY: 24

"The day and evening pass without much hap-

Lathrin Darkmoor & Karen Falis

Lathrin and Karen were once members of the Night Hunters, the celebrated tactical squadron used for special missions in the Archipelago War. Lathrin himself has been knighted by the crown for his services to Elara.

Lathrin and Karen had fallen in love at first fight. (Their first meeting was at a logistics meeting; the two nearly fell to blows over differences in tactical deployments.) Soon the two were fighting side by side, as one of the best teams Elara had produced. It has been theorized that the reason for this synchronicity in action was due to Karen *bonding* with Lathrin. If this is the case, it is the first recorded instance of an ESPer bonding with a non-psionic.

Due to injuries sustained in the closing part of the war, Karen has been rendered severely brain-damaged, unable to act or think. Lathrin now devotes his time to caring for his "better half." Sad and melancholy, Lathrin's main concern in life is to find a cure for Karen. If she doesn't survive, he likely won't long outlive her.

pening. The next morning, you are all gathered into the lounge in the rec area. Dass enters with a recording tape in one hand."

He walks to a couch and sits.

Dass:

Tal contacted me again last night. It seems that one of the long-range sensors at Sunlight 1 has picked up something unusual in the quadrant that Tal told them to look into. It's possible that whatever this object is, it is what the Aggendi transmitted to. We are to proceed directly to Sunlight to meet with Emilia Darka, the station commander. She has compiled all the information that might be useful to us.

That is all.

Dass turns to leave the room. Before he does, he seems to remember something and hands the recording tape to Larani. He says that it's a private message for her, from Karga.
Haj crushes a can in his steel hand.

Haj:

Damnation! In the old day's we'd take the fight to the Axis, not let them run us around like lost puppies! They've attacked the flight crew three times!

Karri turns and looks at him.

Karri:

What can we do? They cloak all their bases and hide. We can't find them.

The conversation falls into a general melee, with Haj and Realan trying to convince everyone that the best defense is a good offense.

[This is another role-playing session. Use it to help define the crew to your players. Hopefully you can create some sparks between players and NPC's.]

If Larani plays the message on her video player, the face of Lady Arasai appears, beautiful and elegant as always. She begins to speak.

Arasai:

Hello dear, I hope you're enjoying your stay in space. I understand that you are serving under Dass. He's a good man. My time here is short, so I will say my piece and sign off.

Your father has spent a great deal of time in the company of a stranger recently staying at the Kynis lands. My husband believes that this man is Axis, and they are plotting against the Emperor. If we can prove this, you never need fear your father again. If I find anything out, I will inform you.

Farewell.

The transmission ends, and the Rimfire speeds toward Sunlight 1.

IP Awards for Episode #8:
For participating in the interview with Lathrin: +2 IP per question

EQUIPMENT
THE UAA COMBAT SPACE-SUIT.

This armored Space-Suit is standard issue to all UAA personnel who serve in a potential combat zone. This includes mekton pilots as well as other non-direct combatants, such as supply, covert operations and command personnel. The suit provides 5 SP to all locations, and the helmet provides 6 SP protection to the head. The suit is designed to be as light, flexible and mobile as possible, so this design has been copied by most other Algolian space forces. Includes 1 hour air supply.

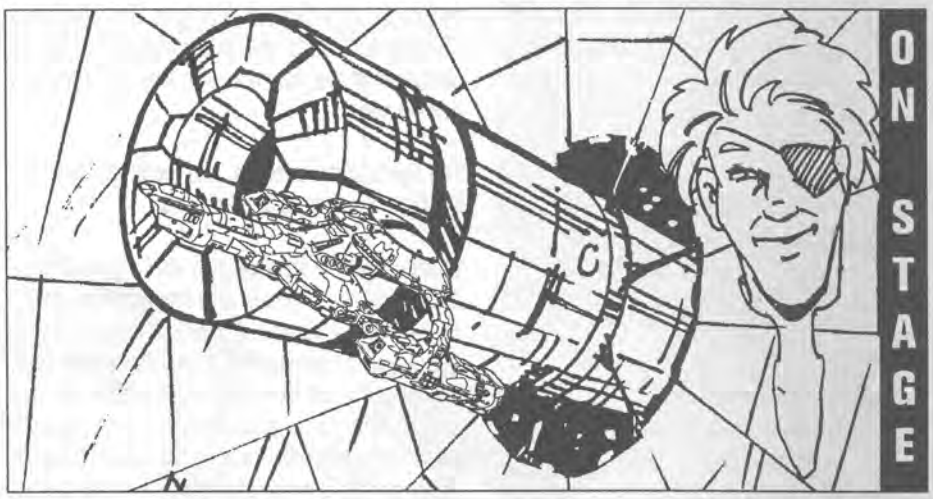
Weight: 2kg
Cost: 100cr

9: SUNLIGHT 1

LOCATIONS:
Sunlight 1, Rimfire (p. 42),

CHARACTERS APPEARING:
Crew of Rimfire (p. 38-41),
Emilia Darka

MECHANICALS APPEARING:
The Sentinel (p. 93),
Rimfire (p. 42) Sunlight 1



EVENT #1: LANDING 4-10, 1520. AFTERNOON. RIMFIRE DAY: 28

"Four long days have passed since the talk with Lathrin and the meeting in the recreation area. Those days passed with hardly an incident. As the time slowly progresses, you all realize that the near weightlessness of the ship isn't nearly so confusing as it once was. [Give all characters 2 points in zero-gee maneuvering.] You have all trained hard, nearly all your lives, to fight and now your combat skills sit useless. As you try to while away the hours, hoping, yet fearing, the alarm to action, Karri's musical voice comes over the com."

Karri:

Sunlight 1 on visual. Everyone might want to find a forward viewing port. This is beautiful.

If anyone goes to a forward port, they can see it.

"Even from the 'rear' Sunlight is magnificent. It is by far the largest man-made structure any of you have ever seen in space. The center is a 3.5km wide, 13km long cylinder, designed in the style of the proposed "mega" colonies. Spreading outward from the hub, like a giant spider's web, are the mirrors, pointed toward the darkened area of the polar cap. Across the back of the giant array, worker mektons constantly travel, replacing chipped and cracked mirrors. Within the halo of mirrors, the central cylinder slowly rotates.

"Docked at the end of the cylinder is the first other space ship you have seen. Unlike the *Rimfire* with its dual circus design, this ship seems to be just an engine with an afterthought of a ship attached to it."

The Rimfire slowly approaches and docks with the central hub. As docking arms hold the ship in place, Karri calls for disembarking procedures.

Dass meets everyone at the airlock, and sends the rest of the Rimfire crew back into ship. Haj starts to complain, and Mox grabs him by the arm and leads him off down the hall.

As the characters enter the airlock, it cycles and opens.

Waiting for them on the other side is a strikingly beautiful red-haired woman. [Anyone who

Emilia Darka

The commander of Sunlight 1, and one of the ten most important people in Overwatch. Emilia is totally committed to her work, and takes her position very seriously. The only thing she regrets about her position was that it forced her to leave her lover, Tharis, with hardly a goodbye. She has lived a lonely life, never forgetting about her love, and has put her work above all other concerns. When she discovered that Tharis is in the UAA, it was like the heavens had given her a second chance, one she hopes to capitalize on.

A competent and respected commander, she is loyally followed by everyone on the Sunlight station.

STATISTICS

Stats:	Int	7	Ref	7	Tech	6
	Cool	6	Luck	5	Attr	9
	Fam	5	BT	4	MA	6
	Psi	0				

Skills: Leadership(+9), Zero Gee Maneuver(+6), Specific Knowledge[Sunlight Operations](+8), General Knowledge(+5), Programming(+5), Wardrobe & Style(+6), Handgun(+5), Personal Grooming(+4), Social Skill(+5), Specific Knowledge[Algolian Space Holdings](+5).

makes a Perception roll 15+ can tell she is a little surprised when she sees Tharis.]

"Emilia leads you down several maze-like corridors. After two or three turns most of you are totally lost, and aren't even sure which way is up. After about fifteen minutes, she opens a door, and ushers you in.

"The chamber itself is spherical, with the center of the floor a good 30 feet below the entry area. The entire room is ringed with reclined seats, each row lower than the one before. The ceiling seems to be some sort of viewing port, as you can see the stars twinkling in deep space.

"Emilia motions for you all to have a seat, as she walks down to a pedestal in the center of the room. After everyone is seated, she activates controls on the pedestal, and it raises up as she begins to speak."

Emilia:

Dr. Tal has had us checking in sector 182.56. Until a few days ago we had nothing. No clue, nothing. Then at 22:34 another signal was beamed to the section we were looking for. (A white circle seems to appear in the night sky.)

It is here. [The circle expands, as if in a zoom lens. The characters see a planet with a dark spot on its surface. The spot is circled, and the words *Asteroid Karmuria* appear under it.]

The second signal was beamed directly at it. We can only assume that first signal was, as well. Our sensors are picking up higher than average radiation from it. The planet you see is Aries.

Now for the bad news. (The planet vanishes, and is replaced by a starfield.)

The second signal was a coded numerical message. Very human in origin. We have been keeping our eyes on the deeper system, so we are certain that the transmission was not sent to a human agent.

The lights come back up, and the platform holding Emilia lowers. She continues.

Currently there are 2 targets that we must contend with: the Asteroid and the "source" of the second transmission. It would take the Rimfire over a year to reach Aries. The ship in dock now, the Tarus, could make the trip in about half that time. So the Tarus is going to the Asteroid. You all, and the Rimfire, are going to stay in-system. When we get a fix on the location of the human transmitter, it will be your job to destroy it.

She then shows them out of the room, and back to the Rimfire. She is curt and polite, and avoids Tharis like the plague.

EVENT #2: ROMANCE 4-10, 1520. NIGHT. RIMFIRE DAY: 28

Later that night, as everyone is thinking about the revelation, a soft knock comes on Tharis' door. When he opens it, Emilia is on the other side. Assuming he lets her in, she will throw her arms around him, and kiss him hard. After one or both come up for air, she explains her sudden departure from his life.

Maria Armandi

A pretty and young Elaran officer, she was Cedric's lover before being shot down. She was deeply in love with him, and was waiting for him to propose to her. Her most cherished possession was a star-shaped locket Cedric had won for her at a fair during their leave one month. Her mekton was destroyed and went down in flames in the Islands during the final stages of the Archipelago War. The wreckage of her suit plunged into the sea, and was never recovered.

Emilia:

I hated to leave you, but there was no choice!. When I was picked for this command, they insisted that I tell no one where I was going, not even you. If I tried to explain, things would have been worse, so I just left. I'm so sorry ... there hasn't been a day that I haven't regretted leaving. Can you ever forgive me!? Now that we're both in the UAA, perhaps things can be the same again?

Role-play this to the hilt. She really loves him. If he crumbles under the assault, she will spend the night with him, and ask him to request a transfer to Sunlight. They are going to need a new commander of the mecha wing stationed there, and it would allow them to be together, possibly even get married. [Note to referee: This should be obvious, but if Tharis requests and receives a transfer, he will be out of the game.] Whatever the solution, Emilia loves him, and is even willing to wait for the current crisis to end before taking a serious commitment. She will not leave Sunlight 1.

EVENT #3: ROMANCE, PT. 2. 4-10, 1520. NIGHT. RIMFIRE DAY:28

Now it's time for you (the referee) to have some fun. This is an optional episode, to be used to torture a player. Pick whoever hates to "role-

play" the most for the target of this encounter. Every group has one: the one player that's a tactical genius, but needs to roll the dice in order to talk to someone.

As your victim is sitting in his room, a knock comes on his door. When he opens it, he sees Arisa, with her eyes rimmed in tears. She throws herself into his arms, sobbing.

She explains that her family has been disintegrating while she's away. Her mother has fallen ill, and her father is still off looking for her brother. She is looking for some support. Play this up to the hilt. Arisa needs some reassurance that she's doing the right thing, and also some close companionship. Don't let the player get away with saying "I comfort her." Make him play it out. This has worked for our gaming groups; he'll probably end up enjoying it much more if you push the issue. With any luck, by the end of the session, his character will have a new girlfriend, and he'll get a new role-playing experience.

The last thing that happens that night is that Cedric has a dream about Maria, the first in a very long time. She is trapped in a dark place, and screams his name over and over. If he reaches out, or tries to touch her in the dream, she screams one more time and fades away. As she fades from his sight, she screams the word "Impostor!"

IP Awards for Episode #9:
For making up with Emilia: +5 IP to Tharis.
For "comforting" Arisa: +5 IP to player

SET: SUNLIGHT 1

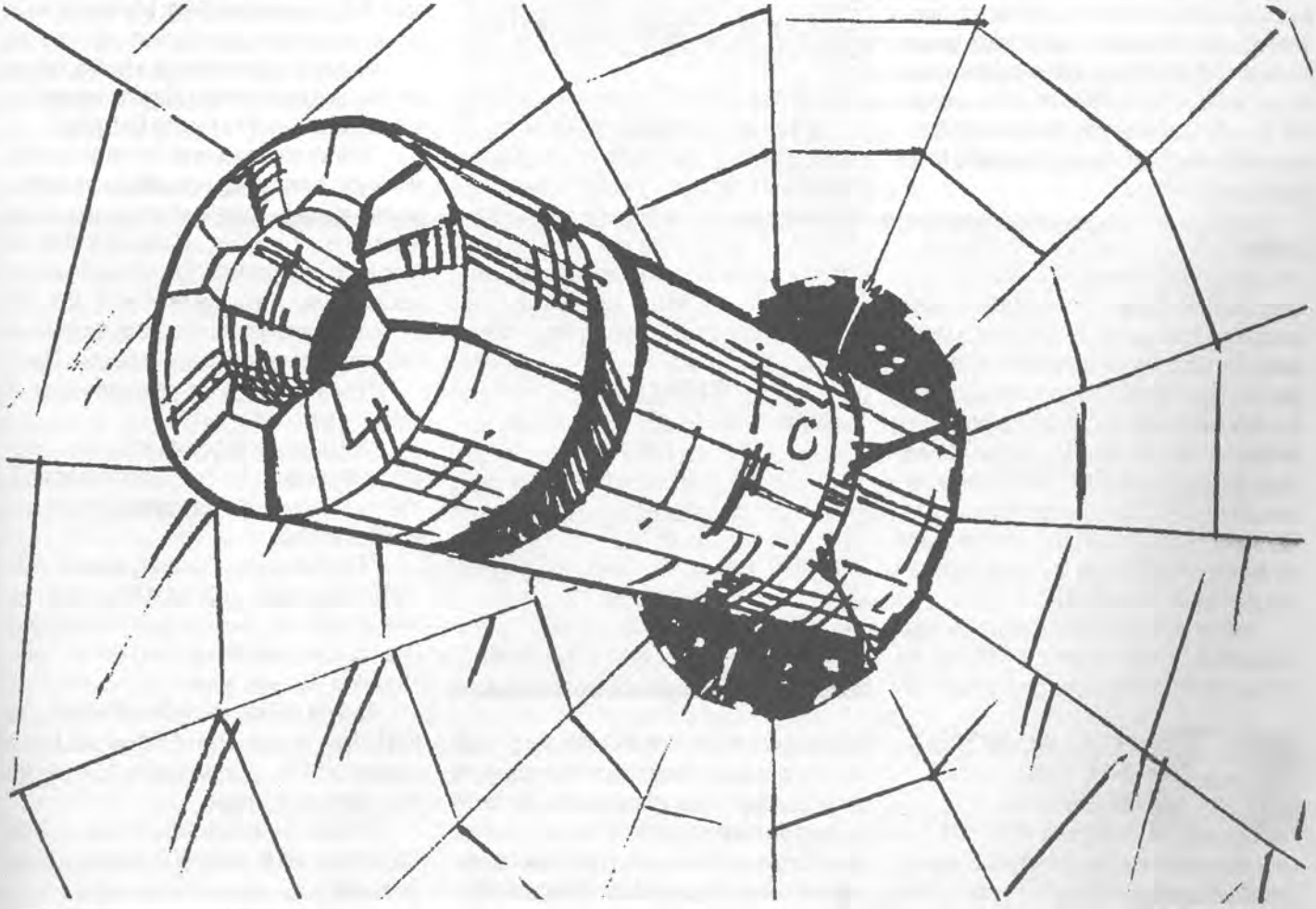
This massive (13km long and 3.5km wide) cylinder is the center of all Algolian space operations, and to many the salvation of Algolian man. The giant mirrored arrays that stretch for kilometers from the center of the cylinder (22km diameter for the mirrors) are the first of six such arrays that surround the globe, acting as a pseudo-Dyson Sphere, reflecting the solar energy at the frozen poles, causing the ice to melt, and releasing greenhouse gasses trapped in the ice, warming the planet. Since the completion of the arrays (in a record two years), the average temperature has risen .9° Celsius. A remarkable feat.

Of the six arrays, Sunlight 1 is the only one with a central cylinder hub; the others are simply manned with a mekton garrison and a command crew of 50. The giant cylinder rotates inside the array, making the interior liveable like a colony. On either end of the cylinder, rotating in opposition to the main body, are the Science Hub (facing away from the planet) and the Command Hub (facing Algol). The main body is used for manufacturing the thousands of mirrors needed to maintain the arrays, along with a space ship drydock and construction facility (under construction, estimated completion date 1524). The center of the cylinder is hollow, allowing free access to all parts of the station from space.

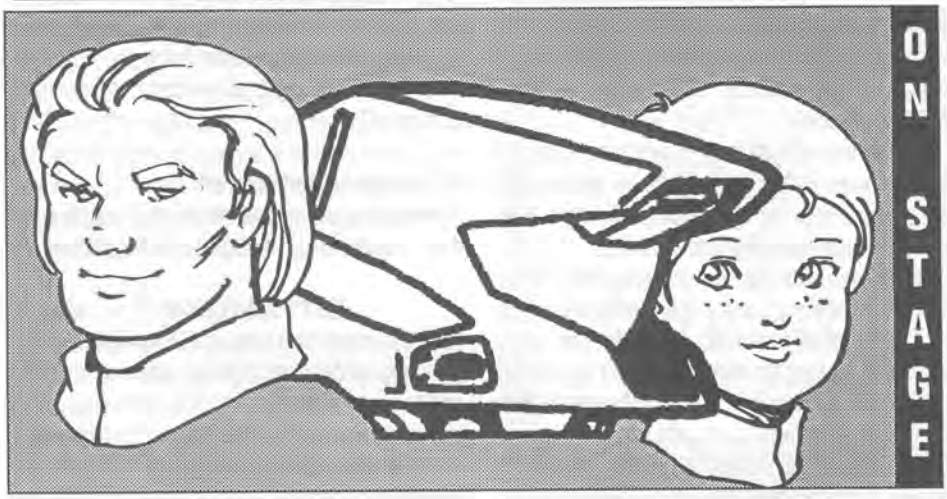
Nominally under the UAA command structure, the people of Sunlight have a relaxed living atmosphere and rank structure. The current commander, Emilia, leads more with ability and charisma than any military rank. The total population of Sunlight is 1467, with three quarters of that being fabrication and construction personnel. It also houses four full mekton squads for protection against Axis threats, and ten shuttles.

It was the Axis threats against Sunlight 1 and the other arrays that led the UAA to form the Overwatch program.

Perhaps the greatest man-made structure ever, Sunlight 1 represents the salvation of Algolian man. Illo courtesy of UAA publicity.



10: ENEMY ON STAGE



LOCATIONS:
Sunlight 1 (p.47), Rimfire (p. 42).

CHARACTERS APPEARING:
Crew of Rimfire (p. 38-41), Emilia Darka (p. 46), Commissioner Crystal

MECHANICALS APPEARING:
The Sentinel (p. 93), Rimfire (p. 42), Shaitan

EVENT #1: ATTACK. 4-11, 1520. MORNING. RIMFIRE DAY:29

Cedric awakes screaming from his nightmare; however, the sound is drowned out by the alarm klaxon of the Rimfire. All characters are rudely awakened by Dass' voice coming over the intercom.

Dass:
All pilots to the circus, Sunlight 1 is under attack!

As usual, Larani is first out of the launch tube. What she sees surprises her. Descending toward the command hub of the station is a group of ten Kargan Shaitans! The mektons have no markings, and fly in perfect formation. About half of them carry large magnetic mines. The seem to be heading for the Rimfire.

Battle:
10 Sentinels vs 10 Shaitans.
Once again, the enemy pilots fight with a nearly suicidal furor. The pilots do not identify themselves, but after a few rounds of combat, the Kargan members of Fireflight should be able to tell that they aren't using Kargan tactics or piloting techniques. This is a fairly large fight, and will likely take up a good amount of your gaming session, so be sure to be prepared when you start. The main target of the suits isn't the station, but the Rimfire. The suits will try to bypass the mecha and plant bombs on the Rimfire's hull.

Use the defense laser of the station and any extra mektons on board as back-up. After all, the PC's are the heroes of the show; use help sparingly.

EVENT #2: DREAMS. 4-11, 1520. AFTERNOON. RIMFIRE DAY: 29

Once the battle is over, anyone that needs medical attention is rushed to the Sunlight infirmary. While the characters recover from the battle, the Sunlight recovery crews go out and search the wreckage for survivors. Much to everyone's surprise, the recovery team do manage to recover a person from one of the Kargan mektons: a young girl, about seventeen, wearing a Kargan uniform. She is rushed to the infirmary. After a few hours pass, Emilia corners Laian and asks her to look at the girl.

[If Laian is an NPC, be sure to have at least one PC with her. This is important information, and a PC should be there to hear it.]

Laian (and anyone she has with her) are shown into a sparse white room. In a bed, hooked up to a life support machine, is the young woman. She is badly burnt, but breathing steadily. Her eyes are open, but respond to nothing. She seems not to notice the other people in the room with her at all.

If Laian is successful with a level 5 Telepathy 15+, she receives the following image.[The girl can't resist, so it's a free roll for Laian.]

"You sit and concentrate on the girl's mind; slowly your surroundings fade, and you are suddenly sitting at a make-up table, combing your hair. The reflection is not your own, but rather that of the girl lying in the bed. You (she?) go(es) about a normal routine, putting on make-up and jewelry. After a bit, the doorchime rings. You can tell by the make-up bottles and posters on the wall that the girl is Elaran.

"You flounce to the door, and open it, expecting your date.

"But there is a large man at the door, unfamiliar. One side of his face is horribly scarred. You try to scream, but it's trapped in her throat. All fades to black.

"The next image is suddenly awaking in the cockpit of a mekton, looking at the uniform you wear in confusion. You look up as a Sentinel fires into the suit. Suddenly there is fire and pain. Then all is blackness again."

There is nothing else in the girl's mind. It's a total blank, like an erased videotape. Emilia explains that the girl's brainscan indicates the level of a newborn infant.

Emilia will then turn and ask Laian's advice. Should they pull the plug, or let her live in hopes for a cure?

Commissioner Crystal

The original ice queen, Crystal is as cold and as hard as her namesake. The most vocal member of the "Peace Faction" in the Elaran Council, she has tried again and again to get the UAA disbanded, and to get a demilitarization of all space holdings. Unaware of Delaney's plans for the throne, she is the perfect dupe. If convinced of his duplicity, she would come into the struggle on Ymri's side.

STATISTICS

Stats:	Int	8	Ref	4	Tech	3
	Cool	7	Luck	5	Attr	5
	Fam	6	BT	5	MA	5
	Psi	0				

Skills: Politics(+7), Social Skill(+5), Intimidate(+6), Awareness(+4), Persuasion(+6), General Knowledge(+6), Leadership(+4).

Emilia is way out of her league here. Whatever Laian suggests, she will do. The girl's life is in Laian's hands. If she recommends death, the girl is killed by lethal injection, and takes her secret to the grave with her. If Laian advises that they let her live, the optional event in Episode 16 occurs. If Laian is an NPC, she should let the girl live.

EVENT #3: PREPERATION 4-12, 1520. MORNING. RIMFIRE DAY: 30

Early on the morning of the 12th, Dass is contacted by Haversom, and the Rimfire is ordered back to Dion. To facilitate quicker loading of supplies, the entire ship's complement is drafted into loading, including Fireflight.

"As you are loading boxes across the airlock, Dass comes walking briskly down the hall, followed by a severe-looking woman. They appear to be having an argument, or rather she seems to be yelling at Dass. Dass ignores her until he steps over the edge of the airlock, when he quickly spins to face her. He is inside the ship, and she is still on the station."

Dass:

Commissioner Crystal, you may heap all the insults on me you like while we are both on board the station, as the commander of it has given you free access. However, in my ship you have no such invitation or ability. If you wish to discuss this in a rational manner, on my bridge, you are welcome to do so. If you insist on acting like a spoiled 10-year-old, please go away.

He curtly turns and walks off, leaving her enraged.

She turns her gaze upon the people loading the ship, and shakes her head in disgust. She storms off down the hall, almost knocking over Mox who is coming the other direction with an armload of fresh fruit. As she storms past, he turns and gives her a wolf whistle.

If looks could kill, Mox would be atoms.

The incident over, Mox tells the players to go back to work, and whistles a popular tune during the rest of the day.

EVENT #4: DEPARTURE 4-12, 1520. EVENING. RIMFIRE DAY: 30

There is a small group waiting to say goodbye to the characters as they prepare to leave. Emilia will be there if she and Tharis have "made up," (assuming that he didn't decide to stay.) She will have tears in her eyes, but they probably said their goodbyes earlier, in private. If things went poorly, then she is on the command deck, attending to "critical" matters.

Crystal is also there, and she addresses them.

Crystal:

If any of you are good Elarans, stay here. I am prepared to offer you the protection of the Council of Lords if you are willing to abandon this insane plan.

If asked what she means, she will continue.

The age of war is past us now. Peace will prevail if we let it. The people you follow are determined to keep war alive. If we accept peace, it will come. It will not come if we constantly prepare for war.

There must be at least one of you who would prefer life back on Algol, to enjoy the warm summers again. Isn't there one sane person among you who has something better to do with your time than follow these madmen?

Aware players might notice Arisa quivering in the back row, about to say something. If there was no Event 3 last episode, or her "boyfriend" doesn't do anything, Haj, who is standing next to her places his normal hand on her shoulder. She grips it, and he returns the firmness.

Mox steps forward.

Mox:

Lady, you annoy me. My father died in the battle for the Crystal Palace. My sister died in the final months of the Archipelago War. All the time, you fools stood around and said if we threw down our guns there would be peace. Was there?

Sure, we all want peace, but good intentions won't stop bullets, or the Axis. Go peddle it somewhere else. C'mon folks, we gotta get home.

Mox turns and walks into the ship. Arisa and Haj walk away in hand in hand, followed by everyone else. The airlock closes, and the Rimfire pulls away from Sunlight 1.

IP Awards for Episode #10:
For Defeating the "Kargan" attack: +5 IP per player
For letting the girl live: +6 IP to Laian
If Tharis and Emilia part friends: +3 IP to Tharis.

REFEREE INFORMATION: POLITICS OF THE UAA AND THE ELARAN PEACE FACTION

Elara is a constitutional monarchy, which is to say that the Regent's power is curtailed by laws, and is answerable to the people for his or her actions. The will of the "people" is carried out by the Council of Lords, a body of nobles and elected officials from the seven kingdoms. This body acts as parliament, and checks the monarch's power.

Over the years, the Council has become a den of corruption and redtape, keeping almost anything useful from getting done.

When Ymri took the throne from her father, she enjoyed the highest popularity of any Elaran monarch. People followed her, and she led them. Time and time again, the Council tried to interfere with her plans and operations, but the people shouted them down. She was their beloved queen, and the Lords had become a distasteful bureaucracy whose presence was barely tolerated.

Ymri, who had long detested the Council's power to interfere with the war effort, publicly condemned the body as "useless" long ago. The final break with the new queen came when it was time for her to marry. She had chosen her long-time lover and companion, Kerion. Appalled that the Queen would marry a commoner, the council forbade the match and put Kerion under house arrest.

Once again, Ymri's popularity carried the day, as supporters freed Kerion and escorted him to the chapel at Arcol. Once there, they kept out the few EMF soldiers who followed the Council's orders.

The Council, enraged, could do nothing. The war was newly over and the Murian peace in effect. Ymri's popularity was untouchable. The members of the Council feared the Queen would soon disband the body, and take back supreme power over the people and the nation. She didn't disband the Council, but she did put into place many restrictions on its power and operations.

By now, most of the Council had been won over by Ymri or Tal, but a select few held out. These were led by Lord Delaney, cousin to the Queen and second in line for the throne. He began another attack on Ymri's authority, except that this time it was for her continued military build-up. (When the war was obviously over.)

The Peace Faction has managed to find a vocal and sizeable following, who want to see weapons eliminated from space. If weapons go, so does the Overwatch program. The Peace Faction feeds off people's paranoia, with tales of dropped asteroids that could devastate the planet, and orbital war. They have managed to convince most of the public that a warrior Queen will only want to perpetuate war, and that peace is the way of the future.

This dangerous instability, when Ymri needs support the most, may well cause the Peace Faction's prophecies to become self-fulfilling.

There is always the chance that Delaney is trying to depose Ymri before her child can be acknowledged heir. People much further in line have done much more on their way to the crown...

11: MURIAN SILENCE

LOCATIONS:
Interior Dion 1 (p. 20).

CHARACTERS APPEARING:
General Haversom (p. 18), Majall, Crew and Colonists of Dion 1 (p. 20), Lady Attican

EVENT #1: MAJALL 4-15, 1520. MORNING. RIMFIRE DAY: 33

"After a slow, uneventful return trip to Dion 1, everyone's nerves are about back to normal. After a while, the silence of space has become quite soothing. Things have been pretty quiet and peaceful, and no word from Sunlight about the Axis. On the morning of the 15th, The Rimfire pulls into orbit around Dion. A shuttle meets it. Your group and about half the crew are off-loaded. It takes the shuttle about twenty minutes to land on Dion 1, and Haversom is waiting for you at the airlock. He looks very angry. Behind him, a tall black-haired Murian stands."

Laian knows him instantly: Majall, her one-time teacher and lover, who had directed her life for three years.

Haversom motions for the characters to follow him. He doesn't say a word, but it looks like he's ready to kill something— or someone. Majall walks with serene peace. He steps beside Laian and tries to take her hand (role-play this out to see what she does). Once they get into Haversom's office, Haversom spins, his rage barely concealed.

Haversom:
Tell them.

Majall walks to the center of the room, dragging Laian by the hand.

Majall:
I'm afraid to say that Laian will be leaving you all. Lady Attican has decided to re-enact the Murian policies of isolation. All adepts are being recalled, and the force shield will go back up in two days. He begins to leave, with Laian still in tow. *Come, sister, it is time to return home.*

Haversom slams his fist on the table.

Haversom:
Damn it, first you offer to lead us to a new age of peace, and now this! Without the Murian presence, the UAA will fall to pieces, you know that. Why, dammit, why!?

Majall:
The lady's decisions are not for your mind to understand. Come, Laian.

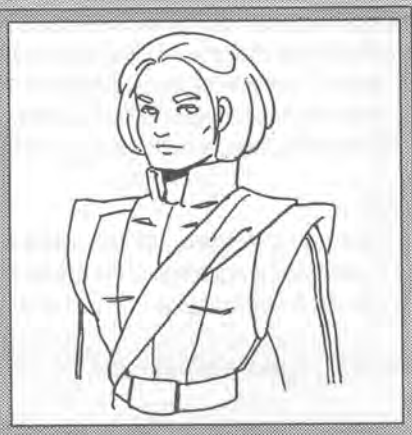
He begins to drag her out. Haversom walks in front of them.

Haversom:
Laian, you are under oath to the people of Algol. If you wish to go I will absolve you of that oath, but you must want to go. I will let no other drag you off against your will.

Now it's Laian's decision. She can go off with Majall, and return to Muria, or she can stay with the *Rimfire*. Heavy pathos time: Role-play this one to the hilt. Majall won't take no for an answer, and will still try to drag her off. He is arrogant and pushy, and will try to bully Laian into going with talks about her weak will, and how she needs another to make her important decisions. Overall, he treats her like a 10-year-old child. As an NPC (and hopefully as a PC) Laian will tell him to get stuffed.

He still tries to take her against her will for her "own good." He grabs her arm and begins taking her toward the door. Assuming that one of the PC's don't beat him to the punch (good for them if they do), Haversom drives his fist into Majall's face. Majall goes flying, but he doesn't land. He floats two feet off the ground, with a pale blue glow around him. His eyes light up, and he turns toward Haversom.

ON STAGE



Majall

A Murian teacher, and one-time lover of Laian's. He is a pushy snob who assumes that his superior intellect can never be wrong, and that his decisions are the only ones that matter. In his relationship with Laian he treated her more like a pet than a partner, always deciding what was best for her, often without informing her of the decision.

He is pushy and cruel, and does whatever he damn well pleases. He is a firm believer in the old saying that "might makes right." He detests losing, and has a terrible temper.

STATISTICS

Stats: Int 9 Ref 8 Tech 6
Cool 8 Luck 6 Attr 8
Fam 5 BT 5 MA 7
Psi 8(20)

Skills: General Knowledge(+9), Fencing(+8), Athletics(+6), Shuttle Pilot(+5), Teaching(+7), Intimidation(+9).

Psionic Skills: Psi Blast(+5), Mind Lock(+8), Telekinisis(+9), Telepathy(+6), Energy Manipulation(+5).

The current leader of the Murian people, and the force behind the formation of the UAA. A mysterious and beautiful woman, little is known about her, and less is known about her abilities. Sole guardian of the secrets of the Black Tower, it is rumored that she can see the future and remembers the secrets of the past. One thing is known for certain. She is the single most powerful Esper on all of Algol, and has been alive for well over 300 years.

An Elomani throwback, she has a greater psionic potential that any human ever could hope to attain. Kind when she can afford it, Attican's main concerns are for the whole of Algolian man, and she is capable of sacrificing lives for the "greater good."

STATISTICS

Stats:	Int	10	Ref	6	Tech	9
	Cool	10	Luck	10	Attr	9
	Fam	10	BT	5	MA	5
	Psi	10(1,000)				

Skills: Specific Knowledge[Everything](+10).

Psionic Skills: All(10)

Lady Attican

Majall:
You dare strike a first rank initiate of the Murian people!? You are lucky I don't destroy you here and now. Come, Laian, enough foolishness. Let us leave these pathetic people to their politics.

Laian feels a finger of fear creep down her back. Haversom faces Majall.

Haversom:
If you attempt to abduct that girl against her will you will not leave this station alive.

Majall:
You dare threaten me!?

Haversom:
I dare promise you.

Majall lifts his hand, and points it at Haversom.

At this point it is likely that guns will be drawn or someone will try to punch Majall. He ignores them, and all attacks seem to slide off the blue glow. Laian feels a great deal of power flowing through Majall, more than she thought possible for one of his learning to wield. Haversom buckles to his knees.

Suddenly Majall screams; the blue field around his body seems to glow brighter.

Suddenly his features blur and shift, and where he once was, there is now a delicate robed woman. Her eyes are covered in shadow, but what is showing of her features are beautiful. Her delicate hands each have only three fingers and a thumb. Laian knows her instantly: Lady Attican,. the leader of the Murian people and the most powerful ESPer on the planet.

Lady Attican:
I must apologize for the arrogance and bullying that Majall has performed. It is not the usual way of one of my students. He is being disciplined for his actions. What he said, however, is true. In two days time Muria will once again be sealed off. No, commander, I cannot tell you why. And yes, I know that the UAA will eventually collapse. I have known that from the beginning. But the UAA still has many things it will accomplish, things that will lead to lasting peace on this planet, and for that you can all be proud.

Laian, you may stay here or return— that is your decision to make. You do not "abandon" Muria by choosing to stay with the UAA. Let no one tell you otherwise.

General, know that you have my blessing on your endeavors, and also know that if I could tell you why I am doing what I am, I would.

Please forgive me— one day, you will all understand.

She vanishes in a bright flash of blue; Majall is also gone.

EVENT #2: TRANSMISSION 4-16, 1520. AFTERNNON. RIMFIRE DAY: 34

"The day passes. Haversom is in a really rotten mood, and stays locked away in his office, sending messages everywhere.

"The station and city are busily growing. After only a month, there are about half again as many people on the moon now as when the characters first arrived. There are more shops open, and the small town is beginning to look alive. The news of the Murian pullout from the UAA is officially announced at 2:00 that afternoon.

"At first everyone is shocked and dismayed. Shock soon turns to anger, and talk begins about the Murian 'betrayal' of Algol. Rumors start flying, from the UAA being disbanded, to talk of another war."

After a few hours of speculation (and role-playing) Haversom comes on the general com.

Harversom:
As you have all heard, the Murians have pulled out of the UAA, and are going to raise the force screen again. This is true. What is not true is the rumors that the UAA is breaking up. I have spoken to the leaders of the Alliance, and they assure me that the Murian pullout will in no way affect the day-to-day functions of the UAA.

Operation Overwatch is still in effect, and will be until I have specific orders in my hand to the contrary.

Lastly, one week from today, Emperor Korax will be visiting the facility here. Please prepare a proper welcome.

The news that the Kargan Emperor is visiting puts the entire base into a tailspin, as everyone drops what they are doing to prepare for the visit. While people are cleaning up shops, and buying gifts, the news comes that Arkon will be visiting with the Emperor.

[The week will pass, the characters essentially have a week of R&R as well as training time.]

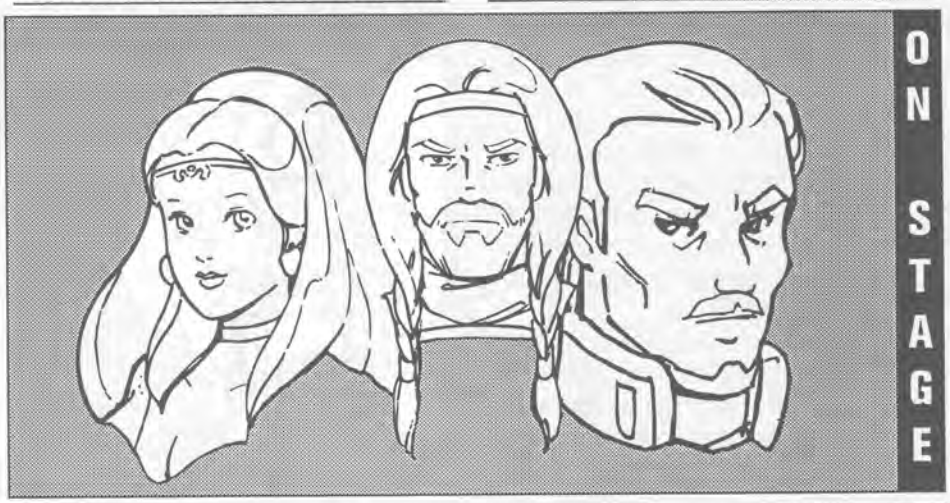
Haversom is constantly busy, and the characters are pretty much left on their own. Feel free to role-play out the time or not as you see fit. Now would be a good time to introduce any of your own sub-plots or characters that you want in the game. The characters have passed the halfway point, and it's all downhill from here.

IP Awards for Episode #11:
Laian refusing to go: +2 IP to Laian
Anyone who actively opposes Majall: +3 per player

12: Doubt

LOCATIONS:
Interior Dion 1 (p. 20)

CHARACTERS APPEARING:
General Haversom (p. 18), Crew & Colonists of Dion 1 (p. 20), Commander Altair Dass (p. 38), Rimfire Crew (p. 38-41), Emperor Korax, Arkon Verian, Ariel (p. 25)



EVENT #1: SWEET SURPRISE 4-23 1520. AFTERNNON. RIMFIRE DAY: 41

"The week passes slowly for everyone. As the colonists of Dion 1 prepare for the arrival of the Emperor, the anti-Overwatch propaganda on Algol grows to alarming proportions. There are constant reports that the UAA is executing political prisoners and abducting dissidents. Most of the absurd claims would be funny, if so many people didn't start believing them. On one broadcast, Commissioner Crystal officially requests that the Overwatch program be disbanded. Quick-eyed characters can spot Lord Delaney in the background of the interview.

"On Dion, and the colonies in general, the attitude toward the UAA and Overwatch is much better. In fact, there is a debate on the usefulness of the Overwatch program held on the 21st. Larani is surprised to see Dar Koma, who vowed to stay out of politics, as one of Overwatch's most verbal supporters.

"As the time for the visit grows near, everyone is shocked to hear that Queen Ymri is considering pulling Elara out of the UAA, and pulling Elaran support for Overwatch."

Finally, the day arrives, and as the shuttle approaches the colony, everyone turns out in the flight deck with their best on.

As the shuttle lands, the first out of the hatch is a shrouded Imperial guard. His voice rings across the bay, as he announces the arrivals.

Imperial Guard:
Presenting his Imperial Majesty, Korax I. A large imposing man steps of the shuttle. *Presenting his lordship, Arkon Verian.* A tall, thin man steps off the shuttle behind the Emperor. *Presenting her ladyship, Ariel Verian.*

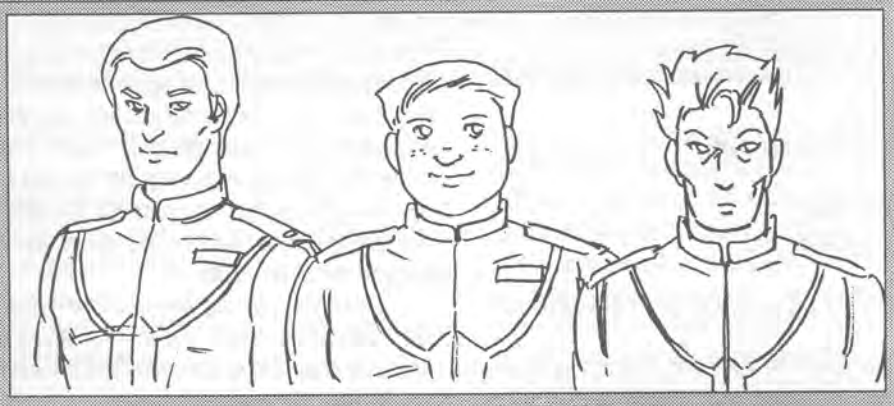
And much to everyone's shock, Ariel exits the shuttle behind her father. If her paramour is present, she waves to him across the landing bay and smiles. When Korax and Arkon meet with Haversom, Ariel discreetly finds her way to her "lover's" side and grasps his hand. Arkon sends an icy glance their way. Ariel stiffens a bit, but doesn't let go of his hand.

Haversom takes the Emperor and Arkon off to a confidential meeting. He leaves the characters to show Ariel around.

After the exchange of a few pleasantries, Ariel draws the characters aside.

Ariel:
It's so good to see you all again. Especially you (she looks at her "lover"). *But there are some things going on that you need to know. I'm sure you heard about the Murian force screen being re-activated. Well, it's gone up, and Dr. Tal is trapped inside! He was taking Lathrin and his girlfriend to see one of the wise ones. I don't know if they ever got there. No one, not even my dad, has heard from Tal in days. It's our fear that he is stuck inside. My dad says Tal knows how to breach the field, but he fears that the Murians might arrest him to keep him from letting out any Murian secrets. Also, Eliza has disappeared. She went out one night for some dinner and never came back. Kerion is worried sick! Everything is falling apart, what do you think we should do?*

This is, of course, fate's way of telling the players now is some time for some thinking. You should play out the session with Ariel. Use this moment to reaffirm what the players know and suspect. Once again, Ariel is happy to be near her "paramour," but still sleeps in her own room.



Farman, Salmak, Taliss

The three senior administrators in the Overwatch program. They are simply people who tried to do their best to keep the UAA from being discredited by the Axis. Sadly, they simply exist to die in Episode 12, so we haven't included any stats. Just about the only thing I can say about them is that Salmak was great at cards. They didn't kill themselves; it was Dremmond who murdered them, and made it look like a suicide.

EVENT #2: DEATH IN THE MORNING 4-24, 1520. MORNING. RIMFIRE DAY: 42

"At noon of the next day, as you are going about your daily business of filling out papers and wondering what is going to happen next, you hear Haversom's voice over the com. As usual it sounds like he hasn't had any sleep in the last few years."

Haversom:
All Overwatch personnel please report to docking bay 5.

"Docking bay 5 is the largest open area on the base, and it needs the space to hold the throngs of uniformed people. Everyone in the UAA (which is nearly everyone on the base) is crowded around. After about fifteen minutes of standing uncomfortably, Haversom and Dass enter with Arkon and Korax. Haversom walks over to a pile of crates, and climbs to the top. From there he addresses the crowd."

Haversom:
At noon yesterday, the 23rd, the three top administrators in Overwatch were found dead. The preliminary investigation indicates suicide. There was a note found. I wish to read you this note.

He pulls out a slip of paper from his pocket.

Dear Algol (he reads)
We can no longer bear the shame of what we have done. We have created a monster capable of enslaving the planet. We have given the Overwatch authorities too much power. We can no longer stop them.
May God have mercy on our souls.
Farman
Salmac
Taliss

(There is a hushed silence. Everyone stands dumb-founded.)

This letter is a fraud. None of the three men in question had a shred of common decency. If there was a conspiracy in Overwatch, they would have been at the top. So in our opinion we have three more deaths to pay the Axis back for.

Sadly, however, the press has gotten into it. There is a smear campaign going on against us. We are being painted as the blackest villains in Algolian history.

We have to stop this, now. Either we stop it, or Overwatch is doomed. The second Overwatch ship has been scrapped. That leaves the Rimfire. We have to be the white knights, if not, they will tear us apart.

Arkon Verian

Perhaps the single most hated man on all of Algol. To everyone on Elara and the Archipelago he is Shaitan (Devil) incarnate.

A powerful psionic, Arkon rarely uses his abilities. Instead he relies more on his own brilliance and political knowledge.

His goals have always been to unify Algol. With the Kargans he saw the opportunity to unify by force, a quick and tidy proposition. His plans backfired, as the quick attempt to invade and subjugate Elara degenerated into one of the longest and bloodiest wars on record.

With plans of conquest a failure, Arkon began to attempt unification by political and diplomatic means. It was much of his drive that formed the backbone of the UAA.

Cold and calculating, he does little in person to belay his icy reputation. When entering a room, his very presence seems to chill the air.

STATISTICS

Stats:	Int	7	Ref	4	Tech	4
	Cool	6	Luck	8	Attr	8
	Fam	8	BT	4	MA	5
	Psi	8(30)				

Skills: Gen. Knowledge(+6), Piloting(+3), Awareness(+6), Research(+7), Ancient History(+3), Dodge(+7), Persuasion(+10), Program(+5), Play Instrument(+8), Fast Talk(+4),Politics(+5), Dancing(+9), Wardrobe(+10), Sing(+5), Specific Knowledge[Kargan History](+6).

Psionic Skills: Telepathy(+9), Psi Blast(+6), Suggestion(+8), Telekinesis(+4), Mind Lock(+10)

Emperor Korax

The current ruler of the Kargan empire has been on the throne for over 20 years, a record for that turbulent nation. In a land where strength rules, Korax is the strongest, and other than his inability to win the war with Elara, he has proven to be one of the best emperors that Karga has had.

Level-headed and intelligent, Korax has even known to be merciful on occasion. With him, bravery and nobility are everything that makes up a man, and he will treat a brave enemy better than a cowardly ally. This was demonstrated when a Captain of his guards brought back a pregnant Elaran as a concubine. When the woman's husband infiltrated the court, the Captain demanded that the Elaran be put to death, rather than be allowed a trial by combat. Korax, impressed with the man's courage and angered with the cowardice of his Captain, returned the man's wife and paid out a 100,000cr payment for the "misunderstanding." The Captain was put to death.

STATISTICS

Stats:	Int	8	Ref	10	Tech	8
	Cool	10	Luck	6	Attr	7
	Fam	10	BT	9	MA	8
	Psi	0				

Skills: Gen. Knowledge(+8), Piloting(+8), Awareness(+10), Mekton Pilot(+9), Mekton Melee Weapons(+9), Dodge(+7), Persuasion(+8), Program(+5), Beam Weapons(+8), Fast Talk(+4),Politics(+8), Missile Weapons(+9), Leadership(+10), Intimidate(+5), Specific Knowledge[Kargan History](+6), Survival(+9), Athletics(+7), Knife(+10), Fencing(+7), Handgun(+8), Social Skill(+7) Interrogation(+8).

In two day's time, the Rimfire is going to make a goodwill trip to ALL of the orbital colonies. We must rally popular support, or we'll all be out of a job.

Thank you for your time. Get back to work.

EVENT #3: BAD PRESS 4-24, 1520. EVENING. RIMFIRE DAY: 42

The backlash is severe when the letter is played on news stations across Algol. There are public protests at all planetary Overwatch bases across the world. There is a massive organized protest at the bridge of the Crystal Palace, blocking entrance and exit. Lord Delaney claims that the entire UAA was a Kargan plot, and officially presents Ymri with a request to withdraw Elara from it, thus killing it. Ymri's response: "We'll look into it." In Karga, protests come in the form of a protest in the High Council by certain lords, including Lord Kynis.

[Any character that can make a "Social" roll 20+, realizes an important fact. There is no way in hell the organized Elaran and Kargan protests could have come so quickly. There must have been prior preparation involved.]

On Dion 1, the entire base is caught between two fronts. The orbitals give their unconditional support of the Overwatch program, while Algol-based factions are calling for it to be disbanded, and in some extreme cases, calling for the arrest of members as traitors to Algol.

One last thing happens before the end of the episode. Ariel, who until now has been a "chaste" romantic partner, asks to stay the night with her boyfriend. She is just too frightened to sleep alone. Let nature take its course.

They (probably) spend the evening in bliss. As morning approaches, suddenly Ariel sits up in the bed, screams "Father!", and runs out of the room, leaving a bewildered lover behind.

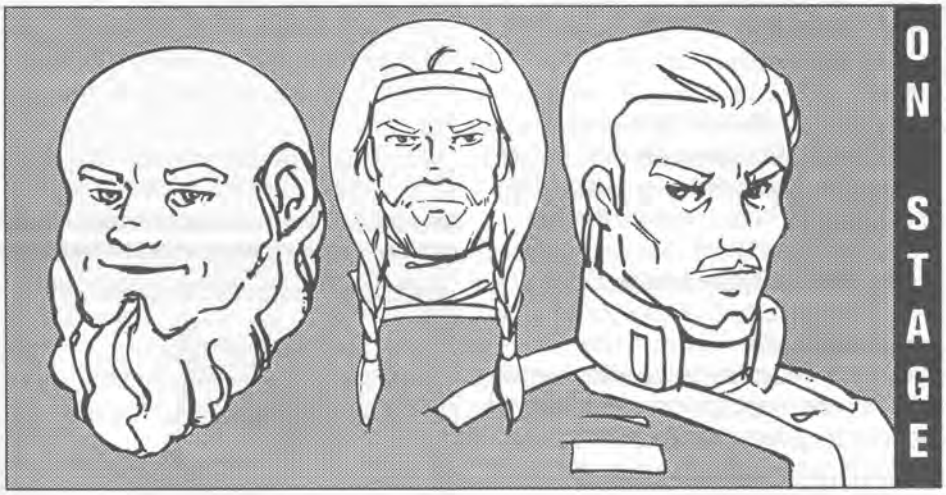
If he follows her (shame on him if he doesn't!) he reaches Arkon's open door seconds behind Ariel. As he steps in, she is leaning over the dead body of her father. Where Arkon's chest used to be, there is just a smoking crater.

As she looks up to the PC, there is a call from the door, and as the PC turns, there are a group of Imperial guards, with Korax in the lead.

Korax:
You are under arrest. Do not resist or we will fire.

IP Awards for Episode #12:
For figuring out the odd timing of the protests: +5 IP
To Ariel's "lover" (just for having a bad day): +5 IP

13: BETRAYAL



LOCATIONS:
Interior Dion 1 (p. 20), Dion City (p. 21)

CHARACTERS APPEARING:
General Haversom (p. 18), Crew & Colonists of Dion 1 (p. 20), Emperor Korax (p. 53), Imperial Guard, Ariel (p. 25)

EVENT #1: MURDER 4-25, 1520. AFTERNOON. RIMFIRE DAY: 43

"You were all pretty shocked to hear that xxxx (insert Ariel's lover's name) was arrested last night for the murder of Arkon Verian. Before breakfast, the rumors had circulated that not only had he been arrested, but that he had been put to death by the Emperor. When noon rolled around, and there was no sign of your teammate, or Ariel, and no rumor to counter the first, you started getting pretty nervous. But now Korax has called you to his personal rooms, and you head toward the door hoping that his sword isn't red with your friend's blood. Korax is staying in a house in Dion City, and it's to here you have been called."

In case you haven't figured it out, keep Ariel's lover in suspense; don't even talk to him about his character. Keep saying "I'll get back to you."

An Imperial guard opens Korax's door when the characters knock. They are searched and all weapons are removed, even Daric's knives.

"You enter a darkened room. There is the overpowering smell of blood. As the door closes behind you, you hear Korax's voice."

Korax:
Do you believe that XXXX (again Ariel's lover) *could have murdered Arkon Verian? Speak slowly, and one at a time.*

The creepy scene is likely to unnerve at least one or two of your players. Flippancy is greeted by anger. Only a *yes* or *no* answer will be accepted by the Emperor. Once everyone has spoken, he will pause for a moment (hopefully more people said no than yes). Suddenly, the lights come on, and the characters see the contents of the room.

"In front of you is a mutilated body, the chest blown open and burnt. Ariel is at the figure's feet, weeping.

"After a horrifying moment, you realize that this is the corpse of Arkon Verian, and that XXXX is sitting by Korax's right hand side. Korax looks up and speaks."

Korax:
I would be mad to think that Ariel could have anything to do with her father's murder, and she by all accounts was in the room before your friend. (He turns toward Ariel's lover.) *I am sorry to keep you here, but I needed to see if the murderer would try to flee while we were "questioning" you. As for my friend's body being here, it's simply a ritual. We in Karga always watch over our dead.*

You may go now. We need to prepare our friend's soul.

And with that, the characters are dismissed. Ariel stays with her father and the Emperor. [Do your players ask for their weapons back? Don't prod

them, but give them the opportunity to do something, talk to Ariel, etc, before they leave. If they don't ask for the weapons, Korax doesn't offer them. He has other things on his mind.]

EVENT #2: MURDERER 4-25, 1520. AFTERNOON. RIMFIRE DAY: 43

"The humid air in the cavern really gets to you as you walk away from Korax's house. By the time you reach the elevator to get back into the base, you are thinking that the smell of the blood will never leave your senses. You wait impatiently for the elevator to come, and you each become acutely aware that somewhere on the base is a cold-blooded killer."

The elevator takes them back up to the base; there are signs that the area is undergoing construction, and that it will be closed off for two hours. Absently checking one of.their watches, a character realizes that the time is now. The elevator should not be working.

At about that time, the power goes out.

[Any character making an Awareness Roll 20+ will hear the sound of a far off door slamming shut.]

Now is the time to point out that none of the characters have any weapons. (Did they ask for them back from Korax? It's unlikely.) Down the hall they can hear something approaching, something mechanical.

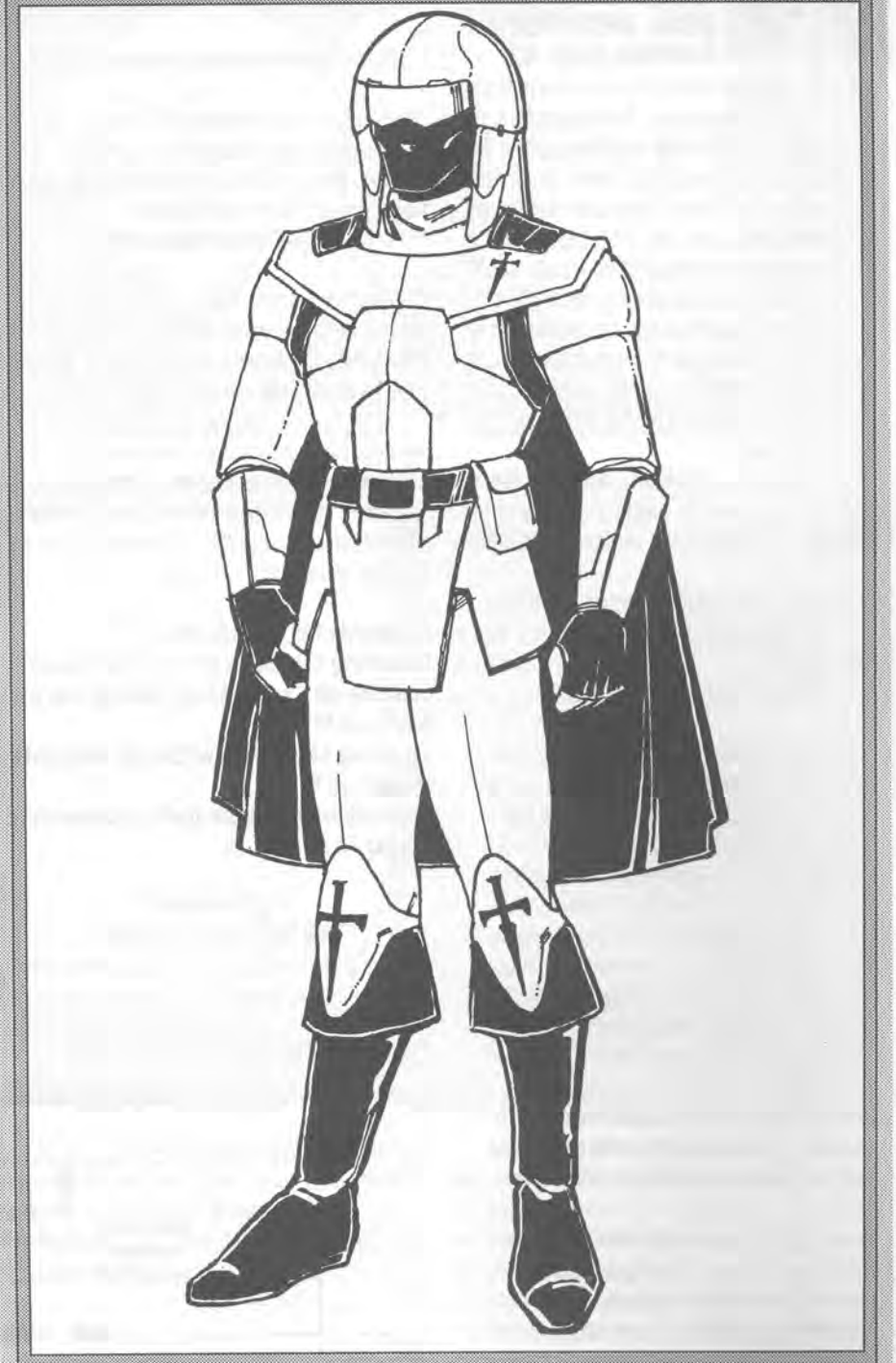
Combat: Fireflight members vs. 1 AUX-01. (Map Page 56, Use Generic Axis pilot's stats for Jhon.)
Running the fight:

Arkon's murderer (Jhon Talma, an engineer at the base that Dremmond has mentally altered to do his dirty work) has decided to do away with the PC's before they can cause any more problems to Dremmond's plans. He has sealed off this section, and it will take a Computer Use skill 30+ to override his commands. If Aleoi can get to a terminal and has fifteen minutes of time, she can get the doors open automatically, all she needs is the time.

As listed on the map, there ia a armory, in this are all the EMF and UAA weapons listed below. The characters have two options. They can go to the armory, and try to fight him with the heavy rifles, or distract him, giving Aleoi the time she needs at a computer terminal.

If the characters do away with Jhon , great. IF not, after Aleoi gets the door open, he will be swamped with security, and eventually destroyed.

Due to the tight confines the AUX must maneuver in, Jhon has a -2 to all actions.



Imperial Guard

The best of the best, these men and women serve as the bodyguards of the Emperor and other important diplomats. They are feared by even the vicious KAAVAAK for their effectiveness. They are erhaps the most able man-to-man fighting force on Algol.

STATISTICS

Stats: Int 8 Ref 10 Tech 6
Cool 8 Luck 5 Attr 6
Fam 8 BT 8 MA 7
Psi 0

Skills: Fencing(+9), Handgun(+8), Blades(+9), Hand to Hand(+10), Dodge(+9), Resist Torture(+10), Interrogation(+9), Intimidate(+9), Social Skill(+7), General Know(+6), Infiltration(+6), Shadowing(+7).

EVENT #3: AFTERMATH 4-25, 1520. AFTERNOON. RIMFIRE DAY: 43

After Talma has been killed, Haversom and Korax will soon be on the scene. The characters are questioned, and thanked for their part in the "apprehension" of the villain. Korax looks even more disturbed, and seems to brood even deeper.

If asked what's wrong, he'll reply that the murderer wanted to die, and he would like to know why. Talma had no connections to the Axis, and as far as anyone knew, had no specific hatred of Arkon. Jhon Talma was formerly a Kargan citizen, and well-respected in social circles.

On searching his room, the authorities discover the following:

The room itself is a mess, with papers and other junk scattered throughout. After a quick inspection, a few interesting items come to light:

>>A picture of Larani as a young girl(!)—She is sitting on her father's lap, wearing his officer's cap. Larani will identify the picture as one that her father keeps in his office.

>>Another photo, of Celine—It's during the graduation ceremonies and all she's wearing is a loosely buttoned uniform top. She's saluting, while a strong, handsome cadet holds her up. She identifies the man as Terrin Fellai, someone she hasn't seen in ages. The last she remembered the picture was in his possession. He had always joked about blackmailing her with it. (If investigated it will be discovered that Terrin Fellai is currently AWOL from his base in Koriel.)

>>There are other photos, taken from the computer records of Overwatch, for the other squad members, and copies of their personnel files.

>>A copy of Lucia's Abduction In a recent, paperback edition. (See Aggendi, page 31, for details on Lucia's Abduction.) The section where the Aggendi turns into a winged woman and "showers" the hero with gifts is highlighted.

>>A picture of Arkon Verian that has been cut in half.

>>An unsigned letter that reads:

The time is near, soon someone will visit you; this will allow you to do that which needs to be done. With the Viper dead, we may progress against the softness of the throne. Our friend will allow you to approach him, under the thoughts of one he trusts; you may then proceed. Only after he is gone can we act.

>>Lastly, another computer message printout.

I have helped you, now help me. Destroy the UAA interlopers in my affairs. Here are pictures of two of them, you can find the rest in the computer files. Override Command Number

3554728349400-2341.

The Override command is current, and Haversom has no idea how anyone could have managed to get it. Only the top officials have access to it. With that code, he would have total control over the base.

The only good news comes later that evening. Dass radios that Emilia has located the Axis transmitting device, and that she is in the process of transmitting the data to him. Once the information is in, and the ship is finished refueling, they will strike.

IP Awards for Episode #12:
Defeating the murderer: +10 per player.
Looking up Terrin (after finding the picture) : +5 IP
Opening the doors with the computer (Aleoi): +8 IP
Remembering to take their weapons form Korax: +3 IP

EQUIPMENT: THE UAA HEAVY RIFLE

A heavy anti-roadstriker rifle designed to make a man capable of damaging a smaller, armored mekton. Only characters with a BT of 8 or better can use this rifle without its bipod. The rifle's WA goes up by 2 when using the bipod.

DAM	SH	BV	WA	WT	CST	RNG
2D10(AP)	5	NA	-1(+1)	13kg	1000cr	200H

GAS GRENADE

A standard peace-keeping tool in the orbital colonies where one misplaced shot could kill hundreds. This grenade releases a powerful sleeping gas on impact. To avoid passing out a target must make a Bod roll 15+ when in the area of effect. A gas mask or other similar breathing apparatus negates the effect. The gas affects the target hex, and all surrounding hexes.

Cost: 30 Cr.

COMBAT UNIFORM (ALL)

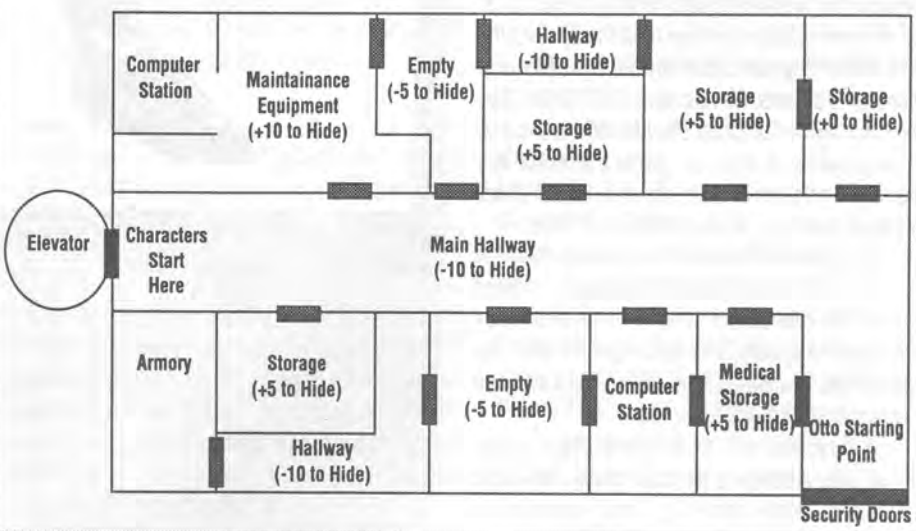
These heavy combat fatigues provide 5 sp to all locations, and include a 4 sp helmet. These are the standard fatigues on the Algolian battlefield.

Weight: 1.5kg
Cost: 90cr

SET:

Map of Dion 1 section fo Ambush.

Ambush Site in Dion 1.



Site of the murderer's ambush on Dion 1.

14: FUNERAL

LOCATIONS:
Interior Dion 1 (p. 20),
Exterior Dion 1 (p. 20)

CHARACTERS APPEARING:
General Haversom (p. 18), Emperor Korax (p. 53), Imperial Guard (p. 55), Crew & Colonists of Dion 1 (p. 20), Altair Dass (p.38), Ariel (p. 25), Dremmonds Voice. Tyna Veric

MECHANICALS APPEARING:
The Sentinel (p. 93), Giga Kaiser (p. 91)

EVENT #1: DEARLY DEPARTED 4-28, 1520. MORNING. RIMFIRE DAY: 46

"Three days have passed since the murder of Arkon Verian, and the battle that resulted in his killer's death. Ariel has managed to cope with her grief, and has returned nearly to normal. Nothing further has come from the investigation of the murderer's room, but Haversom has altered all computer access codes. For your part in the uncovering of the murderer, Korax has awarded each of you a Bronze Star (a high Kargan military honor). To honor the UAA, and the Overwatch program, he wishes to bury Arkon on the moon. He goes about arranging a full state funeral himself, and asks the characters to be the honor guard. Ariel and her paramour are to be the 'heads' of the procession."

There are frantic preparations, as everyone readies for a televised state funeral. Ariel, now able to let go of her grief, is thankful to everyone for all that they have done. Her lover is now as important to her as her father was. It is possible, depending on how the PC acts, that there may be a wedding soon after the funeral. Let nature take its course. Either way, Ariel truly loves him with all her heart. Anyone injured in the final fight recovers, and the Rimfire prepares to leave orbit in three days.

EVENT #2: SERVICE 4-29 1520. AFTERNOON. RIMFIRE DAY: 47

"The funeral is transmitted to the entire planet when it occurs. There is a litany read by Ariel, who leads a prayer for Arkon's soul. Everyone is gathered around the open grave, not far from where the Aggendi first emerged from Dion's surface. All the space-suits are linked together, so the world can hear everyone. After Ariel, Haversom gives respects from Elara and Ettara.

"As the silver casket is lowered into the hole, Korax speaks."

Korax:
There are those of you here and on Algol who view this man as the greatest evil to ever blight the surface of our world. It is true that he was "expedient" when it was called for. He was able to kill when needed; that was one of his greatest assets. He could look at a large problem and solve it without needless emotion. There is, however, a rumor that Arkon wished to decimate anything non-Kargan, to commit genocide on this planet. Nothing could be further from the truth. He wished unity, and when it became obvious that unity would never be achieved through war, he turned to peace.

I have lost two daughters and a son through war, and now it has cost me a dear friend. Arkon Verian formed the UAA. It was his idea to create a unifying force that could keep all Algol working together. He did it without my permission, and without my knowledge. Only recently did he reveal the truth. Now the UAA has come under attack from forces all over the planet. The Murians have withdrawn; the Elaran populace is being manipulated by the "press" and elements of its own government. I ask, at the grave of my dear friend, for unity. As the emperor of Karga I can command my own people, but to everyone else on the planet I ask this as a citizen of Algol.

As Korax finishes his speech, there is a flash of light, as a power surge seems to destroy the cameras one by one. As the news crews are reeling from the small explosions, a single plasma blast decimates the crater where Arkon's body is rest-

Tyna Veric

Tammis' younger sister, Tyna has always dreamed of following in her older brother's footsteps. Shortly after he left Karga, she applied for a position in the UAA, and recieved one. A good secretary, her skills in administration match those of her predecessor. She dearly loves her brother, and will do anything for him. In her eyes, he can do no wrong.

STATISTICS

Stats:	Int	8	Ref	5	Tech	4
	Cool	6	Luck	6	Attr	5
	Fam	8	BT	4	MA	4
	Psi	0				

Skills: Awareness(+5), Specific Knowledge[Bureaucracy](+6), Programming(+3), Infiltration(+3), Specific Knowledge[Dion Operations](+6).

Lord Falmak Kynis

Larani's father, and one of the greatest schemers in all of Karga. He belives that the Archipelago War could have been won, and thinks that Korax has gone "soft." He is masterminding an attempt to take the throne, but first he needs to get rid of Arkon Verian. It's very difficult to assassinate a man who has a mind-reader for an adviser.

STATISTICS

Stats:	Int	8	Ref	7	Tech	3
	Cool	8	Luck	5	Attr	5
	Fam	9	BT	4	MA	7
	Psi	0				

Skills: Politics(+9), Social Skill(+6), Blades(+6), Fencing(+8), Fast Talk(+5), Intimidation(+5), Leadership(+6), Handgun(+5), Survival(+5), Streetwise(+7).

ing. People are thrown about, as a single mekton appears overhead, bearing Axis markings (Show them the illustration of the GigaKaiser, page 91). Over their headsets they hear a deep booming voice that chills them to the bone.

Dremmond:
I have cut your communications. There is no help for you. I offer you a choice: Join me, or be destroyed. The end of the world is upon us. The Aggendi are on their way as we speak. They have accepted me as the human leader of the planet. Join with me, and you will survive... Oppose me and you will be consumed!

The only voice in response is Korax's.

Korax:
I would rather end my life than follow a mad fool! Which was the wrong thing to say.

The GigaKaiser raises its beam cannon, and aims toward the ground below. Everyone scrambles for cover, except Korax and the Imperial Guard—they stand their ground.

"The Axis unit fires on the defiant Emperor. Everything is slow motion as the blast lances downward. Suddenly there is the blur of action, but not on the ground, it's in the air! Looking up, you see a Sentinel, with a molten lump where the shield and arm used to be. The Sentinel pulls out a beam sabre, and cuts at the other suit's center. The enemy parries easily, and with a backhand swipe eradicates the Sentinel's head. Behind the first Sentinel, four others approach, and the Axis unit withdraws a bit. It raises its gun, and a single blast envelops the Sentinel. It explodes into a thousand pieces of debris.

"The Axis mekton turns, and speeds off into space; at about the same time the other Sentinels land. Just as the first one lands, the cockpit opens and Arisa jumps out. She yells over the radio, "Did Haj eject!?"

No he didn't...

EVENT #3: TARGET 4-30, 1520. EVENING. RIMFIRE DAY: 48

"There is a small memorial for Haj early the next day. The crew of the Rimfire are irate and short tempered. Arisa is nearly in tears. [assuming that Haj was her "lover" and not a PC]. Dass, angered that the Axis would have the audacity to attack Arkon's funeral, orders a course set for the location of the Axis transmitting device. He wants it destroyed. Korax says his farewells to the crew of Dion 1 and the people of Overwatch. He vows that he will have a squad of more advanced Sentinels to them within a month."

Ariel, not wishing to return to Algol, will corner her "paramour" and ask to go with him into space. She wants to pay back the authors of her father's death. Role-play this out; if the two approach Dass, in unison, he will allow her to come along.

At 6:00pm, on the evening of the 30th, a small shuttle returns everyone that is leaving to the Rimfire. The ship undergoes one last check, and pulls out of orbit. The missing Sentinel in the circus is a painful reminder of Haj's absence.

That night, as everyone goes off, sleep and personal mail awaiting them on the Rimfire cause a few surprises.

Cedric:
He again dreams of Maria, except this time he sees her as he knew her—in a combat uniform, flying a Vantage in the Archipelago War. Suddenly, there is an explosion of fire, and her body is consumed, leaving a blackened shell. The shells fall open, crumbling to dust—and there is no body inside.

Laian:
She gets a faint mental touch as she is drifting off to sleep. It seemed to be Eliza screaming for help, over and over. It fades off after a moment. She knows that it wasn't a dream, but a mental contact. Eliza is alive!

Karin:
Receives a piece of mail, dated 3-16. It reads:

I warned you once, and cannot do so again. Leave Overwatch or be destroyed. Kara needs you.

-A Friend.

Larani:
Also gets a letter. It reads:

Dearest daughter,
Look forward to our "visit," and hope to see you soon. I am happy to hear that you are doing a good job on your new assignment. Perhaps we can get together and discuss the mistakes your mother made.

-Your loving father.

There is no date on the letter.

Tammis:
Gets a vid-phone call from someone he hasn't seen in a while. The phoone rings just seconds after he dozes off to sleep.

When he punches the receive button, he sees his sister, Tyna.

Tyna: Hiya bro, understand I just missed all the fun. I finally got in! She holds up a UAA identification card. I've got the job apparently vacated by a recently deceased Axis spy! I'm the personal assistant of General Haversom, isn't it cool!?

You can feel free to role-play this out as much as you want to. Tyna is a good source of gossip or information you may want to pass on to the characters to set up for future adventures.

IP Awards for Episode #12:
Taking Ariel with them: +3 IP to all other players, +5 to paramour

15: AXIS ATTACKS

LOCATIONS:
Space, Interior Rimfire

CHARACTERS APPEARING:
Commander Altair Dass (p. 38), Terrin Fellai, Eliza (p. 23), Rimfire Crew (p. 38-41).

MECHANICALS APPEARING:
The Rimfire (p. 42), the Sentinel (p. 93), the Pariah, the Rouge (see Mekton Techbook)

EVENT #1: SPACETRIP 5-1, 1520. MORNING. RIMFIRE DAY:49

"The Rimfire leaves Dion orbit at top speed. Unlike the leisurely trips in the past, the ship is proceeding full throttle. The engines are working past maximum, and the ship shakes a bit more than anyone is comfortable with.

"At about 9:00, Dass calls for a general meeting on the bridge. Once again, everyone packs in. Without Haj's complaining, the bridge seems even more crowded and humorless. From his command chair, Dass speaks."

Dass:

Outside of this room only a handful of people on the planet know about the danger we face. If this satellite does manage to make contact with the Aggendi, then we can assume that all human life in the Algol system might be destroyed. General Haversom and I are unwilling to let this happen. You have all been part of this program for less than two months, and many of you are probably hoping that the Overwatch program will be disbanded so you can return home.

We will deal with that problem when, and if, it arises. Right now, we must stop this madman's ploy to signal the Aggendi, and bring them to us. We must destroy the satellite, no matter the cost.

Suddenly there is a flashing light, and Arisa indicates incoming units...hostile.

Dass orders all pilots to launch.

(Of course there are only nine Sentinels now, so the pilots are going to need to some quick figuring in order to decide who stays behind.)

EVENT #2: BATTLE 1 5-1, 1520. MORNING. RIMFIRE DAY: 49

Terrin Fellai

An EMF fighter jock in the same graduating class as Celine. The two shared a brief, if intense, relationship. Terrin was known for his great constitution, and made it a hobby to drink other people under the table. They haven't seen each other in six months, but are still on friendly terms.

STATISTICS

Stats:	Int	6	Ref	9	Tech	5
	Cool	8	Luck	6	Attr	8
	Fam	2	BT	10	MA	8
	Psi	0				

Skills: Mekton Pilot(+8), Shuttle Piloit(+4), Mecha Fighting(+6), Mecha Melee Weapons(+5), Beam Weapons(+6), Awareness(+5), Missile Weapons(+5), Handgun(+4), Wardrobe & Style(+5), Athletics(+6)

Battle:

9 Sentinels vs. 8 Pariahs

This is the first wave of attack. The satellite is still several kilometers away. The Pariahs are flown much more intelligently (i.e., they are real Axis pilot's, not brainwashed tools) The Axis use double-team tactics, two Axis suits working in teams attacking a single Sentinel. If things go poorly for the Axis, they will draw back to the satellite, for the "showdown."

It is likely that one or more of the Sentinels will be destroyed. Don't forget the ejection rules for their escape pods!

This is probably going to be one of the longer fights in the story, so be prepared.

After the battle is won, the remaining Axis suits withdraw to the satellite (if there are any left).

The satellite is on visual, minutes away. Haversom orders critically-damaged units to return to the ship, and functional units to continue on towards the objective.

EVENT #3: SHOWDOWN 1 5-1, 1520. MORNING. RIMFIRE DAY: 49

As Mox and the tech crew work in desperation to repair the damaged mektons (see page 87 for ship-board repair rules), the satellite comes into view. It is much larger than anyone expected, and it floats in a large cloud of space debris. Surrounding it are any surviving Pariahs, as well as another mekton that looks similar to the Pariah, but has a nasty-looking cannon on one shoulder.

Battle:

? Sentinels Vs. 1 prototype Rogue and ? Pariahs. The Rogue is as listed in the Mekton Techbook, with two important deletions. This unit is not equiped with either the Stealth system or the Cloaking capabilities. It does, however, have a full drone rack.

The Axis units will use any debris as cover. They attempt to protect the satellite at all costs. The Rogue will attempt to stay and block the satellite. It will not leave an area of more than three hexes away from the satellite itself.

With proper tactics, this fight should be tough, but not impossible. Here are a few tactics you might want to pass on to the players.

1: Don't engage the Rogue until all the Pariahs are destroyed, and concentrate your firepower.

2: Split up the squad, half to attack the Rogue, and half to attack the satellite.

No matter what happens, as the characters are screaming in for the kill on the satellite, suddenly there is a burst of activity. Lights go on over the satellite, and a burst of energy escapes from it. There is a psionic backlash, and everyone (except Laian) needs to make a Bod roll 15+ to stay conscious. (If your players are doing poorly in the fight, you might want to make sure that the Rogue pilot "fails" his roll.) Laian is able to automatically shield herself, so she remains awake.

With most of the participants floating dead in space, anyone awake (besides Laian), notices that the satellite has life support equipment on it, a fair amount of it.

EVENT #4: EVACUATION 5-1, 1520. AFTERNOON. RIMFIRE DAY: 49

After two long fights, the satellite is in Overwatch's possession (assuming they haven't blown it to atoms). Hopefully, at least one person will choose to board it. Everyone knocked unconscious by the blast will come around in a d10 turns. This includes the Axis pilot.

The satellite does have a standard airlock, and can be entered using an Electronics tech roll 10+.

Inside there are 20 glass tubes, each inhabited by a nude person. There are faces some of the characters recognize. There is Eliza, Terrin Fellai (Celine's ex) and Arisa's little brother. There are twelve women and eight men.

Each of the tubes is hooked up to a central life support system, controlled by a computer. Aleoi can tell (on a Computer use roll at 10+, something she would have trouble missing) that the system is booby-trapped, and if one of the tubes is tampered with, all of the people will be killed by lethal gas being injected into the life support. It will take a Computer use roll 20+ to bypass this feature.

Hopefully, Laian or one of the other pilots notice that the satellite is inhabited. If they don't, a single blast from a Sentinel's gun will send all the souls on board into oblivion.

If Laian attempts to make contact telepathically, all she gets is a blank slate, much like the girl in Episode 10.

As the Rimfire prepares to take the wounded onboard, the characters have to disarm the system and get the poor people out. If they succeed without killing them, when the crew removes them, almost all are as lifeless and still as the girl in the Shaitan.

Except one.

Terran Fellai comes out swinging and trying to escape. He will be calmed by one of two things: Celine, or being knocked out.

If Celine approaches him, he throws his arms around her and hugs her tight, then whispers in her ear:

It's bad, baby, real bad...

and passes out. Unlike everyone else he seems to be suffering from malnutrition, rather than any kind of psychic shock.

Dass orders the evacuation of the wounded to the Rimfire, and then has the satellite destroyed.

IP Awards for Episode #12:
Each Pariah destroyed: +3 IP per player
Prototype Rogue destroyed: + 6 IP per player

16: PREPARATION

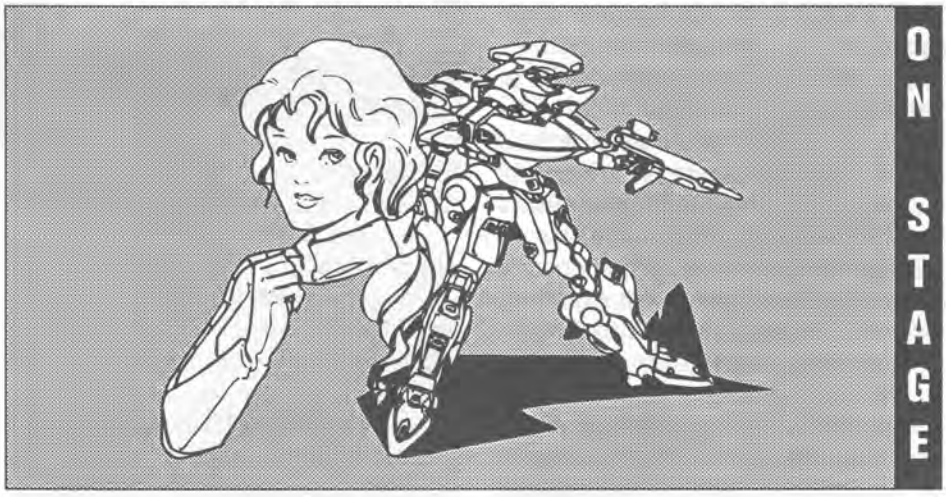
LOCATIONS:
Sunlight 1 (p. 47)

CHARACTERS APPEARING:
Emilia Darka (p. 46)
Terrin Fellai (p. 59),
Crew of Rimfire (p. 38-41)

MECHANICALS APPEARING:
Exsentinel (p. 90)

EVENT #1: SUNLIGHT REVISITED 5-3, 1520. EVENING. RIMFIRE DAY:51

"After a two day careful return trip, the Rimfire returns to Sunlight 1. During the trip, no one from the satellite has awakened, including Terrin. Upon arriving at Sunlight, Dass comments with much annoyance that the other ship hasn't left for the asteroid yet;in fact, it's still sitting in the dock where it was when the Rimfire was here last.



ON STAGE

"The Rimfire docks with Sunlight on the evening of the 3rd, and all the "patients" are transferred to the medical bays of the station. With the use of the medical computers, they are at least able to wake up Terrin."

He is in lousy shape, and suffers from serious malnutrition and muscle atrophy. He remains awake long enough to give the following information.

Terrin:
They used the others... I was used to keep them alive. They drew their nourishment from my body. I felt it when they screamed. Something is out there, something huge. I almost saw it. It's by a giant silver ring. The ring... There are thousands of them, sleeping. He wants to be the alarm clock...

He passes back into a deep sleep. There is nothing else the medical crew can do, only let him rest.

The characters will quickly be joined by Emilia and Dass. Emilia explains that the second transmission was sent to the same spot as the

first, the same asteroid. She also goes on to explain that the Elaran Space Council has ordered the Tarus to stay at Sunlight, despite Emilia's pleas. The only active ship able to find out what is at the asteroid is the Rimfire. The trip to Aries will take about 300 days, much longer than the food and water supply of the ship. Dass spends the evening in conference with Emilia and in communication with Haversom.

EVENT #2: DECISIONS 5-4, 1520. MORNING. RIMFIRE DAY:52

"The night passes without event. The next morning, Dass calls the entire crew of the Rimfire into one of the Sunlight conference rooms. For once, all of the characters are assembled in a space large enough to hold them. Dass waits for everyone to be seated and begins."

Dass:

We are at a decision point now. Emilia has given me some rather disturbing news. There are two small ships leaving the inner system as we speak. It is her belief that these are Axis ships. Whatever is on that asteroid, the Axis want to reach it first. Everything we hear about this lunatic is that he is a mad man, and if there is even the tiniest possibility that there is any other Aggendi equipment in this system, he must not be allowed to gain access to it. He has led a devastating assault on the credibility of the UAA. This, coupled with the Murian withdrawal from the Overwatch program, has nearly crippled us. Emilia is willing to outfit us, and Haversom is willing to cover for us. The politicians want us to stay. Ymri has passed on to Haversom the fact that the Council of Lords in Elara has vetoed her decision to stay in the UAA.

The program is dead...

And we are going to be disbanded. And Dremmond gets to go free and play with his little alien friends all he wants...

I want to go after him. And I will. The Rimfire is my ship, and it has a crew I'm damn proud of. I'm going to leave here on a course for Aries. There are stasis tanks on board the Tarus, 18 of them. Mox is now in the process of "transferring" them to the Rimfire. We'll sleep in shifts, 1/4 up, 3/4 down. That way we'll have enough food, water, and air for the long trip there and back.

If there is nothing out there, and the Axis is wasting their time, then I, and anyone that goes with me, is likely to be thrown in prison by whoever is in charge here when we get back.

Any that wish to remain behind may do so.

Finished with his talk of mutiny, Dass sits and waits to hear the response.

The Sunlight uniform. Courtesy of UAA.

The entire crew of the ship agrees, even Arisa. That leaves the player characters. This is a heavy role-playing session. Don't heavy-hand the players into going, and don't feel angered at them if they stay. It's a 50-50 deal. If there are Aggendi out there, and if they stop the Axis, they will likely be treated as heroes on their return. If it's a wild goose chase, they are likely to be thrown in the brig.

Any that wish to stay behind will be replaced by Sunlight personnel. If a player decides to stay behind, he can easily bring in a new character, or you can run him in the political turbulence that follows the departure of the Rimfire. Dass is a charismatic man who will not force the players to go, but he believes that leaving is in the best interest of Algol.

Once everyone has decided if they are staying or going, Emilia reveals one final surprise.

EVENT #3: PRESENT 5-4, 1520. MORNING. RIMFIRE DAY: 52

"After Dass' talk, Emilia takes you into the mecha bays of Sunlight. Inside them are 10 ExSentinels, the new mektons promised by Korax. They are just being unloaded from a Kargan transport, and are beautiful suits. Any pilots that have lost their mektons are surely glad to see this— reinforcements! The units are carefully transferred over to the Rimfire. All of the Sentinels remaining are dismantled and put into storage pods in the Rimfire's engine booms. The ship is loaded, and the pilots are ordered to test out the new suits."

They are a dream, they handle wonderfully, and they are possibly the most advanced suits the characters have ever flown. Let the tacticians have a little fun. The ExSentinels are equipped with simulation equipment, and Dass orders them to take part in war games. Let the characters fly against each other, and hopefully develop some team tactics.

OPTIONAL EVENT #1: AWAKENING 5-4, 1520. AFTERNOON. RIMFIRE DAY: 52

This event only occurs if Laian let the girl live in Episode 10.

If Laian is participating in the combat maneuvers, she is called back by Dass, who needs to speak to her. She is to report to Emilia's office. Once directed there, the door is closed and guarded. The guards take her sidearm, and scan her for weapons. Once satisfied she is unarmed, they let her in. Inside, there are Emilia and Dass, and the young girl from the Kargan mekton! She is sitting up and drinking tea.

Emilia explains that she awoke just a few hours ago, and wanted to see Laian. The young girl says her name is Rina, and tells her story only after Laian is present.

Rina:

Oh thank you! I was lost in the void until you touched my mind, but when you did, I found my way back, thank you!

I don't know why he chose me to do those awful things, but he did. When he attacked my mind I learned a few things.

These aliens, or whatever they are, talk to him, or at least he thinks they do. It's a calling, an urge to go out there. When I was taken, he was collecting people to try to answer them. It was awful. He thinks that they are going to make him king of the planet or something. It dominates his mind, like an obsession. He's smart, but this thing is making him act mad. Do you think there really are aliens out there talking to him?

The answer to that question is left unsaid. The girl is grateful to Laian for saving her, but other than the above, she has no other information of importance.

IP Awards for Episode #16:
For staying with Dass: +10 IP per person
Participation in Combat Maneuvers: +5 IP per person attending

17: LIFTOFF

LOCATIONS:
Sunlight 1 (p. 47)

CHARACTERS APPEARING:
Emilia Darka (p. 46), Rimfire's crew (p. 38-41), Xoniver Ebonflack

EVENT #1: INFORMATION 5-6, 1520. AFTERNOON. RIMFIRE DAY: 54

"By the afternoon of the 6th, the Rimfire is prepared for launch. The young girl has been returned to her home on the planet. The Sentinels have been dismantled, and the ExSentinels have been installed in the carousel. A course has been set for Aries, and any absent personnel have been replaced by Sunlight crewmen. As the ship is preparing for departure, you are called into a Sunlight meeting room for a final debreifing. There is a great deal of tension on board. If Ariel accompanied the PC's she is here, as are Dass, Emilia, and several other Sunlight conspirators."

Once everyone is inside, Emilia stands and addresses them.

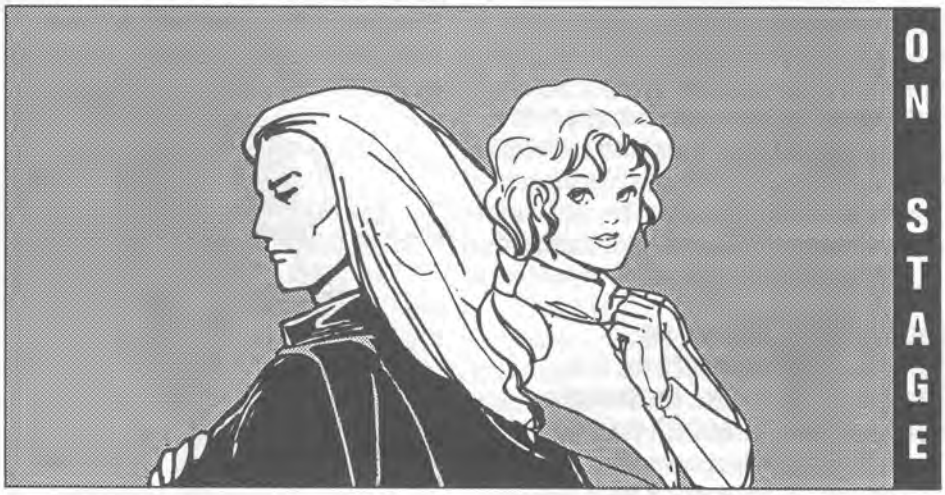
Emilia:
This message was received by this station via tight beam transmission. It is addressed to the "crew" of the Rimfire.

She presses a button, and a large screen behind her lowers. It lights up, and an imposing man in an Axis uniform appears. He turns and addresses the camera.

Ebonflack:
Greetings from the new commander of all Algolian-based Axis forces. Allow me to introduce myself. My name is Xoniver Ebonflack, and I am the new head of the Axis.

My EX-superior has decided to go off chasing "aliens" and has left me in charge of planetary operations. Being that Lord Dremmond is entirely unstable, I have decided that it is in everyone's best interest that he not return. Provided with this transmission is a copy of his navigational programs. This is not false information. On that you have my word.

The world is in a new age, and we will meet another day, but for now, accept my best wishes for a successful hunt.



The screen goes blank.

"Emilia hands Dass the information, on a small disk, and echo's Ebonflack's wishes for a good hunt, although she is hesitant to accept the navigational information as entirely true. Everyone boards the Rimfire, and preparations are made for liftoff. As everyone gets settled into their stations, the countdown begins.

The liftoff is without incident. As the Rimfire pulls out into space, the landing lights on Sunlight blink a final message in sound code (the Algolian equivalent of Morse code).

GOOD LUCK -E

Emilia gives them her final message, and the Rimfire heads into deep space.

A mysterious gift.

EVENT #2: SPACE 5-6, 1520. NIGHT. RIMFIRE DAY: 54

During the long trip to Aries, there is supposed to be a constant two-mekton long range patrol on point to work as a early warning system for the ship. Late that night (before the crew enters the suspension tubes) two PC's are flying patrol. (Use discretion on who; it shouldn't be someone who is too quick on the trigger, but Cedric is a good choice.)

"As the long patrol continues, you spot a flashing light in the distance. It's another sound code."

I HAVE INFORMATION. DO NOT FIRE, DO NOT USE RADIO. I AM UNARMED. PLEASE APPROACH UNARMED. I AM IN A SHUTTLE. ONLY ONE COME.

The players have two choices, either attack the shuttle (in which case Arnellia turns and flies back to the Axis, and serves faithfully until the end, and Cedric likely never discovers her secret.) or approach.

Whoever approaches under the above conditions sees a single Sky Shark, an unmarked black one. As they approach, the cockpit opens and a female form is visible in a spacesuit. She has a small canister in her hand. She gently throws it underhand towards the ExSentinel. She stays exposed until the other suit retrieves it. Once the canister has been delivered, she closes the hatch and turns the Shark around and flies off into the night.

[If the Player makes an Awareness roll 20+, they catch a glimpse of lavender hair. If they make it at 25+ they identify her as the mystery girl from Arkman's party!]

The canister is sealed with a combination lock. There is a note stenciled in the side that says:

The consummate political schemer, Ebonflack shot like a comet up the ranks of the Kargan military. Many a commanding officer and political enemy met with an "unfortunate accident" during his ascent. This all came to an end with an unauthorized program in the Archipelago War, and a personal vendetta against an Elaran pilot. Suddenly, there was a warrant and a reward for his life, so he threw his lot in with the Axis, quickly becoming Dremmond's second in command.

Soon after that, he started planing on becoming #1. The current situation has given Ebonflack his opportunity. Now all he has to do is make sure that the "good guys" win.

His personality is nearly unreadable, as he always tells enemy and friend alike what they want to hear. Ebonflack has no qualms about murder, as long as he feels that it is necessary to accomplish his goals. With him expediency is all.

STATISTICS

Stats:	Int	9	Ref	10	Tech	6
	Cool	10	Luck	5	Attr	9
	Fam	3	BT	8	MA	8
	Psi	0				

Skills: Gen. Knowledge(+8), Piloting(+10), Awareness(+9), Missile Weapons(+10), Dodge(+8), Persuasion(+10), Mecha Fighting(+8), Lie(+8), Fast Talk(+10),Politics(+9), Blades(+9), Handgun(+10), Melee Combat(+7), Athletics(+6), Intimidate(+6), Poison Use(+6), Streetwise(+8).

Xoniver Ebonflack

FOR CEDRIC ARTIS
THE COMBINATION IS YOUR BIRTHDAY

Unless Cedric is the one who receives it, they will have to wait until they return from patrol to read it.

On return to the Rimfire, Mox examines the cylinder for explosives. His detectors find nothing. Cedric can easily open it. If he is absent, then Dass looks up his records and finds his birthday. Inside the canister, there are two items inside: a golden locket in the shape of a star, and a handwritten note.

The locket opens. Inside are pictures or Cedric and a pretty dark haired woman. If Cedric is there, he knows her...Maria.

The note reads as follows.

Cedric,
His mind is away from me now, I can act. There will be an attack in two days time on the Elaran colony N-12. The attack will come without warning or provocation. The attacking unit is very powerful and deadly. You must destroy it, or it will kill everyone on N-12.

I can barely think for myself, my will is not my own. Please stop this.

Please stop the killings! Don't let those people die!

I have given back the only piece of me there is left to give.

I loved you.

It is signed *Arnellia*, but the name is crossed out and the word *Maria* is written below it.

EVENT #3: DECISION 5-6, 1520. NIGHT. RIMFIRE DAY: 54

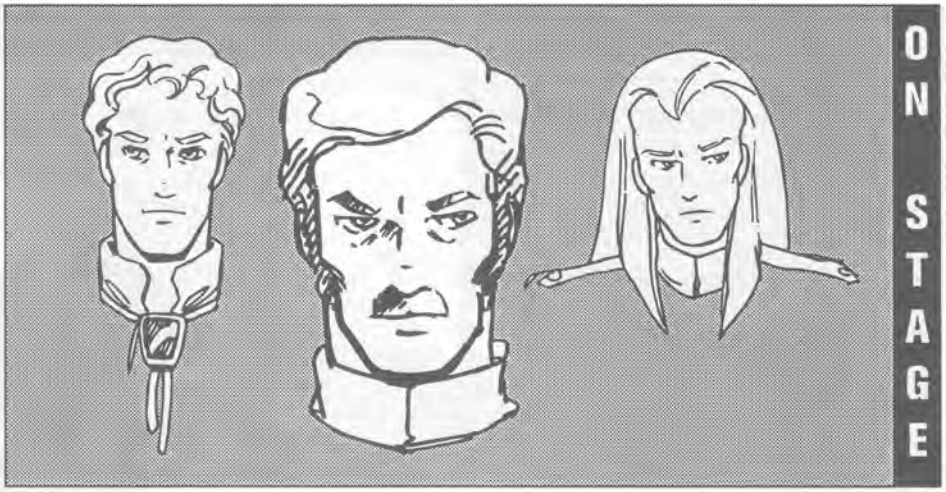
Now there is a decision to be made: detour to N-12 on the word of an Axis agent, or continue the pursuit. Dass is going to round-table it. (another role-playing session). Should they risk losing Dremmond, or should they take that risk in hopes of saving hundreds of innocent lives? There should be a great deal of talk and discussion on the matter. Mox and Arisa are set on helping the colony. Dass is neutral, and Sarka and Tara are determined to go after Dremmond. After all, it's likely just another Axis trick.

Your players get to make the decision on this one. If they go to the colony, proceed to Episode 18. If not, skip to 19. If they don't go, the colony is destroyed, and Tarrik lives. If they do interfere, proceed with the plot as usual.

Sadly, however, Dremmond is aware of Arnellia's treachery, and will punish her accordingly.

IP Awards for Episode #17:
For deciding to protect the colony: +10 IP to everyone
Talking to Arnellia: +5 IP to active player

18: ATTACK ON N-12



LOCATIONS:
N-12

CHARACTERS APPEARING:
David Harkson, Elaran Colonists, Rimfire's Crew (p. 38-41) Tarrik (p. 85)

MECHANICALS APPEARING:
Pseudo-Aggendi (p. 88)

EVENT #1: THE COLONY 5-7, 1520. AFTERNOON. RIMFIRE DAY: 55

"The Elaran colony of N-12 is located not too far from the path that the Rimfire is following. It only takes a few hours at maximum speed to reach it.

"The colony itself is a large circular ring, in the style of most Elaran space colonies. The ring slowly rotates, giving a field of 1 gravity on the inside walls. The docking bay for mektons and ships is located on the top of the colony, and it is at one of these that the Rimfire finds itself on the afternoon of the 7th."

When the airlock doors open, the characters are greeted by David Harkson, the "mayor" of colony N-12. He is a tall, gregarious man who welcomes the crew with a friendly smile and a handshake. Dass asks to speak to him in private, on a matter of life and death. Dass, David and the squad meet in David's apartment, and Dass explains the perceived danger. David listens carefully and asks a few questions.

In the end, Dass and David come up with a plan. N-12 is the victim of Elaran "peace" dividends. It has two Turbos for colony defense. But its bays can hold many more mektons. Dass comes up with the following plan. (Allow PC input to modify, or even come up with a better plan; after all, it is their show! This is the plan Dass will use if the pilots don't come up with a better one.)

The colony's crews will reassemble the Sentinels held in storage. Then the Rimfire (with the Sentinels in its circus) will take off, heading into space. The ExSentinels will remain behind in the colony's mekton bays. The colony will go into a transmission blackout, to keep any Axis spies fromm transmitting the the duplicity. The squad will stay behind on the colony, and ten of the colony pilots will go with the Rimfire.

The pilots on the Rimfire will only fly if the Rimfire is itself attacked. The Fireflight pilots will use the powerful ExSentinels to repel any attacker.

The attack is due to come in two days, so now the pilots sit and wait.

There is some open role-playing time here. Allow the players to explore the colony, possibly run into old enemies or lovers, or possibly make new ones. Either way, time will pass until the evening of the 9th.

EVENT #2: THE ATTACK 5-9, 1520. NIGHT. RIMFIRE DAY:57

"The day of the 9th is spent in nervous anticipation. Slowly the day passes, and the night cycle begins. It's 11:57 pm on everyone's timepieces, and it looks like the warning was a sham. Dremmond has pulled even farther away from the Rimfire, and the characters have lost vital days in this side trip. In afew moments, the Rimfire will start its return course. The trap was baited, but not sprung."

At 11:59, the attack comes.

The first anyone knows of it, there is a proximity alarm, followed by the colony shaking. The PC's hear one of the pilots on patrol in a Turbo call for help, then his transmitter goes dead, along with the pilot himself.

As the characters launch, they are shocked and astounded at what they see: a giant Aggendi mekton. It is like the small one they fought on the moon, but this one doesn't look injured, and it's much bigger!

Battle:

10 ExSentinels vs. 1 Pseudo-Aggendi

The "alien" suit will attempt to do as much damage to the colony as possible. When engaged in combat, it will attempt to target a single suit and destroy it, then move on to the next. It will not attack Karin's mekton, and tries to fly around her. If there is a possibility that Karin's mekton and another might be confused, I.e., both uni's lose their shields, then the unit will not attack either. This is a good tactic to take up, because Tarrik will not take the chance of hurting her, so if all the units drop their shields, he won't try to kill them.

He will still attack, but he will attack to cripple, targeting weapons, thrusters, and sensors, then limbs. But it will not kill if there is a chance the unit it is attacking might be Karin. Use the Scarab stats for the fake alien.

As the fight progresses, the characters notice a few things. First, the unit is very quick and agile, but it doesn't move like the Aggendi from the moon. Instead, it moves like a quick Algolian mekton. A few observations reveal that it also has a standard sensor array. It's a fake! In fact, it's little more than a modified Scarab!

By the time the characters realize this, the unit attempts to grapple Karin's unit with its tail. If it succeeds, then the image of the man from Arkman's party appears, wearing an Axis uniform. He speaks.

Tarrik:

Listen, I tried to warn you once. Get out of here! There is too much danger here Kar, you gotta split, OK?

Only one person ever called her Kar: her brother Tarrik. She hasn't seen him in years! Now that she gets a good look at him, he could be Tarrik. Now is a good time for the others to strike. He will not act for two turns while talking to her.

Tarrik:

Time is running out, sis—I didn't want to reveal myself, but you gotta split. I don't want to hurt you. Please stay out of this.

With that, he continues to fight the characters and destroy the colony. He fights to the death. There is a possibility that he could be taken alive. If everyone else pulls back, and Karin fights him, he will not attack her, and she has a possibility of disarming him.

EVENT #3: RETURN 5-10, 1520. EARLY MORNING. RIMFIRE DAY: 58

With the fight over, for good or ill, the Rimfire returns to N-12. There are several possible outcomes:

1: The characters killed Tarrik: With her brother dead, Karin has no idea why he did what he did, or why he betrayed Karga. She will likely never know. The Rimfire is restocked and heads out to Aries. The Sentinels are again put into cold storage. Some of them might be needed to replace any Exsentinels that were destroyed.

2: Tarrik was captured: Not likely, but possible. He knows the following information. Dremmond has two ships. Each ship has five mektons on it. Dremmond himself has a personal mekton on his flagship. Tarrik won't say anything else, and refuses to even look at Karin.

3: Tarrik defeats the characters: The colony is riddled with plasma holes, and hundreds die. He flies off back toward Algol and the surviving characters head off to Aries in Sentinels. At least Karin survived. New PC's can be "recruited" out of the colony pilots on board the Rimfire.

Whatever happens, the Rimfire returns to pick up survivors, and get refueled before heading out to Aries. If the colony survived they are treated as heroes; if it did not, they are at least thanked for doing what they could. If the colony is destroyed, planetside media condemns them as hopeless incompetents, incapable of defeating a mekton with 10 to 1 odds. The characters have a long trip in front of them, and it will be a year before we return to the Rimfire. You can either let them play out some adventures of your choosing on the way there, or simply let them know some time will pass between games. The characters take shifts encased in the stasis capsules, and flying patrols on the long and lonely trip.

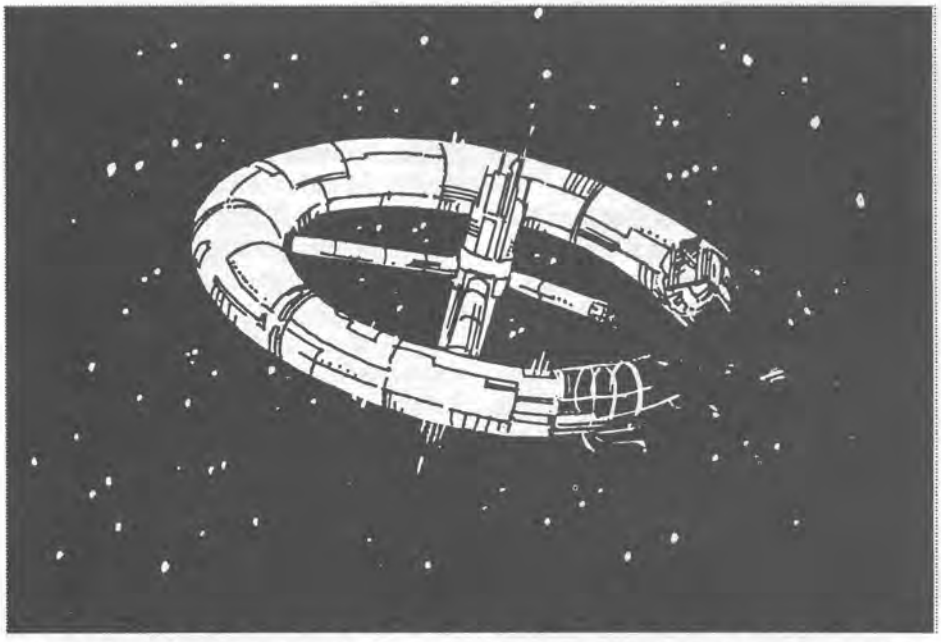
IP Awards for Episode #18:
For defeating Tarrik: +10 IP per person in fight
For capturing Tarrik: +5 IP per person in fight
For coming up with a plan for the fight: +5 to player

SET: N-12

This Elaran colony has the dubious honor of being the farthest human outpost in the Algol system, located partway to the Halo. Not yet finished, this colony has a current population of 250, with more "immigrants" coming every month. When finished, this station will hold over 2000 people, and will be the launching point for all Deep Space ventures. Currently, only three quarters of the ring structure is finished, with most of the command and defense systems only partly operational. With its great distance from Algol, and current planetary politics, the citizens of N-12 have adopted a "frontier" attitude, with disdain toward useless bickering and politics. They see themselves more as a separate entity than as part of the Elaran nation.

Current schedules indicate that the station will be finished in 1523.

The nearly compleated Elaran colony of N-12. The furthest outpost of man in space.



19: ASTEROID

LOCATIONS:
Asteroid Karmuria

CHARACTERS APPEARING:
Rimfire's Crew (p. 38-41), Arnellia (p. 86)

EVENT #1: PAINFUL PARTING 3-18, 1521. EARLY MORNING. RIMFIRE DAY: 368

*The trip to asteroid Karmuria takes 310 days.

They are cramped and lonely with 3/4 of the crew asleep at any one time. On the sixtieth day out the UAA was officially disbanded. In its place, the Nearside Federation was formed. The Nearside Federation is apparently a combination of Dion and Space interests. Sunlight has been transfered to Nearside control. Haversom has been appointed as Nearside chairman, and the crew of the Rimfire are listed as AWOL. There have been several attempts by the Nearside to contact the Rimfire. Dass has returned the messages bluntly, refusing to return. On the morning of the 18th, everyone is awakened from the stasis chambers, and Aries looms in the distance."

Emilia got a single message through to the ship. She wanted to let them know that everyone rescued from the satellite has fully recovered. She sends her love to Tharis, and promises that Sunlight will always be a safe haven for them.

By the time the Rimfire arrives at Karmuria, the crew is itching for a fight, but the Axis has come and gone. The asteroid itself has a large opening in it, like a cavern. Other than that it appears totally natural. The only evidence of human life is a single Sky Shark, floating near the entrance of the cave.

Dass asks for volunteers. O'nell and Mox agree to go in. Hopefully, so will at least some of your PC's (or this episode will be real boring).

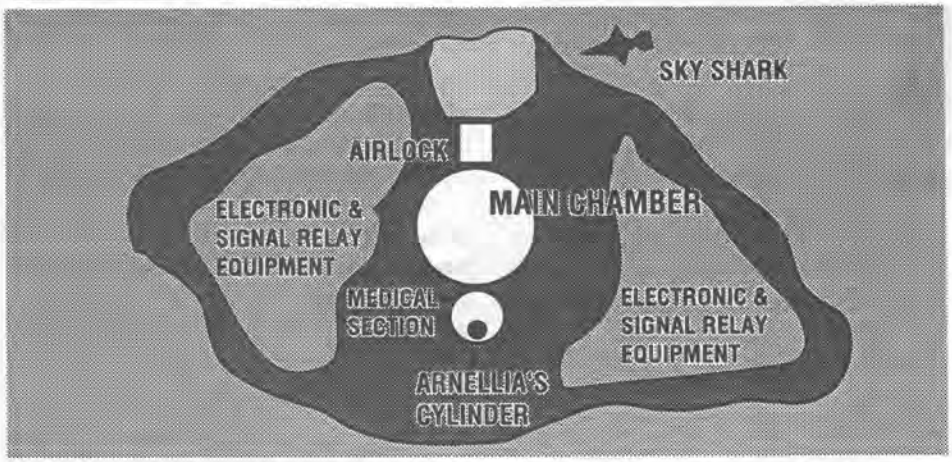
If the characters investigate the Sky Shark, they discover that it has been destroyed by putting several bullets into the control panel. The ship itself is obviously Axis, and if the person who met Arnellia in Episode 17 makes an Awareness roll 15+, they realize that it is the same ship she flew. If the players search the Shark, they find a small box hidden under one seat. In it, there is an Elaran 9mm pistol with one bullet in the chamber, and a faded picture of Cedric and Maria.

"The entrance to the cave seems to be unnatural, likely the result of a drilling apparatus. Once you enter the dark cavern, it suddenly lights up. There are portable light stands set up across the walls of the cave, of recent Algolian make. They are apparently hooked up to some sort of motion detector. There is an exposed metal door on the opposite wall of the cavern. It is closed."

Upon investigating the door, the players can discover no locking mechanism. Careful investigation of the surface of the door indicates scratches from recent opening.

It will take a Perception roll 15+ and a Tech roll at 20+ to open the door. (The lock is a disguised portion of the wall, and several "rocks" need to be pressed in a specific order to get the door open. You can role-play out the discovery, or simply let them take the easy way out and roll for it.)

Once open, the door reveals an airlock! The technology looks fairly human in design, and the letters stenciled on the wall are in ancient Murian. Laian or Ariel can easily read them.



The interior of the mysterious asteriod "Karmuria," seen from above, looking down.

RELAY STATION DELTA.
AUTHORIZED ACCESS ONLY.

The airlock works are similar to a standard Algolian one. Any Murians can read the instructions in case they get stuck. It only takes a Tech roll 10+ to cycle the airlock, 5+ if there is a Murian present.

All the character's space suits indicate a breathable atmosphere, and the inner door opens. Into Hell.

"There is a large circular chamber, with about fifteen bodies that have been torn to shreds. The bodies are mummy-like and desiccated.Thirteen of the bodies are human, but two of them are not. The non-human bodies seem to have been thoroughly investigated and dissected; the human bodies have been piled into the corners of the room and ignored. The clothing on the bodies is missing (the Axis have taken them). The non-human bodies are a terror to behold. At one time, you would estimate their height at 7-10 feet tall. From what is left of them, the best description you could give is half insect and half lizard."

The panels and computers are smashed beyond all hope of repair. There was obviously a fight here long ago, as several of the machines have been blasted by stray energy bolts. No weapons can be found (The Axis took them too!)

There is a single door leading into another room; light comes through it.

"The next room is some kind of infirmary. The walls are smashed, and anything of value has been taken. But there is a new addition."

In the back of the room is a clear cylinder, full of a bluish fluid. Floating in the center of the fluid is a nude Arnellia. She looks like you remember her- lavender hair, attractive figure- but she has the swollen belly of a woman in the late stages of pregnancy.

There is a placard on the tank. It reads:

"XENOFORM DNA SPLICE WITH HUMAN HOST.
INCUBATION PERIOD UNKNOWN.
D."

As the players are reading the card, the girl's eyes open in the tank. She pleads with her eyes. She moves slowly; the fluid she is in seems to have the thickness of syrup. If Cedric is in the group, she first draws toward him, then shies away, almost in shame. Slowly she points to herself, and draws a finger across her own throat. She is begging to be killed.

There are two options. Firstly the characters can open fire into the tube, killing the woman, or they can try to save her.

If they kill her, she dies with a look of serenity on her face, at last free from the pain of life.

Getting her out alive is a tricky prospect. To get her out of the life support of the fluid takes a Tech roll 20+, and a First aid roll 15+ to stabilize her condition. Then she must be gotten back into the Rimfire to have the thing inside her surgically removed. It is growing at such a rate that within moments of being removed from the tank, Arnellia begins to visibly weaken, as the thing begins to drain all its nourishments from her body.

Once back on the operating table on the Rimfire it's a tricky operation but Dal can cut the thing out. It is alive and moving when he removes it. He tosses it into an incinerator. As he bandages his own wounds, Arnellia is put into an empty hospital bed to recover. After a few hours, she will awaken. If she sees Cedric, she will turn her back to him in shame, and ignore him, tears in her eyes.

She will only talk if he offers her some sort of comfort or compassion. Otherwise she silently sits as if in a catatonic state. Cedric can tell by the way she acts and her snoring that it is Maria with a new face. If he spends time with her, eventually she will come out of her shell.

Arnellia:
Cedric, I'm so sorry! I don't even know who I am anymore. He has ruled me, night and day. I remember fire and pain, and then Him. He did this to me after I warned you about his plans. I'm sorry!

It is her, but there is something fundamentally different about her, something dark.

>>If Laian or Ariel examine her mentally, they can tell that she is the victim of a long term mental control. With a Combined Telepathy roll 35+ (they can add their numbers on a single roll) they can break the remaining conditioning. Maria will return to the land of the living, and Arnellia the Axis agent will be dead.

>>If they can't break the conditioning, she spends the rest of the game in a neurotic state, unable to take any decisive action (until episode 21, that is!).

If they do manage to break the control, Maria is really ticked off, and will help in any way to destroy Dremmond.

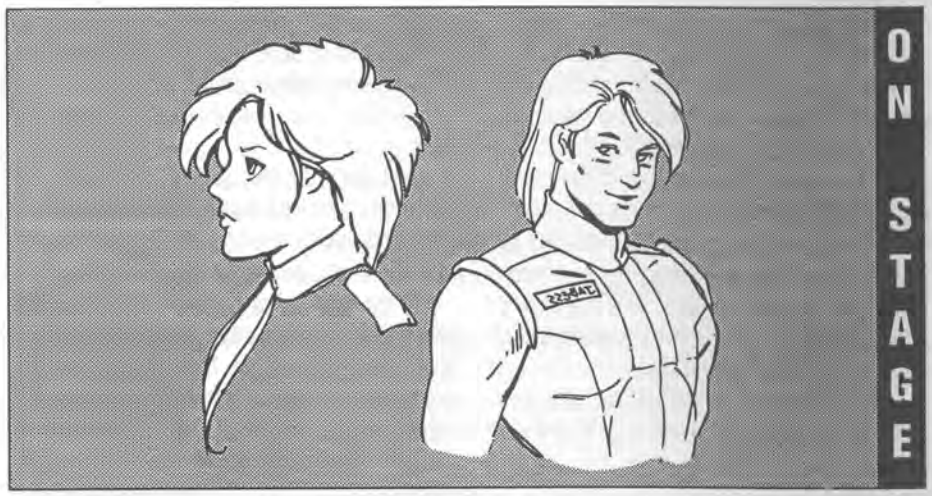
SET: ASTEROID KARMURIA

This huge piece of nickle-iron ore has floated in the system since the dawn of time. When man first came to Algol, this rock was hollowed out and used as an early warning system and relay station for messages. When the Aggendi came, they killed the crew of the station in a fierce fight, leaving the colonists on Algol unprepared when the attack came.

All the areas shaded in grey are the transmission receiving and transmitting equipment. There is nothing of value, but if salvaged the asteroid would be an invaluable post in the outer system. Arnellia's position is located on the map.

IP Awards for Episode #19:
If Arnellia was saved: +5 IP to everyone
If Laian/Ariel managed to break Dremmond's hold: +10 IP to Laian, +5 to everyone else

20: DEEP SPACE



LOCATIONS:
The cold vacuum of space

CHARACTERS APPEARING:
Arnellia/Maria (p. 86),
Rimfire Crew (p. 38-41)

EVENT #1: FIRST BLOOD 4-18, 1521. EARLY MORNING. RIMFIRE DAY: 398

>>If Arnellia wasn't healed by Laian and Ariel: "The long flight trailing the Axis ships is worse than the trip to the asteroid. To insure food and air supply, you are constantly being dropped in and out of stasis. The further into space you travel, the more it seems like you will never see home again. Arnellia/Maria has remained silent and is in a deep depression. Dr. Jabess has done all he can for her, but it's not enough. As day after day passes, she slips further into her own little world. After a week, she doesnt respond to anyone except Cedric, and when he enters the room, all she does is pull tighter into a fetal position, and hum a childhood nursery rhyme. After a month, her mind has totally shut down. Jabess is forced to feed her via I.V., and he isn't even sure how long she will live."

>>If Arnellia was healed by Laian and Ariel: "The long flight pursuing the Axis ships is full of boredom on the cramped ship, made even more cramped by the addition of a new pilot. Maria, until recently called Arnellia, has returned to the land of the living. After Laian and Ariel broke the hold Dremmond had on her mind, she has slowly healed."

Maria still loves Cedric, and will look to him for strength and support. If he spurns her (if he is involved with someone else, or just can't stand to be around her) she tries to make it on her own. After a while, she is practicing in one of the squadron's mektons, and has been assigned by Dass to the role of back-up pilot. Role-play out the scenes between Cedric and Maria. If he turns her affections away, perhaps there is another PC in the wings waiting to pick up the ball?

Despite how any of the above events turn out, at 6:00am on the 18th, everyone is brought out of stasis, and Dass' voice booms over the com.

Dass:
All pilots to the circus, all crew to battle stations. We are being approached by five mektons and one starship. All hands prepare for attack!

The alarm klaxon sounds, and the ship explodes into action. By the time the first mekton is out of the circus, the Axis is nearly within visual range.

Battle:
10 ExSentinels (or whatever) and the Rimfire vs. 5 Pariahs and the Axis cruiser "Havoc."

Running the fight.:

Once again, the characters are going to make history. This is the very first ship-to-ship combat in space, so neither ship commander is at an advantage. The Axis ship has been ordered by Dremmond to stop the Rimfire, and will fight to the death.

The best tactic to take with the fight is to let the ships slug it out, and run the mektons as a separate fight. No matter what else happens, the Rimfire should survive the fight. It can be damaged, but they still need it to get to their final destination.

After the battle, the Rimfire proceeds to follow Dremmond, who has changed his course a bit, further out into the system. Now the characters are further out in space than any Algolian human has ever been, (excluding, or course, the Axis in front of them).

EVENT #2: SIGHTING'S & NEWS 4-21, 1521. MORNING. RIMFIRE DAY: 401

"Three days after the fight (services have been held for any fatalities), the repairs have been continuing. The Rimfire seems to be slowly gaining on Dremmond's ship, and on the evening of the 27th, the first transmission from Dremmond is received on the Rimfire. Dass gathers everyone on the bridge in order to hear it. The viewing screen comes to life, showing a large, evil looking man. The voice that accompanies the face is the same that you heard over your helmets at Arkon's funeral. There is little doubt that this man is Lord Dremmond, the founder of the Axis, and multiple-murderer several times over."

Dremmond:

Once again you live. I must offer you my congratulations. For the pawns of my enemies, you are talented and worthy of my respect. I suspect that you will never know why you earned my wrath, but of such mysteries is the stuff of life made.

I also suspect that you have no idea where we are going, or what to expect at our final confrontation. My ship, with sensor capabilities far beyond the abilities of the Rimfire, has already sighted it. The end to all life on this planet. The end to all pain. We will reach it in a week. At that point, I will finally rid myself of you.

I doubt that you will be able to see it, so I thought you might want to take a look, to know what lies ahead.

"At that point, the screen fades, and Dremmond's face is replaced by a slightly fuzzy picture of a large mass. At first it looks like a simple asteroid, but the lines are a little too uniform. After a while, the shape of a bridge and engines are visible. It's a ship, designed in the same pseudo-organic style as the Aggendi mekton you fought those months ago, and from the distances involved, it must be huge."

Suddenly the screen is full of static. Arisa leaps back from the panel and pulls her headset off. The screen blares to life again, except that this time Emilia's face is shown. Standing next to her is Eliza, looking much more mobile than when the characters last saw her.

(Of course, if Eliza didn't make it in Episode 15, then Emilia just delivers the news herself.)

Emilia:

We can't hear you, as this is a one-way transmission. You've been so quiet over the last few months, I needed to hit you with a strong signal, so you would be sure to get it. I also hope that Mr. Dremmond hears it. Eliza?

Eliza:

Hiya folks, got a nice view up there? Long way to the nearest bar, huh? Well, thanks for saving me, we've all just about got back to normal. I just wanted to let you know what's been happening in your absence.

In the wake of Dremmond's "flight" from the planet, an Axis operative by the name of Ebonflack has apparently taken over. There has been a massive purge of agents, and most of Dremmond's old guard are showing up dead. Whatever he is doing up there, it has cost him his organization. There is nothing for him to come back to. Ebonflack has decided to stop playing second fiddle. Also, I bear greetings from Ymri, who is in the middle of another round of "talks" with the Peace Faction. She's having a hard time with them because she has pardoned all members of the UAA, including you "deserters." She is catching hell about it, but at least no one's going to come out of this with a jail term or death sentence.

Korax has signed a treaty with Ymri; it at least looks like the Elaran-Kargan peace will last. It's nice to know something has come out of this disaster. The orbitals have unified into some sort of political body calling itself the Nearside Federation, and are pressuring both Elara and Karga for better support.

Tal and some guy named Lathrin are still missing inside Muria, Ymri thinks that they might be being held against their will. Well, that looks like that's...

Suddenly, as quickly as it started, the transmission ends. Arisa goes back to the console and tries to tune it back in, but there is nothing but static.

She turns to the rest of the crew.

Arisa:

I don't know what it is, but it's blocking everything. All channels are down.

From all over the bridge, the reports are the same: no radar, no long range sensors, nothing. The Rimfire has passed into an area of space that is blocking all electronic signals.

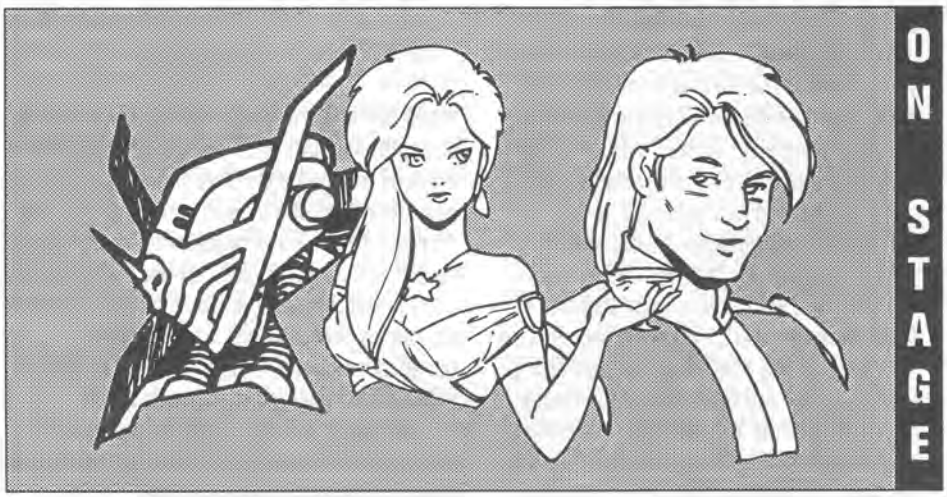
IP Awards for Episode #20:
For defeating Axis attack: +20 IP per player

21: CONFRONTATION

LOCATIONS:
The Stargate

CHARACTERS APPEARING:
Dremmond (p. 84), Areneilla (p.86)

MECHANICALS APPEARING:
Carnage, Giga-Kaiser (p. 91)



EVENT #1: DISCOVERY 4-25, 1521. AFTERNOON. RIMFIRE DAY: 405

"Whatever the field is that is keeping you from receiving electronic signals has remained with you for the last four days. The squad has been flying long range patrols, using their visual sensors to avoid an Axis ambush. This morning the three of you are flying patrol [pick three PC's at random] and as you are about to return to the ship, something catches your attention."

Whichever player makes the highest Awareness roll, take him aside and describe the following.

"At the edge of your eyesight, you catch sight of something, a metal object glinting in the distance. As you focus on it, you see that it forms a line, a large semi-circle. As you turn to examine it, a glint of sunlight catches its edge and lights it up.

"You would guess it's about a good 300 km away. It's a giant ring of some sort, floating in the darkness of space."

There are 3 options for the player at this point.

1: Go in and look for yourself.

2: Ignore it.

3: Take back the information to the rest of the ship.

If the player opts for # 1, the rest of the crew gets antsy and sends at least two other pilots to follow him. (Choose randomly.) If #2 is taken, then skip Event 2, and proceed to Event 3. If the information is taken back to Dass, then he sends out a group of five pilots to investigate it. He will ask for volunteers. Once the five are chosen, they will go off and investigate, while the others stand guard at the *Rimfire*. The pilots have one hour to investigate. After that, the Rimfire will be out of visible range.

EVENT #2: THE GATE 4-25, 1521. AFTERNOON. RIMFIRE DAY: 405

(This event deals with the five volunteer's efforts to investigate the strange object. If any Players were left behind, you can run them separately through the beginning of the fight in Event #3.)

"The object is definitely not of natural manufacture. The giant ring is about 3 km across, and looks like the hub of a colony. At the 'top' of the structure, there apears to be a sizeable command structure. Most of this structure seems to be destroyed, and the ring itself seems to be suffering from serious damage along parts of its circumference."

This is, of course, the stargate that once brought man to Algol. Seriously damaged, the gate is totally inoperative. There is only one place that the characters can even hope to access: the damaged command hub.

If the characters think of this, it will require them to leave their mektons, and force their way through the wreckage.

Once inside (The only way for them to get in is to use a cutter of some sort, and even then they need to make a straight Tech roll at 10 to succeed. If Eiran is there, he can get them in after about ten minutes. Each attempted Tech roll takes ten minutes.) a Luck roll of 15 or higher reveals one of the following items or happenings. Each one takes about 10-15 minutes (including the time crawling through the wreckage.)

1: Lying in the rubble as the characters are squeezing through a doorway is a cylinder. In fact, it looks like the hilt of a sword. If picked up and squeezed, a blade of pure light emits from one end. It's an ancient Energy Melee weapon. See page 71.

2: As the character turns a corner, they are confronted with the top half of a human body. The body is in much the same shape as the ones found in the asteroid, and it clutches a device in its arms. The black slate looks like a clipboard, and if pried from the corpse's hands, it will suddenly spring to life.

It emits a pale light, and an image of a man's face appears on the black surface. He is wounded, and seems to be in a panic. The sound isn't on. After a few minutes, the picture fades.

3: The character makes it into a large, open room. Unlike everything else around them, this place seems to be intact. On one wall there are even lights flashing. After looking around for a while, the characters will find a panel with the same ancient Murian letters as they found on the asteroid.

PERIMETER DEFENSE SYSTEMS/ECM POWER GRID.

There is a power switch next to it. If someone thinks to turn it off, their silent helmets suddenly burst to life with frantic messages. The Rimfire is under attack!

EVENT #3: BLOODY SPACE 4-25, 1521. EVENING. RIMFIRE DAY: 405

Either when the radio comes back on, or when they exit the ring and see the distant explosions, the pilots will realize that the Rimfire is under attack, and with only half its compliment. As the PC's race to the "rescue," the situation is dire.

The second Axis cruiser has turned to attack the Rimfire, and it's an all-out attack.

Battle:

Rimfire and ? ExSentinels vs. 4 Pariahs and the Axis ship Carnage.

Running the fight:

At least one or possibly two of the ExSentinels have been damaged (it should depend on how much of a fight you think your players can handle). They are "riding to the rescue."

Once again, the Axis fight to the death, and with such fanatacisim that, if crippled, any of the mektons will attempt to ram the Rimfire. The same goes for the Axis ship. Anyone thinking to check their sensors will see a small unit flying on. Dremmond has continued in the Giga Kaiser. This fight may well damage or destroy several mektons, and kill a few NPC's (or PC's) so you should make it as dramatic as possible.

After the fight, the Rimfire proceeds at full speed to catch up with Dremmond. Due to damage, the ship itself is slowed. Dass orders the remaining members of Fireflight to intercept the Axis leader before he reaches his destination.

After the PC's launch, they can see it for the first time.

"Dremmond is heading for an area of space that has no stars. Or that's what it first seems like, but the closer you get, the more you are able to define a shape and size.

"In shape, it resembles, well, nothing you have ever seen. You think that it must be facing a different direction, because it's nothing like the picture transmitted by Dremmond. Overall, it sems to be oblong in shape, and its nose (or tail) is pointed at you. In size, it's about 3km long, and about a quarter as wide. When he reaches it, Dremmond suddenly stops and turns. You hear his voice over the radio."

Dremmond:

Now you behold destiny in the making! Now you behold my power! Legions that survive only to kill, to destroy. This is my final gift to Algolian man. This is my final power!

And with that, and a scream, he turns toward the Fireflight squadron. His entire mekton seems to glow a pale blue, and he charges them. As his suit lights up, the characters are able to see the surface of the alien ship. Covering it, like baby spiders on their mother's back, are thousands of the strange mektons that they fought on the moon. They are so densely packed that it's hard to tell when one ends and the others begin.

Much to their horror, anyone making an Awareness roll 20+ can see some of them shifting, as if restless in their sleep.

IP Awards for Episode #21:
Exploring the Stargate: +10 IP per person
Defeating the Axis: +15 IP per person

SET: STARGATE

This structure is the device that brought man to the Algol system thousands of years ago. It was damaged by the Aggendi when they entered the system. The only area of the gate that has room enough to explore is the area that was once the command center. The rest of the ring is solid electronics and equipment.

22: FINALE

LOCATIONS:
Interior Aggendi Carrier

CHARACTERS APPEARING:
Dremmond (p. 84)

MECHANICALS APPEARING:
The Giga-Kaiser (p. 91)

EVENT #1: FINAL CONFRONTATION 4-26, 1521. EARLY MORNING. RIMFIRE DAY: 406

Battle:

? ExSentinels (and whatever else the characters can muster) vs. GigaKaiser.

Running the fight:

None of the characters' weapons can penetrate Dremmond's force screen. It will take one of two things to break it down: a ramming attack, from at least 14 hexes away (likely totalling the PC's suit), or a self-destruction while in the same hex (definitely destroying the mekton). Either way, a PC (or NPC) must sacrifice his suit, and possibly this life to destroy the field before any damage can be done.

>>If Arnellia wasn't cured, she will attempt to steal a mekton from the Rimfire, and throw herself at Dremmond, self-destructing, putting down the field and killing herself.

>>If she was saved, then she will offer to be the one who goes, to make up for her deeds when under his "spell."

Either way, the screen must be put down before they can harm him. How many of them die before they figure it out is up to you. If they seem totally at a loss, you might let them make Int rolls to figure it out. Either way, Dremmond destroys them, or they him.

>>If the PC's lose: They see Dremmond pilot his suit up to a small opening in the surface of the ship, and exit the GigaKaiser. He enters the Aggendi Carrier, and any survivors may still try to stop him. Go to Event 2.

>>If the PC's win: Just as Dremmond's mekton explodes into plasma, Laian can feel a tremendous burst of Psionic energy. Suddenly there is a figure floating near the surface of the ship. It's Dremmond; he has somehow moved himself to safety. He then enters the ship.

After he is in, the PC's will discover that no matter what they do to the ship, the damage inflicted seems to heal. Missiles, plasma and lasers, all damage the ship or mektons, butthe damage almost instantly heals. The only way to stop Dremmond is to go in after him.

EVENT #2: INSIDE HELL 4-26, 1521. EARLY MORNING. RIMFIRE DAY: 406

The only apparent entry into the ship is the same one that Dremmond has gone through. Once the characters get into the ship they see the following.

"The entire inside of the ship seems to be a giant maze. The walls seem to pulse with a dormant life, and the light from your flashlights only makes the place more frightening. Above you, you can see the occasional flashes of light marking Dremmond's presence. You have no hope to shoot him at long range, so you've got to get close enough to stab him, or get off a close shot."

Battle:

PC's vs. Dremmond.

The inside of the Aggendi carrier is literally a 3-dimensional maze. The characters will be at -2 to all actions if they attempt to use flight packs while inside. The will be ok if they use their grapnels. This is the final fight. It will take Dremmond 6 turns to reach the brain of the ship, and if he reaches it, go to Event #3. If the players manage to kill him before he reaches it (lotsa luck), they can get back to the Rimfire for Event #4.

EVENT #3: THE BRAIN 4-26, 1521. EARLY MORNING. RIMFIRE DAY: 406

"The long fight with Dremmond comes to an abrupt halt as he reaches his destination. This is the only open area of the ship you have seen, and it is also the only one that is lit. In the center of the chamber is a glowing pillar of light, and Dremmond floats before it, his face invisible behind the visor of his helmet."

Now's their chance to let him have it. If they can kill him in five turns, they're Okay. If not, the ship awakens, and they are all killed by the swarms of Aggendi that seem to come out of nowhere.

Once Dremmond is fatally wounded, he slumps to the ground, and looks up at the PC's. Tough as nails, he gets one dying speech (insert before any of the PC's can finish him off.)

Dremmond:

So this is how it ends, surrounded by fools. You could have seen the future. I have. There are hundreds of ships like this, thousands! As soon as one of them wakes up, they all will. And if there is someone strong enough to control them, they will serve. I could have been that man. We... I could have ruled the universe. With these aliens as pets, as servants, there is nothing that we would have feared. My pain would have kept them under our control, my rage would make them ours. There is no one on the planet who understood the cry... I did. When they do awaken, we will not control them. And you have seen that they heal as fast as they are damaged. They are invincible. You called me mad; yes I was. But would you have this power under the control of a madman, or a merciless alien desire to destroy?! I suppose it was good that you killed me; at least my pain is at long last gone. I'm afraid that yours is just beginning.

In the Giga Kaiser is a bomb that will saturate this area with enough hard radiation to kill everyone within two miles. This bomb might destroy the ship, but it will certainly kill you all. Laian can tell you what I say is true. (If the GK was destroyed he will say that the bomb survived the explosion. This is true, he is not bluffing.)

Get back to your ship, return to your home. And know that you have, in your own way, altered the fate of mankind. For good or Ill, I cannot say...

And with that, he expires.

And the characters have to run like hell to get out before the bomb goes off.

"After a mad scramble to get out of the ship, you return to the surface of it. The Giga Kaiser (or its wreckage) floats nearby. You can see the Rimfire limping into range. What do you do?"

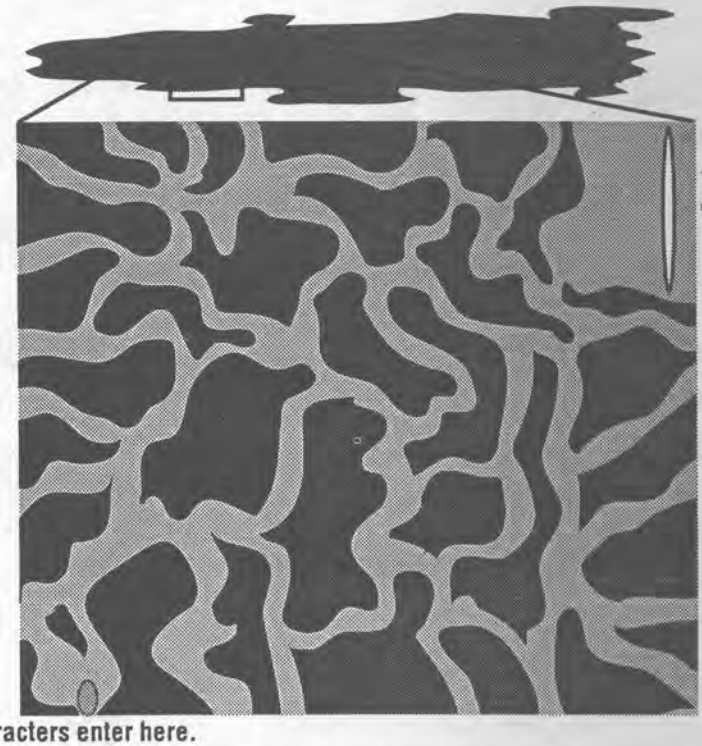
The characters have no idea when the bomb will go off, so they would be smart to run for it. (The bomb will go off in 20 turns.) Let them figure a good way to get back to the ship. Depending on how many of them are left, you may wish to increase or decrease the difficulty. Maybe the crew got another mekton out of storage, and Maria could pull off a last minute save? No matter what happens, the bomb should go off just after they are out of range. (Of course, if they are stupid and hang around, kill them.) Once the bomb goes off the entire Aggendi ship has such high rad levels that no human could survive. There is little choice in the matter. After attacking it at range, and doing nothing, the Rimfire turns and heads for home.

EVENT #4: THE END 4-26, 1521. EARLY MORNING. RIMFIRE DAY: 406

"The Aggendi ship has resisted your best efforts to damage it, and thanks to Dremmond's bomb, you can't even get close to it to explore it any further. At least it shows no signs of awakening. Reluctantly, Dass has ordered the ship to return home. All of the dead have been given a proper burial, and Arisa has radioed back to Algol with the news. As Dass stares back toward the cold Algolain suns, he calls a meeting on the bridge."

Dass:

Well folks, looks like we can go home, we won this one. For now. But that strange ring is still out here, as is the Aggendi ship. We can go back now, or explore some more. Dora says we can make it another month on current rationing levels. Well, what about it? Do you want to see if we can shed some light on these mysteries, or do we just go home?"



The interior of the Aggendi ship. Can be used in the horizontal or vertical plane.

And that is where we shall take the spotlight off our players. Only you can decide what further adventures await the crew of the Rimfire, if you wish to see them. The decision is yours. From here on out, it's your game. We've had our say and told our story; if you wish to continue on from here, we wish you the best of luck.

SET: AGGENDI CARRIER:

The massive ship is confusing and disorienting. The map above can be used on both the horizontal and vertical planes. The walls seem to be impervious and will remain undamaged by any attack. (If someone thinks to try it, the Energy Sword from the stargate is able to make a small mark that doesn't regenerate.)

EQUIPMENT: SPACE FLIGHT PACK

A small backpack-like device with thrusters and verniers attached to extended booms. This allows "flight" in 0-G situations. Without one of these packs, MA is reduced to 1 when in a 0-G environment. The pack allows a 12 MA when worn. To do any fancy maneuvers (high speed turns, flips, or other acrobatics) a 0-G maneuver roll should be made (Diff level left to Referee as circumstances dictate).

Cost: 200cr
Weight: 3kg
Effect: 12 MA in space

EQUIPMENT: ENERGY SWORD

This is a much more refined version of the typical Algolian energy weapon. It dates from the time of the Empire, and seems to use a more advanced technology than standard Algolian weapons. Its blade seems to be more of a laser than a plasma jet.

DAM	WA	WT	COST
1d10	+2	.3kg	NA

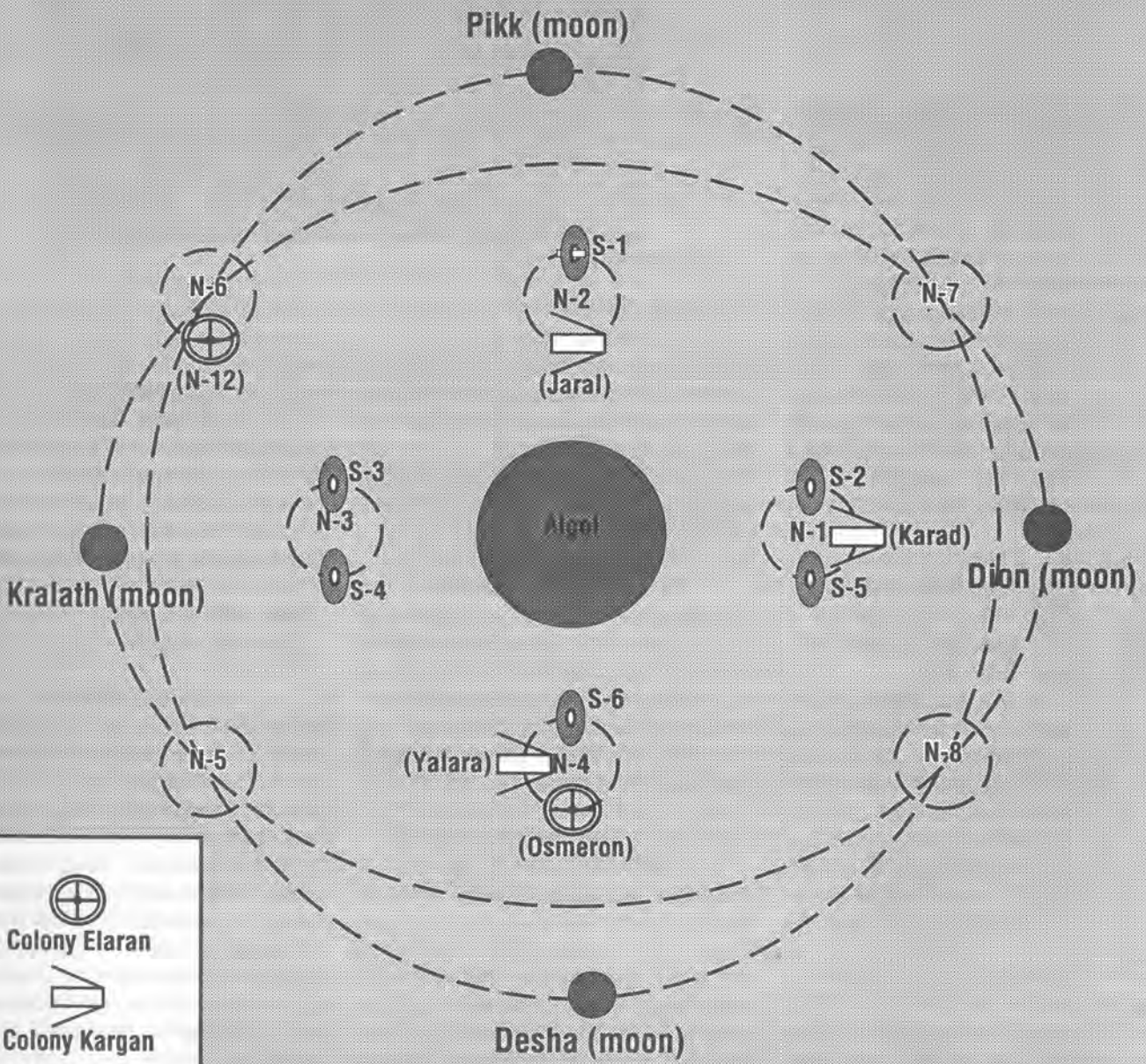
ADHESIVE GRAPNEL

This pistol-like device fires a small metal plate covered with an electrostatic adhesive, connected by a 150 meter-long wire. Once attached to a surface, the wire may be retracted, pulling the gun (and anyone holding it) toward the surface it is connected to, at 6 MA. The gun is capable of pulling 150kg of weight. Once the person has reached his destination, the charge is stopped, and the plate is released. The gun must be targeted at a fairly smooth surface, and a Handgun skill roll 8+ must be made to insure a proper connection. In close quarters the grapnel is often used instead of a flight pack.

Cost: 75cr
Weight: .5kg
Effect: 6 Ma "pulling" toward a location 150 meters (or less) away

ALGOL PLANETARY SYSTEM AS OF 1520-1525.

Dion has one settlement (Dion 1+Dion City). Pikk and Desha both have mining operations in effect.



MEKTON-OPERATION RIMFIRE
100% CHARACTERS 2

FOR THE REFEREE:

The following 13 pages contain the statistics and background information for the 13 main characters in Operation Rimfire. The first 10 are the player characters, and the final 3 are the "villains" of our story.

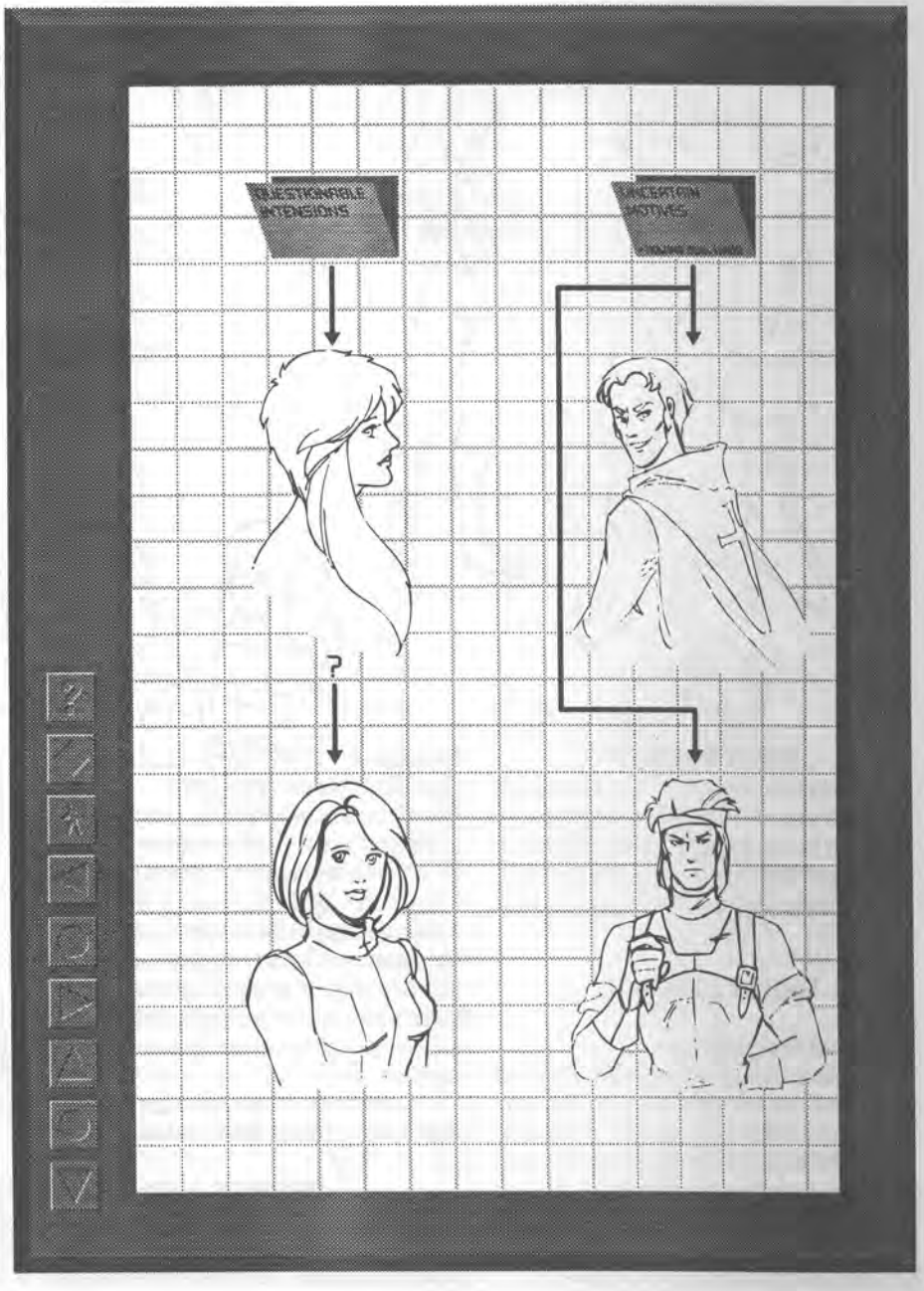
When you have your players together, allow them to read the color pages in the front of this book, and decide who they want to play. Then xerox that character's "model" sheet, and give it to the person wishing to play that character. Keep the sheets separate, and only allow players to read their own model sheet; they contain secrets that the players may wish to keep. Once a player has chosen a character, they have 10 points to personalize that skills of that character.

ON PLAYING THE CHARACTERS:

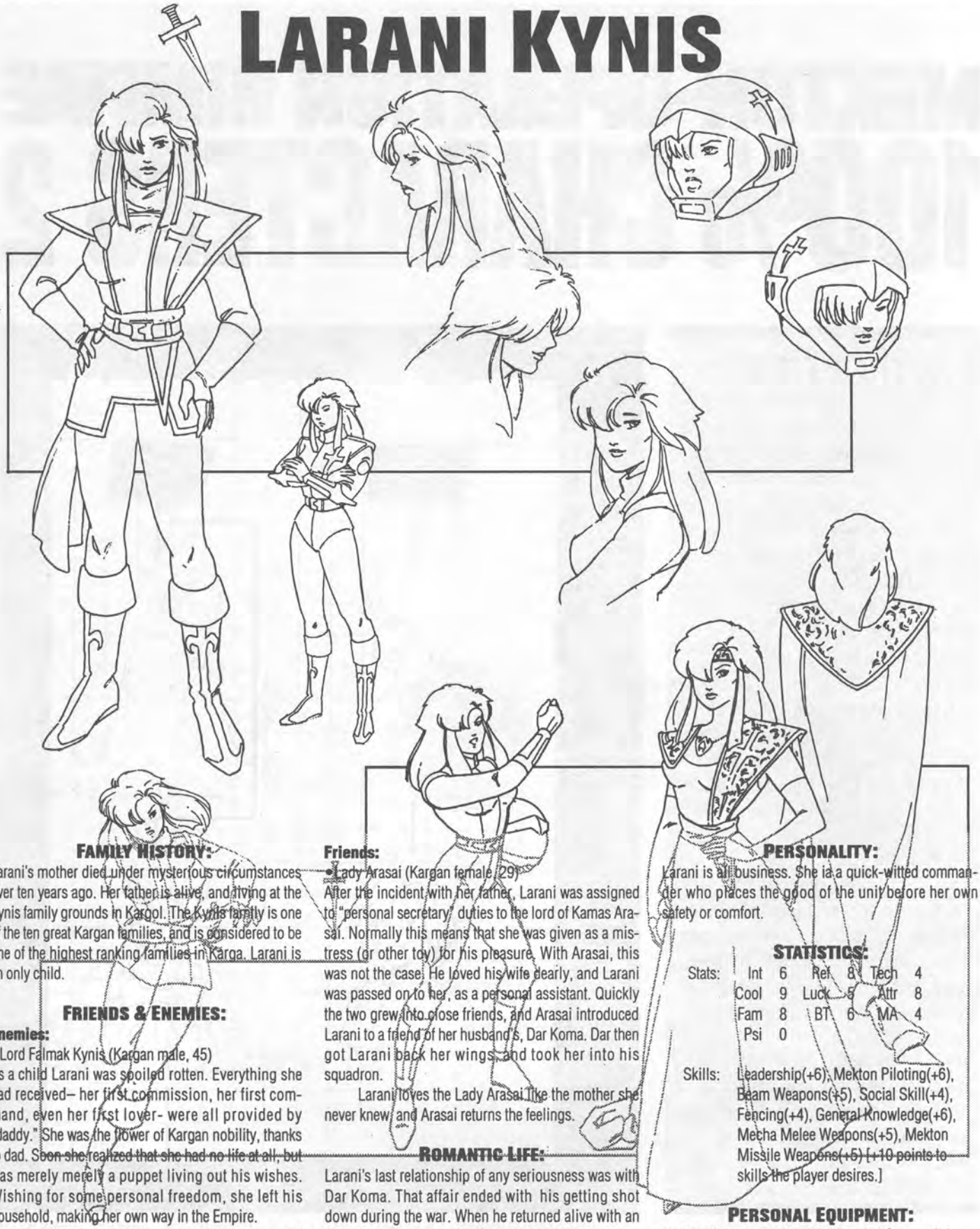
That is, of course, up to the players. There are guidelines; Eiran shy, Karin cold, etc. But these are only guidelines. This is, after all, for your players enjoyment, and you should encourage any role-playing as much as possible.

ON PLAYING ANOTHER CHARACTER:

If a player desires to play a character of his own creation, let him. Simply take some extra time and work him into the plot. Make sure that he is as intertwined with the world as the others are.



LARANI KYNIS



FAMILY HISTORY:

Larani's mother died under mysterious circumstances over ten years ago. Her father is alive, and living at the Kynis family grounds in Kargol. The Kynis family is one of the ten great Kargan families, and is considered to be one of the highest ranking families in Karga. Larani is an only child.

FRIENDS & ENEMIES:

Enemies:

•Lord Falmak Kynis (Kargan male, 45)

As a child Larani was spoiled rotten. Everything she had received– her first commission, her first command, even her first lover- were all provided by "daddy." She was the flower of Kargan nobility, thanks to dad. Soon she realized that she had no life at all, but was merely merely a puppet living out his wishes. Wishing for some personal freedom, she left his household, making her own way in the Empire.

Two days later, Larani was penniless, stripped of rank and wings. She was assigned to the social corps, and faced the rest of her life as a serving girl.

Friends:

•Lady Arasai (Kargan female, 29)

After the incident with her father, Larani was assigned to "personal secretary" duties to the lord of Kamas Arasai. Normally this means that she was given as a mistress (or other toy) for his pleasure. With Arasai, this was not the case. He loved his wife dearly, and Larani was passed on to her, as a personal assistant. Quickly the two grew into close friends, and Arasai introduced Larani to a friend of her husband's, Dar Koma. Dar then got Larani back her wings, and took her into his squadron.

Larani loves the Lady Arasai like the mother she never knew, and Arasai returns the feelings.

ROMANTIC LIFE:

Larani's last relationship of any seriousness was with Dar Koma. That affair ended with his getting shot down during the war. When he returned alive with an Ettaran wife, Larani and he became good friends.

PERSONALITY:

Larani is all business. She is a quick-witted commander who places the good of the unit before her own safety or comfort.

STATISTICS:

Stats:	Int	6	Ref	8	Tech	4
	Cool	9	Luck	5	Attr	8
	Fam	8	BT	6	MA	4
	Psi	0				

Skills: Leadership(+6), Mekton Piloting(+6), Beam Weapons(+5), Social Skill(+4), Fencing(+4), General Knowledge(+6), Mecha Melee Weapons(+5), Mekton Missile Weapons(+5) [+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31) +200cr to buy personal equipment.

CEDRIC ARTIS

FAMILY HISTORY:

Cedric's father was killed in the Mekton war when he was a child. His mother still lives alone in Koriel. Cedric is an only child. He and his mother still get along with one another.

FRIENDS & ENEMIES:

Cedric has the usual group of "army buddies," but very few people he could call close friends. Since losing Maria, he has remained fairly closed and quiet, keeping to himself.

No enemies.

ROMANTIC LIFE:

Cedric has had one great love affair, and one great tragedy. Two years ago, at the very end of the Archipelago War, Cedric fell in love with another pilot in his squadron, Maria Armandi. The two started out as "friends" but despite their best efforts, they fell deeply in love.

One day, on patrol, they were ambushed and Maria was shot down, her mekton plunging toward the sea in flames. Cedric heard her screaming for help as the unit went down, but he was unable to help, as the other mektons had him engaged in combat.

With Maria gone, Cedric was in a suicidal depression (and in the grip of horrible nightmares) for months, and was sent to a military hospital. Finally released, part of his soul seemed numb, as if it had died with her.

PERSONALITY:

Cedric is friendly, if somewhat detached and distant. He is afraid of becoming close to anyone, for fear of losing them.

STATISTICS:

Stats:	Int	7	Ref	10	Tech	8
	Cool	8	Luck	9	Attr	7
	Fam	4	BT	7	MA	6
	Psi	0				

Skills: Mekton Pilot(+5), Beam Weapons (+6), Missile Weapons(+3), Mekton Melee Weapons(+5), Tactics(+5), Awareness(+6), Handgun(+3), General Knowledge(+3), Leadership(+4). [+10 points to skills the player wishes.]

PERSONAL EQUIPMENT:

UAA Uniform (page31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

TAMMIS VERIC

FAMILY HISTORY:

Both of Tammis' parents are dead, or rather his mother is dead, and his father remains unknown. Tammis' mother was a captured Sharatin rebel who had been put to work in a detention camp. Tammis and his sister, Tyna, were born in that camp. When he was 10, his mother was knifed to death, and he fled the camp with his little sister. The two were "adopted" by Harval Veric (an antique plane collector who had known their mother), and he raised them like his own.

FRIENDS & ENEMIES:

Friends:

•Harval Veric:

When Tammis first escaped, Harval was there. Harval was just waiting for the two, outside the compound. The children were taken three miles to an airstrip, and flown in one of his antique planes to safety. It was this first flight from a life of slavery and misery that sparked Tammis' love of flying.

Harval, while keeping the children on as "shop hands," treated them with love and respect bordering on the paternal. Tammis knows that his mother once had a life outside the camp, and he also knows that someone had snuck her food and clothing during the hard times. It may be that the merchant and his mother were very close, but Harval has told Tammis that the past can be dangerous, so Tammis simply accepts him as "Uncle."

Ememies:

Tammis walks a fine line. If the Kargan high command ever found out that his mother was a rebel, and that he had escaped from the camps, his career (and life) might well be over.

ROMANTIC LIFE:

Tammis has never settled down, or ever become attached to a single person for a long period of time. He wants to have fun and party, and is interested in just about any pretty girl.

PERSONALITY:

Tammis is a speed and adrenaline junkie. The faster it goes, and the more dangerous it is, the more he likes it. Just about the only thing that keeps him from doing things too wildly is a promise he made to his mother that he would always look out for his little sister.

STATISTICS:

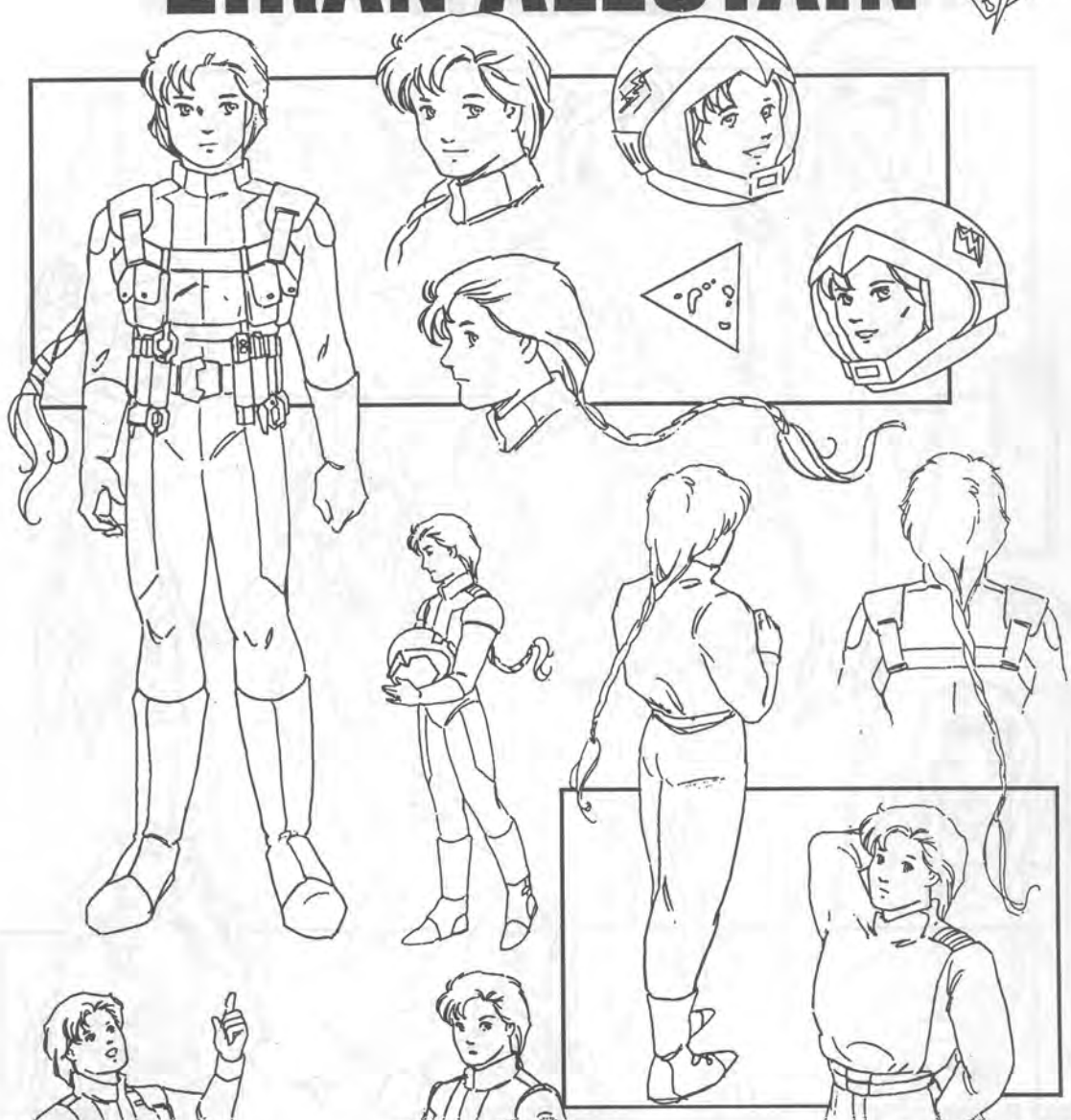
Stats:	Int	7	Ref	9	Tech	4
	Cool	10	Luck	5	Attr	7
	Fam	3	BT	6	MA	7
	Psi	6				

Skills: Mekton Pilot(+10), Shuttle Pilot(+8), Beam Weapons(+5), Missile Weapons(+5), Handgun(+2), Mekton Melee Weapons(+3), Wardrobe & Style(+3), Specific Knowledge[Antique Aircraft](+4). [+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

EIRAN ALESTAIN



FAMILY HISTORY:

Eiran's mother and oldest sister were killed when he was a child, and since then his father has remarried. Both parents love Eiran, and he gets along well with both of them.

He has one living older sister (20) and three younger bothers (13, 10, 8).

FRIENDS & ENEMIES:

Eiran has two friends from his childhood.

- Jalak (Surrogate older brother, Ettaran male, 20)
- Taliran (Best friend, Ettaran male, 16)

No enemies.

ROMANTIC LIFE:

Much to his frustrations, Eiran doesn't have one. His shyness has prevented any number of possible dalliances with numerous young Ettaran girls (who simply waited in vain for him to make the first move).

PERSONALITY:

Eiran is painfully shy, a nearly crippling personality trait for an Ettaran. He has trouble communicating with people he doesn't know, and breaks out in a cold sweat when confined with a group of strangers. It's even worse when a pretty girl is involved. He stammers and only makes a fool of himself. So he prefers to spend his time with machines; he's simply more comfortable around them. He joined the UAA to get into a situation of military sterility. He assumed that they would put him in some remote facility, testing machines, where he could work in peace and quiet. Instead they've assigned him to one of the most visible posts on the entire planet, and have placed him in a space ship full of strangers, half of which are pretty women!

STATISTICS:

Stats:	Int	8	Ref	7	Tech	10
	Cool	5	Luck	8	Attr	6
	Fam	5	BT	5	MA	7
	Psi	0				

Skills: Basic Repair(+5), Mecha Technician(+8), Jury Rig(+8), Mekton Pilot(+6), Missile Weapons(+3), Mekton Melee Weapons (+3), Beam Weapons(+3), Swiming (+4).[+10 points to skills the player desires]

PERSONAL EQUIPMENT:

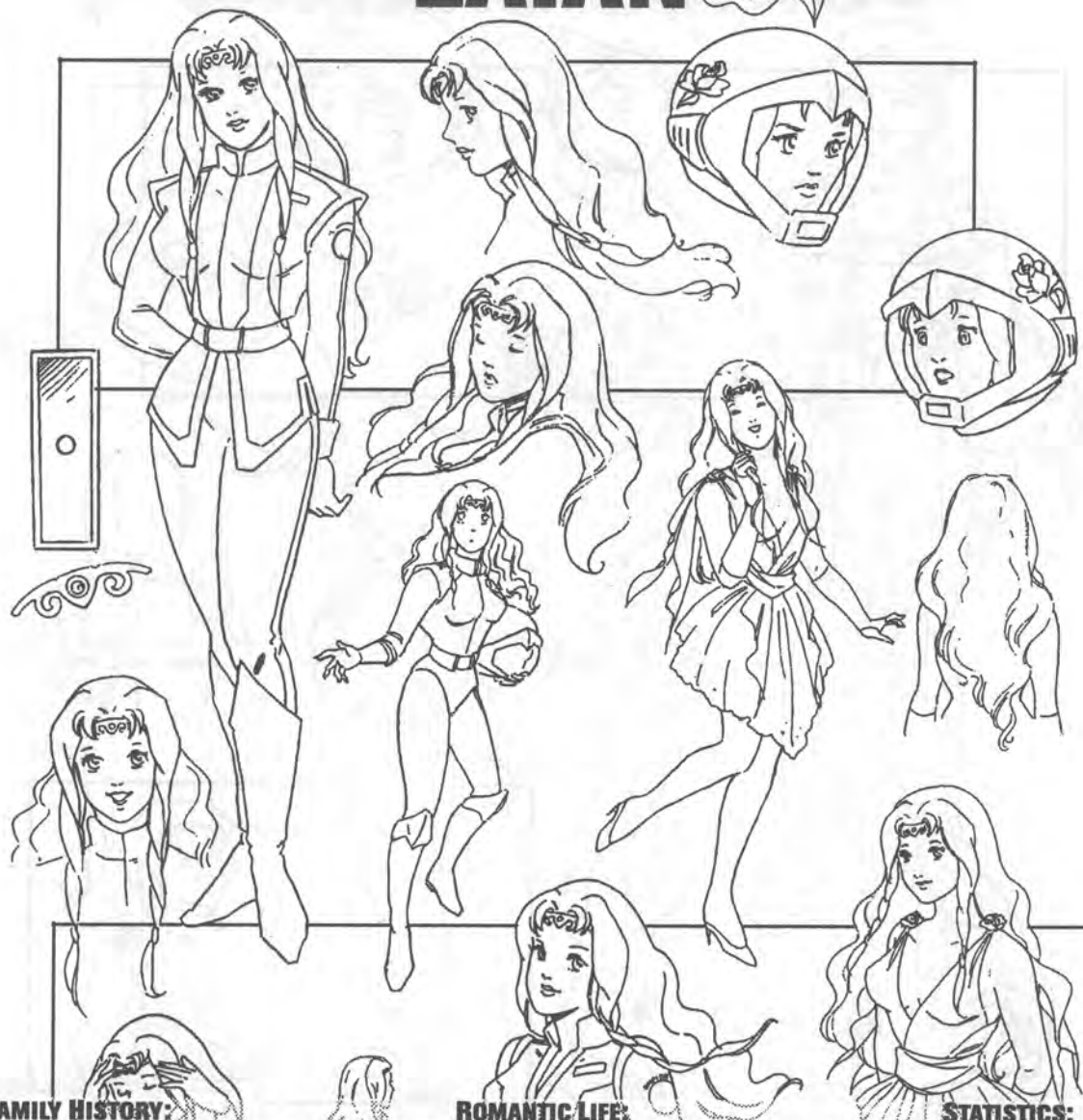
Advanced Toolkit (see below), UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31), +200cr to buy personal equipment.

ADVANCED TOOLKIT:

This harness-like rig is designed to be the ultimate toolkit. Is has the contents of the *Tech Toolkit, Micro Tools, Cutting Torch* and *Techscanner* (all listed in *Mekton 2*) in a single package. It also has a set of specialized tools for working on mekton interior components. Ownership of this rig gives a +1 to all tech and repair rolls.

Weight: 1.5 kg
Cost: 400cr.

LAIAN



FAMILY HISTORY:

Laian never knew her parents. She was raised in one of the "schools" for the psionicaly gifted in Muria. These schools are the only family and home known to many children until they reach the age of maturity, when they graduate and enter mainstream Murian life.

FRIENDS & ENEMIES:

Friends:

- Javal Maora (Murian male, 19)
  Javal was the only person who supported Laian in her bid to join the UAA. All her other peers thought that Muria should send someone else. The two have been friends since their days together in school.

Enemy:

- Majall (Murian male, 23)
  At one time Laian's lover, Majall is a control freak. He must always be in charge, and must have his way. He had a near-hypnotic hold over Laian, and she was easily cowed by him.

ROMANTIC LIFE:

Laian is currently getting over a nasty and abusive relationship with Majall (see above), and is very wary of getting involved with anyone else.

PERSONALITY:

Quiet and serene, Laian is the stereotypical Murian. She seems to see life differently than everyone else, with a great deal more philosophy. Very shy, she doesn't do much talking. She seems like a passive person on the surface, but underneath, her will is iron. The only thing that seems to shake her is Majall, and his influence fades the further she gets from him.

She is fascinated by Algolian culture (Muria was as isolated from the outside as it was from them), and is undergoing a bit of culture shock. Used to a strictly controlled society, she is amazed at the freedoms and "decadence" that Algol has to offer.

STATISTICS:

Stats:					
Int	6	Ref	7	Tech	5
Cool	7	Luck	6	Attr	7
Fam	3	BT	4	MA	5
Psi	8(15)				

Skills: Mekton Pilot(+5), Beam Weapons(+4), Missile Weapons(+4), Missile Weapons(+4), Play instrument(+3), Teaching(+3), Compose(+3).

Psionic Skills: Telepathy(+3), Empathy(+3) Suggestion(+3), Psi Block(+4), Danger Sense(+4).[+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

THARIS TREMAINE

FAMILY HISTORY:

Tharis' parents, the Duke and Dutchess Tremaine, are alive and living in Arcol. Tharis has one sister, (17) who still lives at home, and much to her parents grief, she idolizes her older brother.

Tharis always had an adventurous spirit, and at the age of 18, he enlisted in the EMF, against his father's wishes. He loves his parents, but he can't stand the idea of sitting around a mansion all day.

FRIENDS & ENEMIES:

Friends:

Tharis has left behind the life of nobility, and all the "friends" that came with it. He has since gone on to earn the respect and friendship of just about everyone he has served with, but he has formed no "deep" friendships.

Emenies:

As a high ranking member of Elaran nobility, Tharis is a great target for kidnapping and terrorist plots. He is more than able to defend himself, and any such attempt is likely to backfire.

ROMANTIC LIFE:

Tharis is looking for a woman to love. The last person he was involved with (Emilia Darka) had left him without even saying goodbye. He just wants someone who cares for him, not his family's position or money.

PERSONALITY:

Tharis has a spirit for adventure. If there's something that can't be done, he'll find a way to do it. If there is some adventure too dangerous to do, he'll give it a shot. There in nothing in the world that seems to frighten him, and he's always first in line in a dangerous situation. He counts on his skill with a gun and his luck to carry him through the hard times. A true hero, he will put the life of an innocent before his own.

STATISTICS:

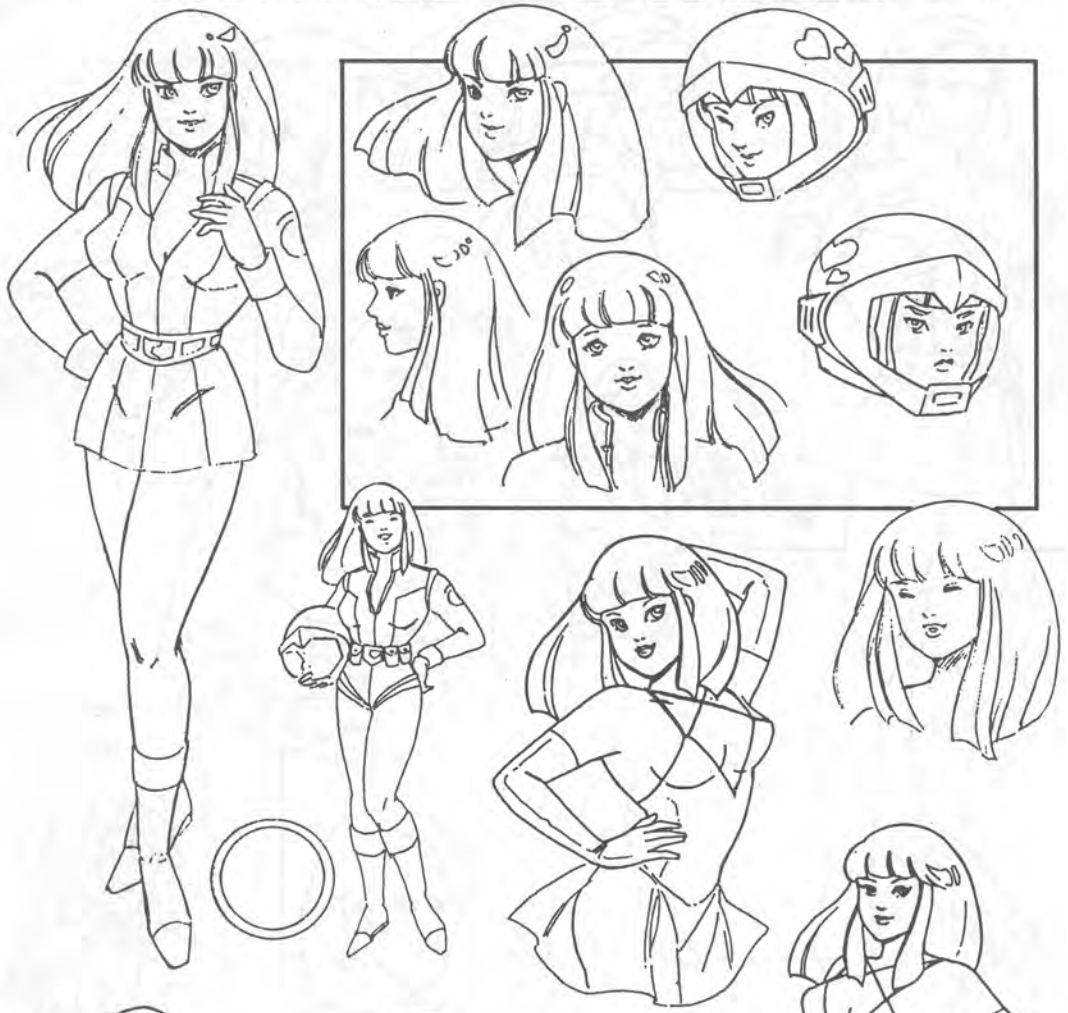
Stats:					
Int	9	Ref	7	Tech	8
Cool	10	Luck	8	Attr	9
Fam	9	BT	7	MA	7
Psi	0				

Skills: Mekton Pilot(+5), Beam Weapons(+10), Missile Weapons(+5), Handgun(+8), Awareness(+6), General Knowledge(+3), Mekton Melee Weapons(+3).[+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31).+200cr to buy personal equipment.

CELINE ATTARA



FAMILY HISTORY:

Both of Celine's parents are alive and well. They live in Andor, with their large family. Celine has four younger brothers (17, 15x2 [twins] and 4) and two younger sisters (10, 8). The family has always been close, and everyone gets along. Celine is especially loved by her two little sisters, who worship the ground she walks on.

FRIENDS & ENEMIES:

2 Friends.

- Terrin Fellai (ex-lover, Elaran male, 18)
  Terrin was in the same graduating class as Celine. Their affair ended when he was assigned to an outpost in Keor.
- Mina Dari (best friend, Elaran female, 17)
  Mina and Celine were the terrible twosome in high school. They were inseparable. Mina has since married and moved to Kandar.

Enemies:

Celine has left a fair number of broken hearts behind her. Almost all of her boyfriends have parted with her on good terms, but one never knows.

ROMANTIC LIFE:

Celine is currently unattached, and has remained so since splitting up with Terrin nearly a year ago. This is a personal record, and one she doesn't want to see go on any longer.

PERSONALITY:

At first glance Celine seems to be quite silly and fluff-headed. The term "boy-crazy" seems to have been invented for the flirtatious and slightly sultry Celine. While very interested in romance and having "fun," Celine doesn't take life very seriously.

STATISTICS:

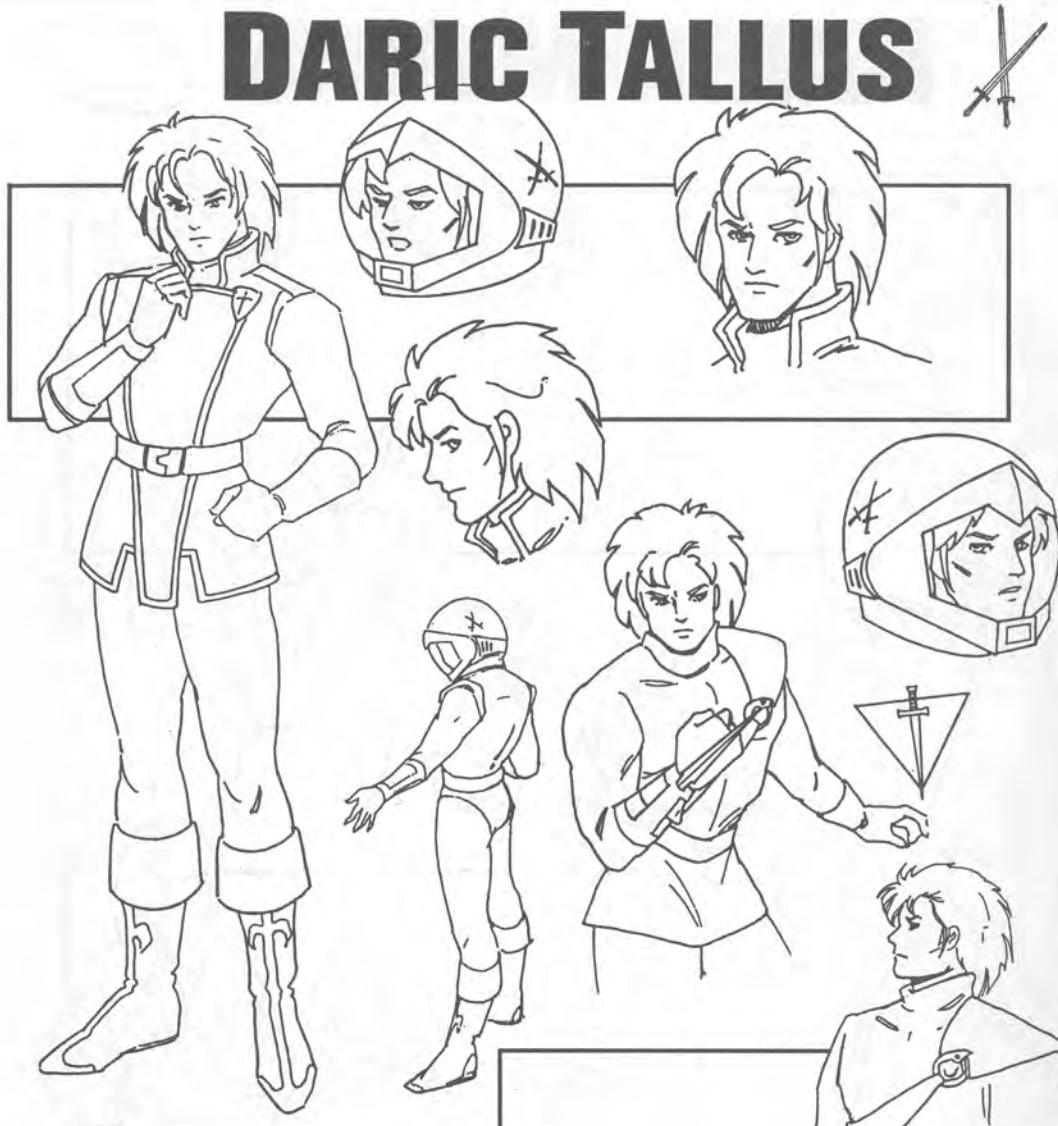
Stats:	Int	9	Ref	8	Tech	5
	Cool	5	Luck	6	Attr	8
	Fam	5	BT	4	MA	4
	Psi	0				

Skills: Astronavagation(+8), Pilot Mekton(+4), Beam Weapons(+4), Missile Weapons(+4), Mekton Melee Weapons(+3), Relationships(+6), Personal Grooming(+4), Handgun(+2), Dance(+5). [+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

DARIC TALLUS



FAMILY HISTORY:

Daric's mother died years ago, in a fan car accident. His father, Duncan Tallus, has just retired from the KAAVAAK and is looking to set up a private martial arts school. Father and son haven't seen each other in over a year, but they get along well with one another. Daric is an only child.

FRIENDS & ENEMIES:

Friends:

Daric is a loner. He never makes more than a superficial friendship with anyone. So his list of close friends is short. In fact, none.

Enemies:

Daric has learned one lesson form the Kargan Empire: An enemy left alive is potential suicide. His list of enemies is even shorter than his list of friends.

ROMANTIC LIFE:

As mentioned above, Daric is a loner, who "doesn't have time" for romance. The extent of his romantic contacts have been one-night stands and "meaningless" flings.

PERSONALITY:

Daric is a scary person to be around if you don't know him. He seems to vibrate with barely-controlled energy and restrained violence. He is never without a blade somewhere on his body, and is an expert with all forms of personal combat.

Having few hobbies, he spends all of his free time working out and practicing, hoping to one day be as good as his father is.

STATISTICS:

Stats:	Int	5	Ref	9	Tech	6
	Cool	9	Luck	4	Attr	7
	Fam	7	BT	6	MA	7
	Psi	0				

Skills: Knives(+8), Fencing(+8), Hand to Hand(+6), Dodge and Escape(+4), Mekton Pilot(+5), Beam Weapons(+4), Mekton Missile weapons(+2), Awareness(+3). [+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

Sleave Sword (below), UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page31). +200cr to buy personal equipment.

Sleave Sword:

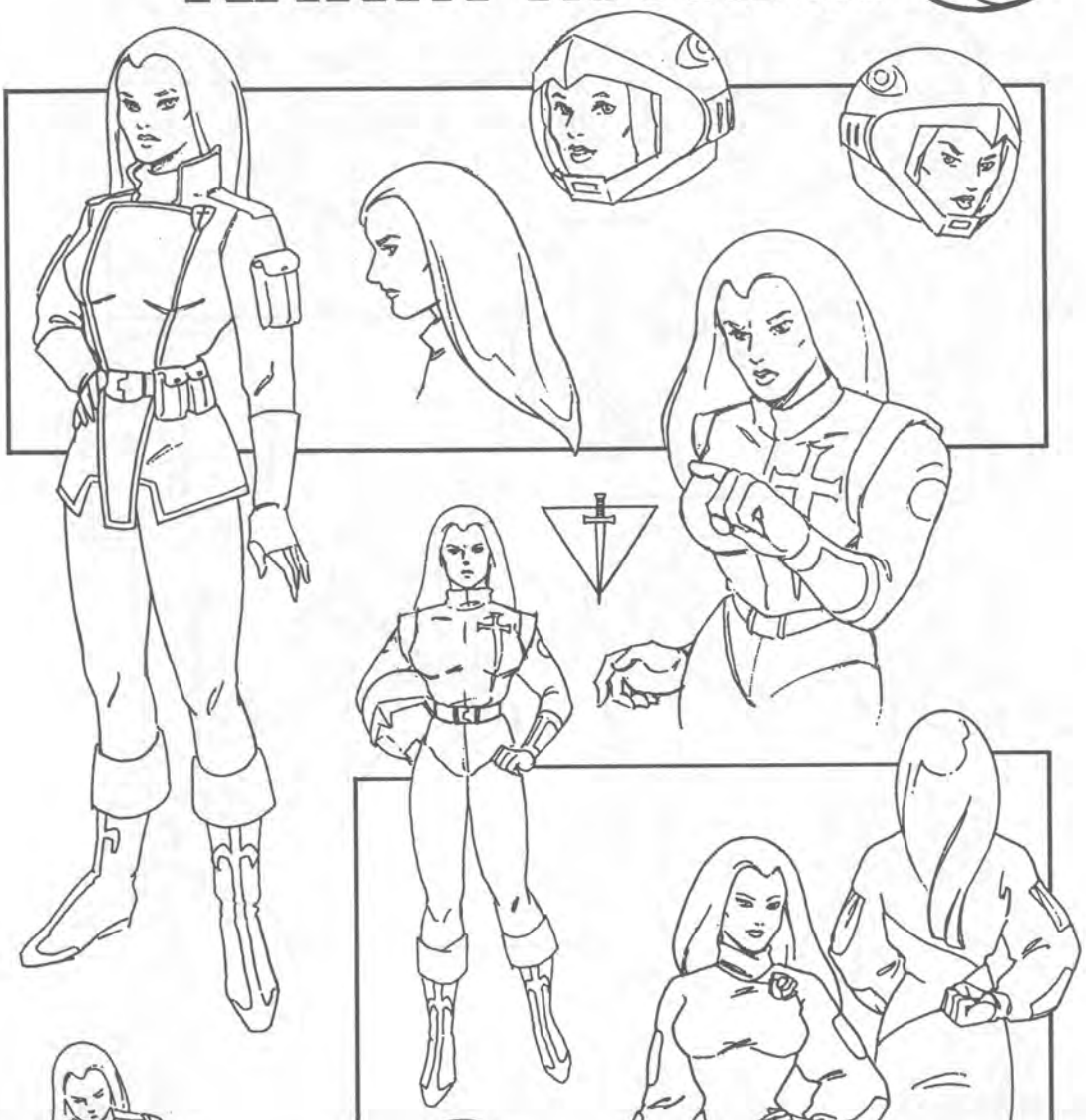
This device was invented by Duncan Tallus as a close-in weapon of last resort. The KAAVAAK turned it down as too "obvious." The prototype was given to Daric as a birthday gift.

The outer casing is made of impact resistant polymer plastics, capable of parrying any hand-held melee weapon.

The blade itself is high carbon steel, and can retract into the casing.

DAM	WA	WT	COST
1d6	+2	.3kg	NA

KARIN MYIIAN



FAMILY HISTORY:

Karin's mother and father were killed by an Axis bomb ten years ago. Her brother was also killed in the attack. Her younger sister, Kara (15), is the only family that she has left.

FRIENDS & ENEMIES:

Friends:

- Arika Tlama (Kargan female, 45)
  Arika was a Myiian family servant. After Karin's mother and father died, she took over running the household until Karin came of age. She is now raising Kara like her own daughter.

- Jassa Harvak (Kargan male, 30)
  Jassa is a spy for the KAAVAAK, and an expert at infiltration. Jassa has helped Karin track down and kill the assassins that killed her parents.

Enemies:

- The Axis (Group)
  Karin has crossed paths with the Axis on several occasions after her parents' death, and the Axis has a long memory. They have tried to kill her twice, but it seems that revenge against her is low on their list of priorities.

ROMANTIC LIFE:

Karin has had a few lovers in her past, but nothing serious. Her big "secret" affair was with a member of the Freelancers Guild a few years back. "Falcon" was spying on the Kargan court at the time, and the two became lovers. She exposed him after a month, but he got away, leaving her a red rose to remember him by.

PERSONALITY:

Cold and calculating, Karin is all business. Not unfriendly or cruel, she just believes that military conduct and protocol should always be followed to the letter. She does everything "by the book" and has little tolerance for show-offs or hot-shots.

STATISTICS:

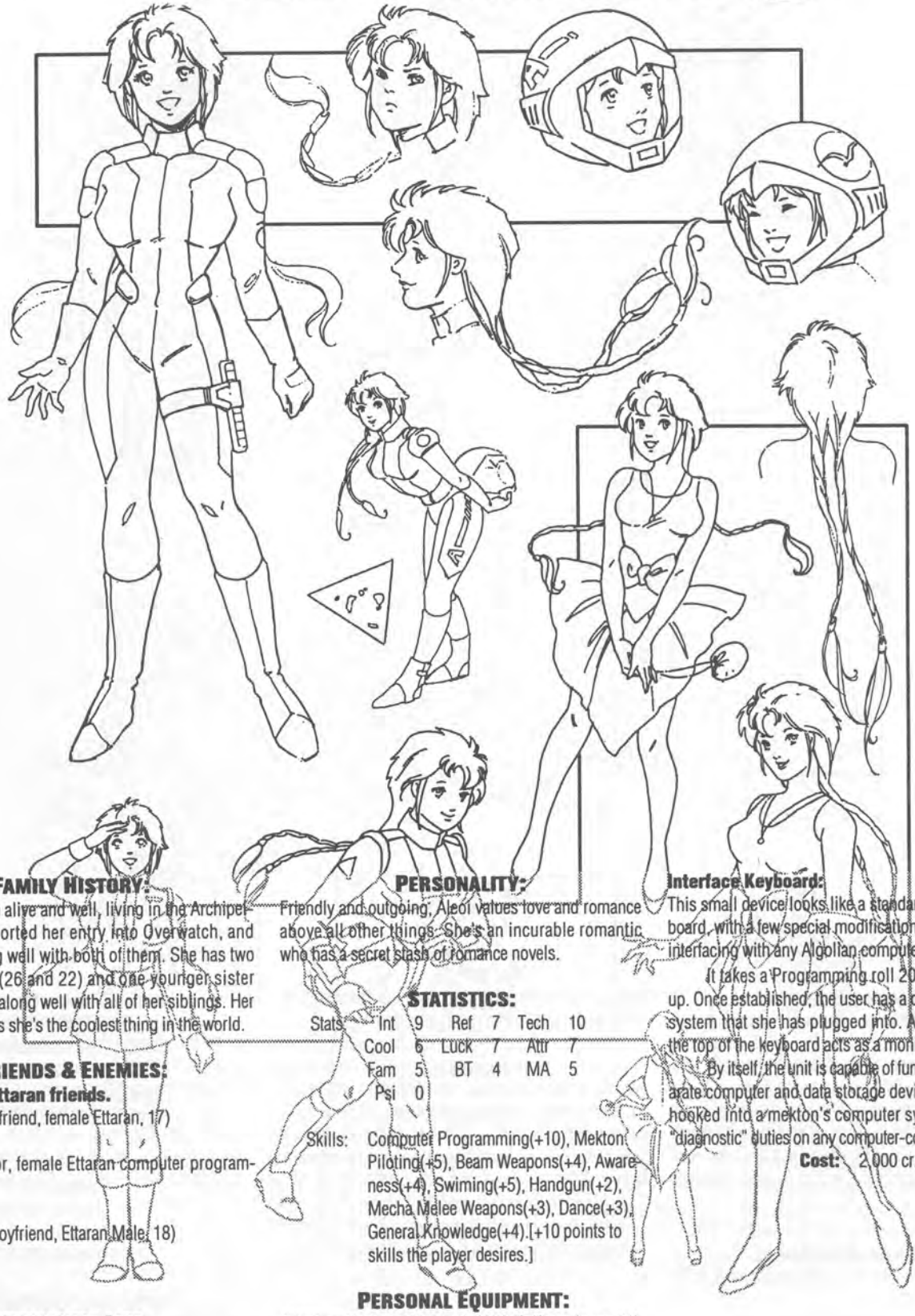
Stats:	Int	9	Ref	8	Tech	5
	Cool	10	Luck	4	Attr	6
	Fam	4	BT	6	MA	5
	Psi	0				

Skills: Awareness(+6), Mekton Piloting(+4), Beam Weapons(+4), Mekon Melee weapons(+4), Missile Weapons(+4), ECM(+5), ECCM(+5), Streetwise(+3), Infiltration(+5). [+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

ALEOI HIARRI



FAMILY HISTORY:

Both parents are alive and well, living in the Archipelago. They supported her entry into Overwatch, and Aleoi gets along well with both of them. She has two older brothers (26 and 22) and one younger sister (10). Aleoi gets along well with all of her siblings. Her little sister thinks she's the coolest thing in the world.

FRIENDS & ENEMIES:

3 childhood Ettaran friends.

- Maieoi (best friend, female Ettaran, 17)
- Janai (mentor, female Ettaran computer programmer, 30)
- Daman (ex-boyfriend, Ettaran Male, 18)

No enemies.

ROMANTIC LIFE:

Currently uninvolved, and is waiting for "Mr. Right" (and Tharis sure looks like he could fit the bill!).

PERSONALITY:

Friendly and outgoing, Aleoi values love and romance above all other things. She's an incurable romantic who has a secret stash of romance novels.

STATISTICS:

Stats:						
	Int	9	Ref	7	Tech	10
	Cool	6	Luck	7	Attr	7
	Fam	5	BT	4	MA	5
	Psi	0				

Skills: Computer Programming(+10), Mekton Piloting(+5), Beam Weapons(+4), Awareness(+4), Swiming(+5), Handgun(+2), Mecha Melee Weapons(+3), Dance(+3), General Knowledge(+4).[+10 points to skills the player desires.]

PERSONAL EQUIPMENT:

Interface Keyboard (below), UAA Uniform (page 31), UAA Combat Spacesuit (page 45), UAA 9mm (page 31). +200cr to buy personal equipment.

Interface Keyboard:

This small device looks like a standard computer keyboard, with a few special modifications. It is capable of interfacing with any Algollan computer system.

It takes a Programming roll 20+ to properly set up. Once established, the user has a direct link into the system that she has plugged into. A small display at the top of the keyboard acts as a monitor.

By itself, the unit is capable of functioning as a separate computer and data storage device. It can also be hooked into a mekton's computer system to preform "diagnostic" duties on any computer-controlled systems.

Cost: 2,000 cr.

LORD DREMMOND

FAMILY HISTORY:

The Dremmond family were Dukes of Fiora, but that all ended when the Kargan missiles fell. Young Emil Dremmond, the second son of Duke Dremmond, was the only survivor. Driven mad by the death of all he held dear, and by the powers he had inherited, he was determined to inflict his pain on others. He fled with the family fortune and founded the Axis, a terrorist organization determined to create havoc and spread destruction.

FRIENDS & ENEMIES:

Dremmond has no friends, and the entire world is his enemy.

ROMANTIC LIFE:

Once a long time ago, in his youth, Dremmond felt love, but she died with Fiora. Now his obsession is with spreading pain and suffering.

PERSONALITY:

As cold and hard as steel. Dremmond cares only about his plans of conquest and destruction. All other concerns are secondary. He will kill someone as soon as look at them. He is totally obsessed, and more than a little mad.

STATISTICS:

Stats:	Int	8	Ref	10	Tech	5
	Cool	10	Luck	6	Attr	4
	Fam	10	BT	10	MA	7
	Psi	10(75)				

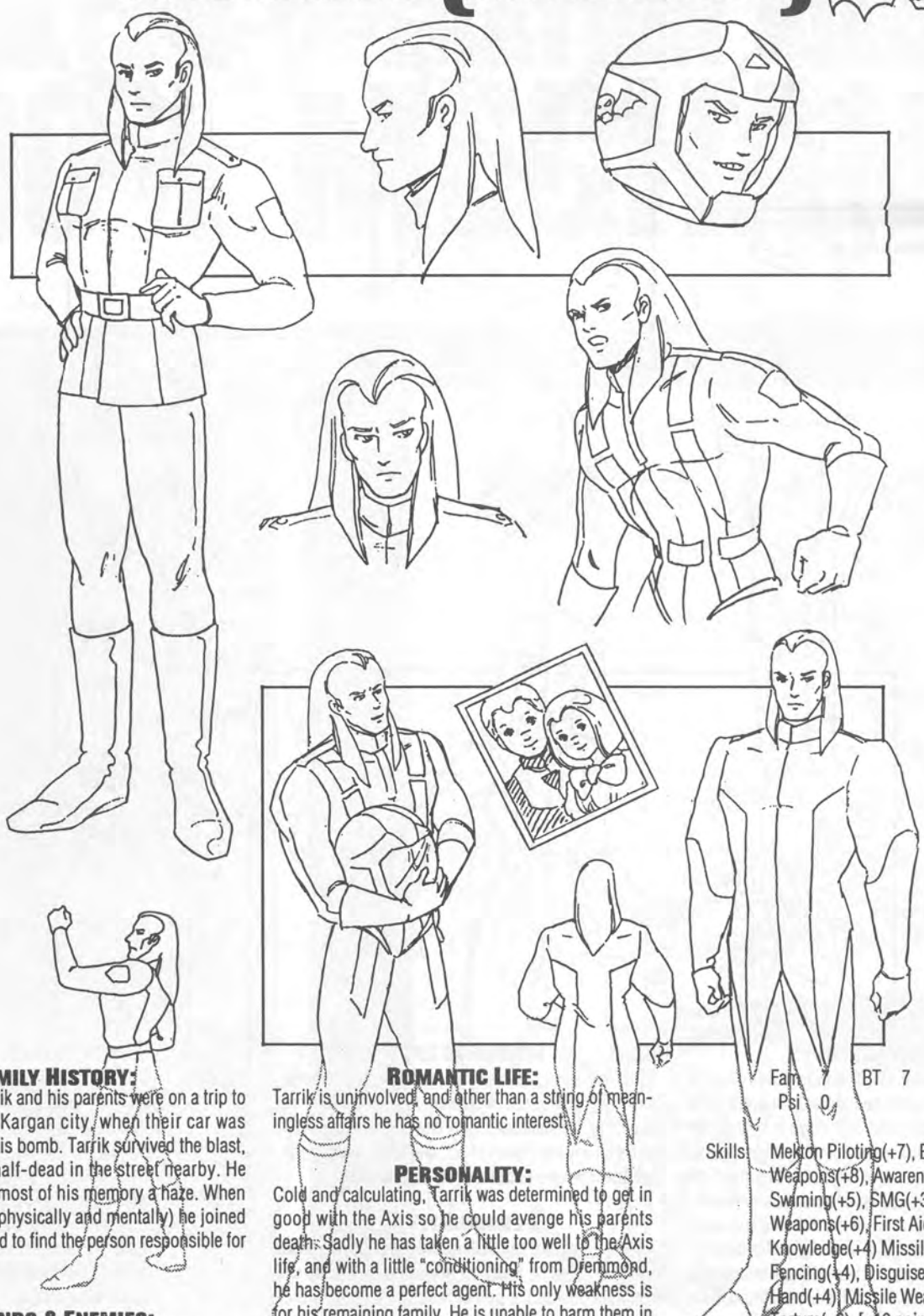
Skills: Mekton Piloting(+9), Beam Weapons(+9), Awareness(+10), Dodge(+8), SMG(+6), Mecha Melee Weapons(+6), Intimidation(+8), General Knowledge(+4) Missile Weapons(+5), Leadership(+8), Disguise(+5), Hand to Hand(+10) ECM(+4) ECCM(+6).

Psionic Skills: Telepathy(+8), Psi Blast(+9), Suggestion(+10), Mind Lock(+7), Teleportation(+6), Possession(+9), Telekenisis(+7).

PERSONAL EQUIPMENT:

Axis Combat Spacesuit (Like the armor, but with full life support for space), Axis Autorifle (see page 31), Plasma Sword (*Mekton 2*, page 24).

TARRIK (MYIIAN)



FAMILY HISTORY:

Ten years ago, Tarrik and his parents were on a trip to the outskirts of a Kargan city, when their car was destroyed by an Axis bomb. Tarrik survived the blast, only to be found half-dead in the street nearby. He recovered slowly, most of his memory a haze. When whole again (both physically and mentally) he joined the Axis, determined to find the person responsible for their deaths.

FRIENDS & ENEMIES:

The closest thing that Tarrik has to a friend is his partner, Arnellia. As an Axis agent the rest of Algol is his enemy.

ROMANTIC LIFE:

Tarrik is uninvolved, and other than a string of meaningless affairs he has no romantic interest.

PERSONALITY:

Cold and calculating, Tarrik was determined to get in good with the Axis so he could avenge his parents death. Sadly he has taken a little too well to the Axis life, and with a little "conditioning" from Drummond, he has become a perfect agent. His only weakness is for his remaining family. He is unable to harm them in any way.

STATISTICS:

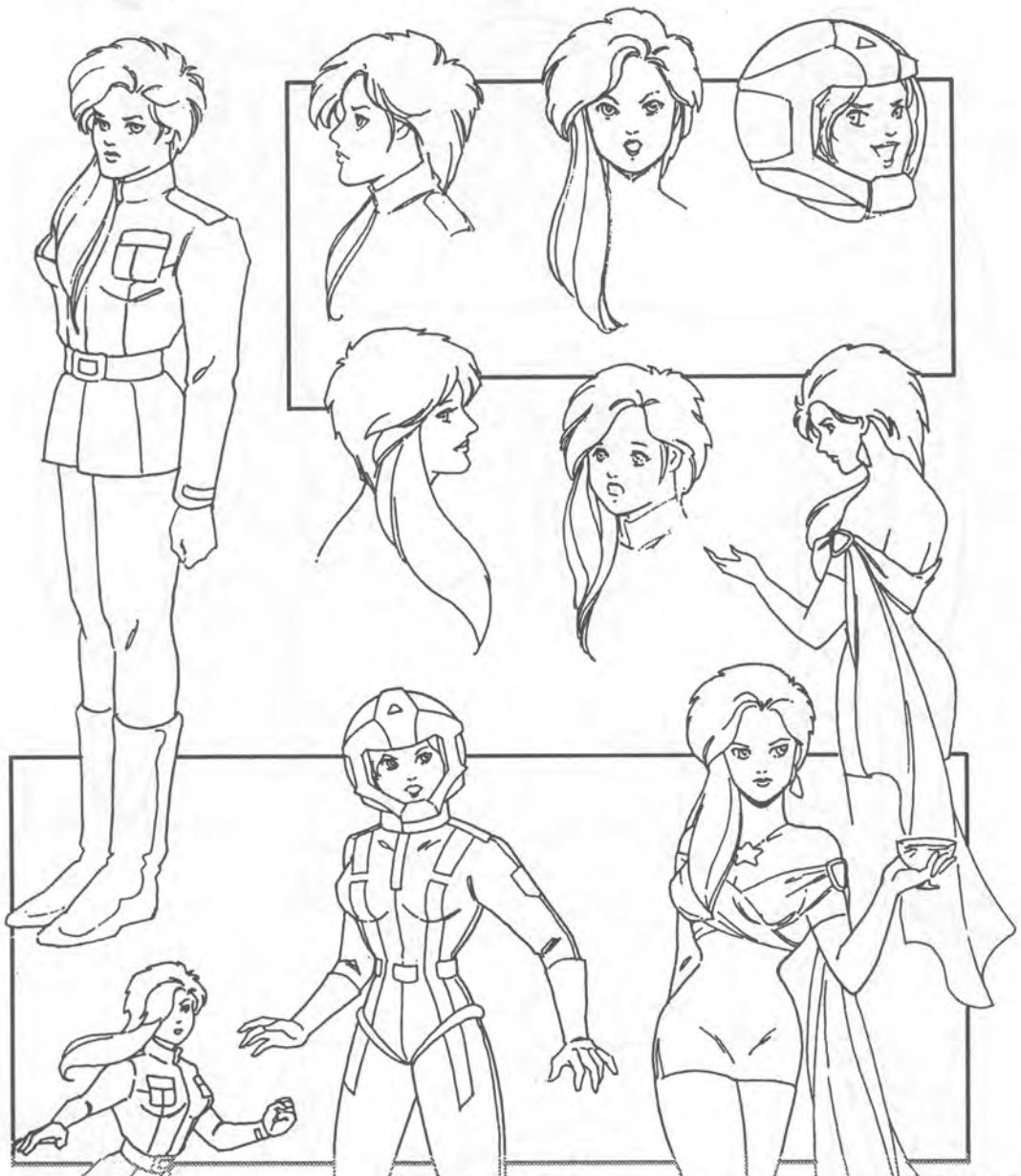
Stats:	Int	8	Ref	9	Tech	4
	Cool	6	Luck	7	Attr	6
	Fam	7	BT	7	MA	5
	Psi	0				

Skills: Mekton Piloting(+7), Beam Weapons(+8), Awareness(+6), Swiming(+5), SMG(+3), Mecha Melee Weapons(+6), First Aid(+3), General Knowledge(+4) Missile Weapons(+5), Fencing(+4), Disguise(+5), Hand to Hand(+4), Missile Weapons(+6), Resist Torture(+6). [+10 points to skills the referee desires.]

PERSONAL EQUIPMENT:

Axis Uniform (page 31), Axis Combat Spacesuit (page 45, same stats as UAA), Axis Autorifle (page 31).

ARNELLIA FROST



FAMILY HISTORY:

When the Elaran pilot Maria Armandi was brought before Lord Dremmond, he spotted an opportunity, and took it. Maria had been shot down in an ambush, and her body was recovered from the ocean by Axis agents. Shattered and burnt beyond recognition, the woman was reconstructed, given a new face and form.

While his surgeons altered her face and body, Dremmond altered her mind, making her his personal tool. Soon, the woman that was Maria Armandi had been buried under the physical and psychic scars of Arnellia Frost.

FRIENDS & ENEMIES:

The closest thing that Arnellia has to a friend is her partner, Tarrik. As an Axis agent, the rest of Algol is her enemy.

ROMANTIC LIFE:

As an Axis agent, Arnellia has no life ,and no feelings. Any romance she has is ordered, and her feelings are as cold as her namesake. Only one person in the world can elicit any feelings from her, and that's Cedric Artis, her true love who was lost when "Maria" died.

PERSONALITY:

Arnellia is a cold, calculating, cruel woman, the exact opposite of Maria. Every act of violence or cruelty she commits pushes the part of her that is Maria further toward extinction. The only part of Maria that is strong enough to resist Dremmond's tampering is her love for Cedric. This is so strong that the only secret she could keep from Dremmond is the fact that she kept a small, golden locket Cedric had given her. It is the last remaining object of her previous life.

STATISTICS:

Stats:						
	Int	6	Ref	8	Tech	6
	Cool	7	Luck	4	Att	9
	Fam	3	BT	5	MA	7
	Psi	0				

Skills: Mekton Piloting(+5), Beam Weapons(+4), Awareness(+6), Swiming(+5), Pistol(+4), Mecha Melee Weapons(+6), Dance(+3), General Knowledge(+4) Missile Weapons(+5), Seduction(+5), Disguise(+5), Hand to Hand(+4). [+10 points to skills the referee desires.]

PERSONAL EQUIPMENT:

Axis Uniform (see page 31), Axis Combat Spacesuit (see page 45), 9mm (*Mekton 2*, page 24).

MEKTON-OPERATION RIMFIRE 100% MECHANIX

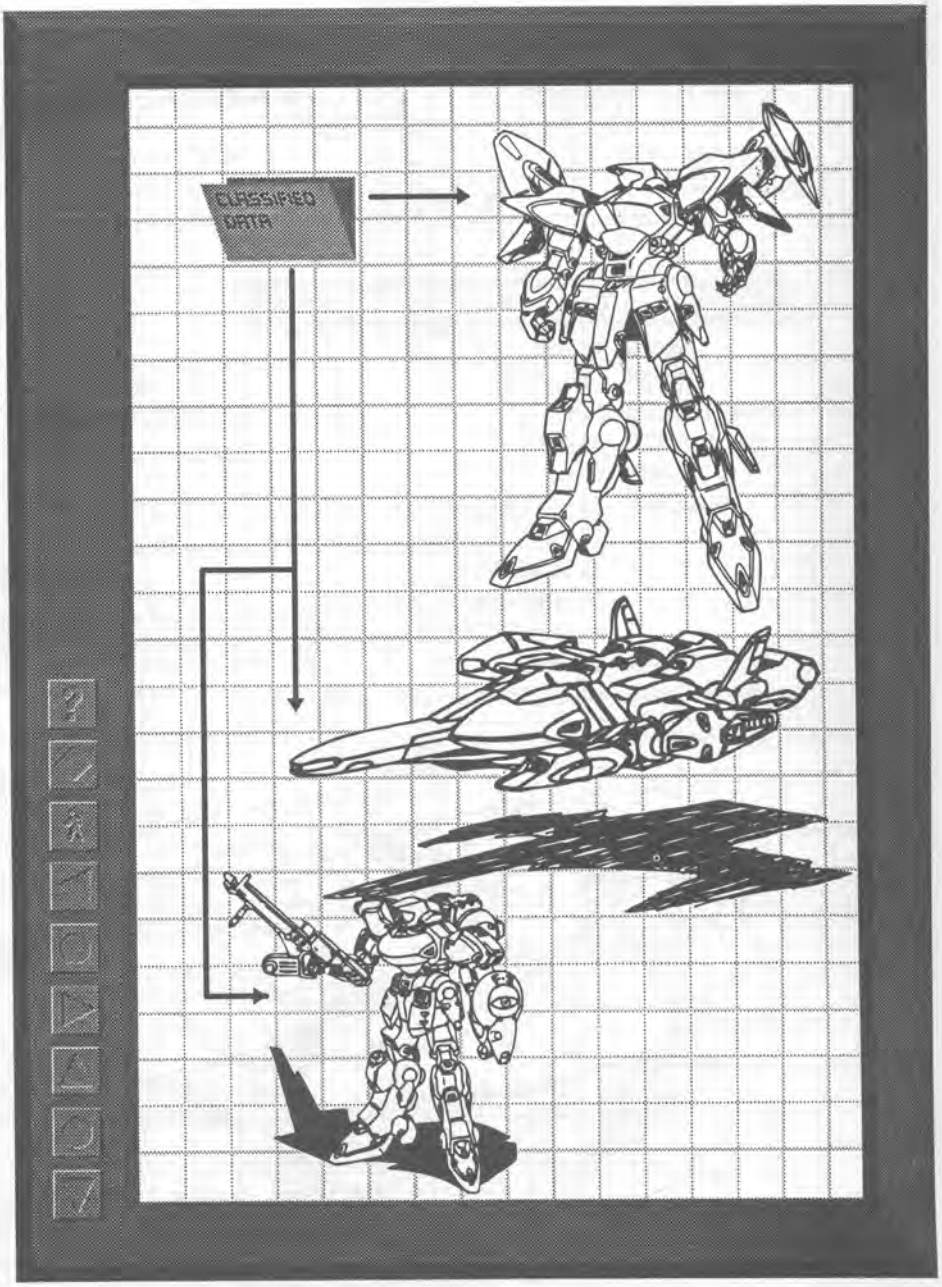
FOR THE REFEREE:

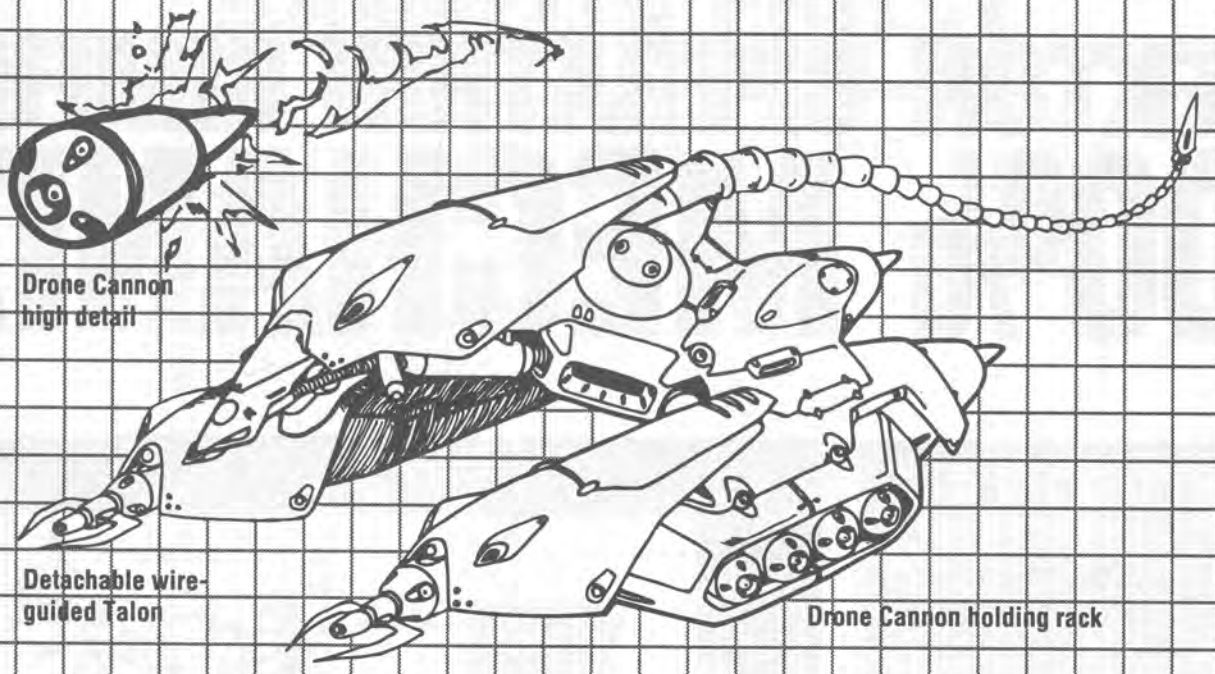
A WORD ON MECHA COMBAT.
One of the most difficult parts of running *Operation Rimfire* will be the combats. In running any mekton fight, you are going to have to take account of the ability of your players. You should always scale the fights to match their skill levels. If a fight calls for 3 enemies, and the players blow through it, call in reinforcements, and up the opposition to four, or even five, suits.

Inversely, if your players are helpless, and are getting slaughtered, cut down on the suits attacking, or have them suffer "malfunctions."

DAMAGE REPAIR ON THE RIMFIRE.
After a fight, likely one or more suits will be damaged. As a rule of thumb, it takes 1 hour to repair 2 Kills of damage to a mekton. If a limb is completely destroyed, it can only be repaired by the major drydocks at Sunlight 1, or Dion. Also, Sunlight, Dion, or any other populated space holding is capable of repairing mektons at twice the normal rate.

It should also be noted that equipment and limbs are interchangable on the Sentinels and ExSentinels. So it is possible to construct one working mekton out of two severly damaged ones.





Drone Cannon high detail

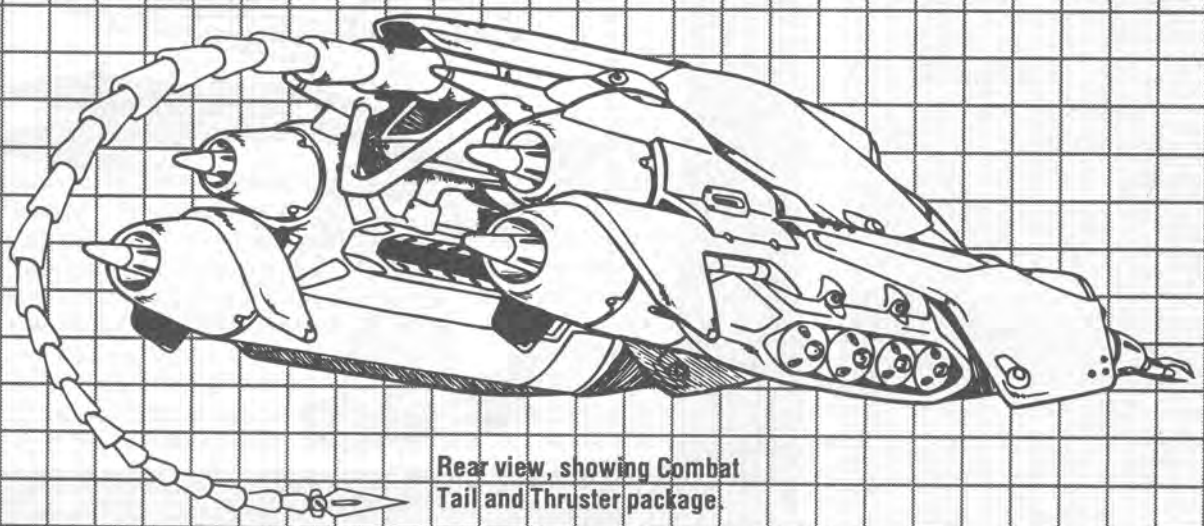
Detachable wire-guided Talon

Drone Cannon holding rack

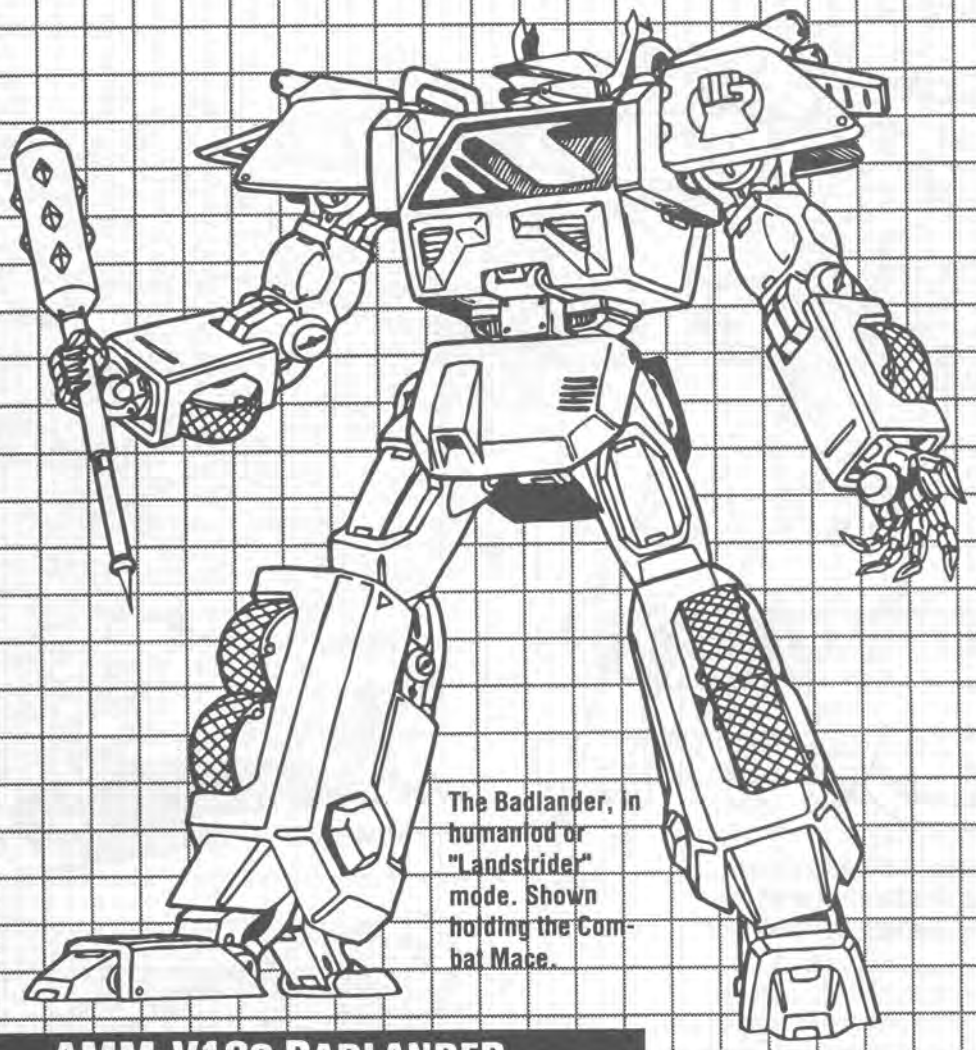
AME-X20 SCARAB

LENGTH:	16.8M
WEIGHT:	108.45T
GROUND SPEED:	N/A
FLIGHT SPEED:	967MPH
CREW:	ONE
WEAPONRY:	1X SCATTERING BEAM CANNON 2X POINT DEFENSE LASER SYSTEM 1X COMBAT TAIL 2X WIRE-CONTROLLED TALONS 8X REMOTE DRONE CANNONS
ARMOR:	CERAMET ALLOY
SENSOR RANGE:	1000KM VISUAL, 7KM TARGETING

Scatter Cannon high detail



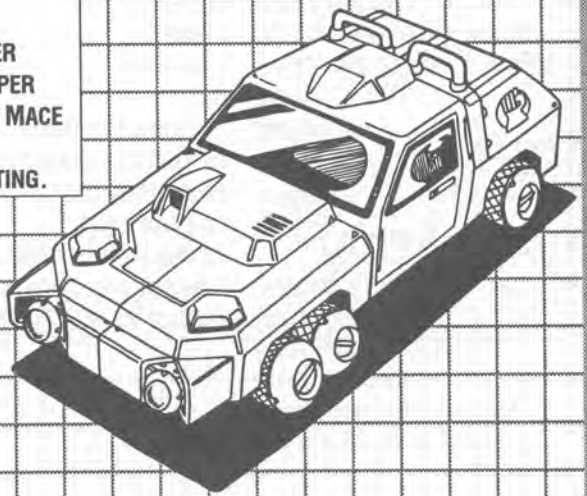
Rear view, showing Combat Tail and Thruster package.



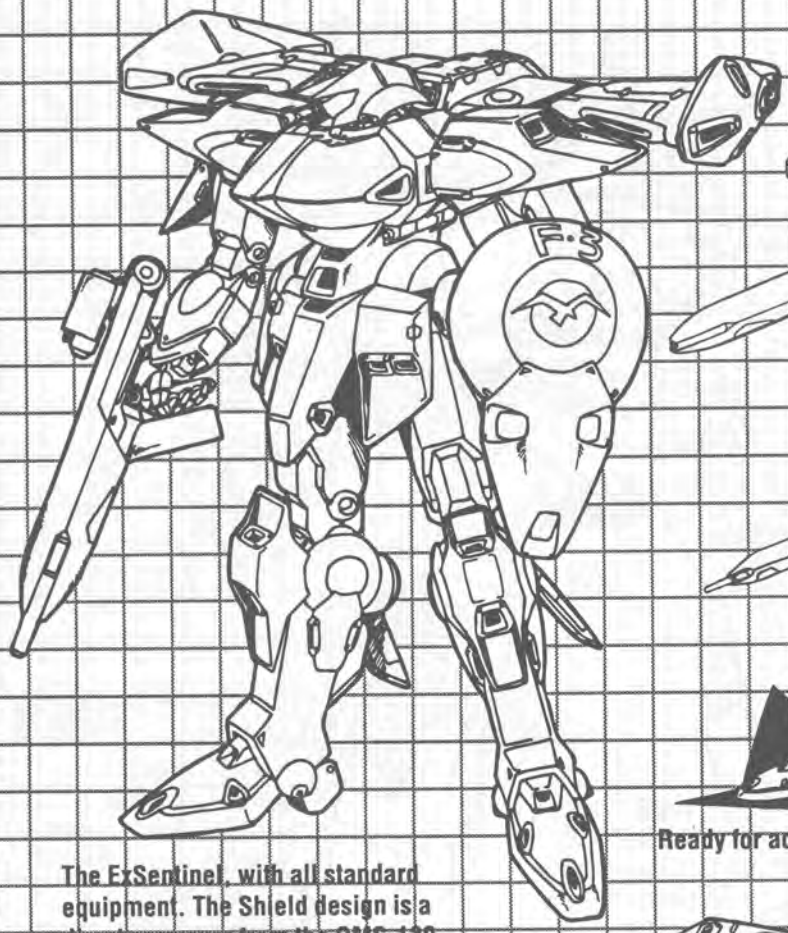
The Badlander, in humanoid or "Landstrider" mode. Shown holding the Combat Mace.

AMM-V16C BADLANDER

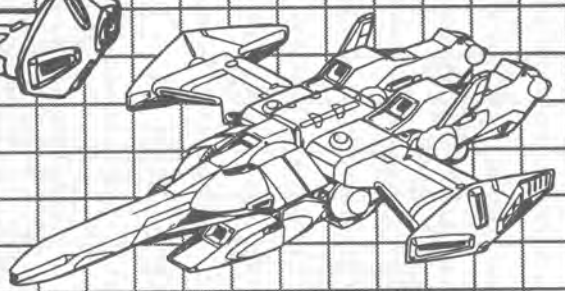
HEIGHT:	4.5M
WEIGHT:	3.3T
GROUND SPEED (LAND STRIDER):	18MPH
GROUND SPEED (LAND ROVER):	120MPH
CREW:	ONE (+1 PASSANGER)
WEAPONRY:	2X SHOT GRENADE LAUNCHER 1X RAPID FIRE PLASMA REAPER 1X SUPER DENSITY COMBAT MACE
ARMOR:	HEAVY CERAMIC
SENSOR RANGE:	800KM VISUAL, 4KM TARGETING.



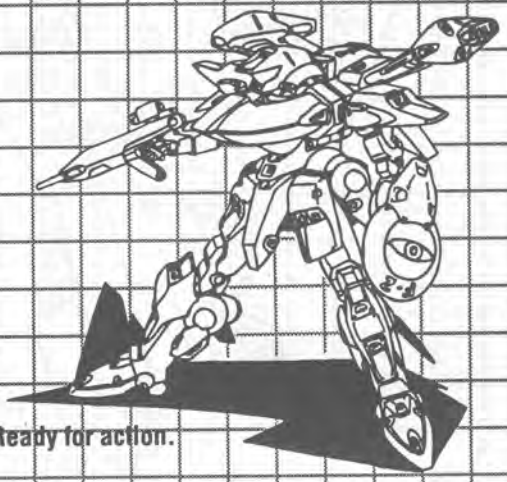
The Badlander, in vehicle or "Landrover" mode.



The ExSentinel, with all standard equipment. The Shield design is a direct carryover from the OMS-120.



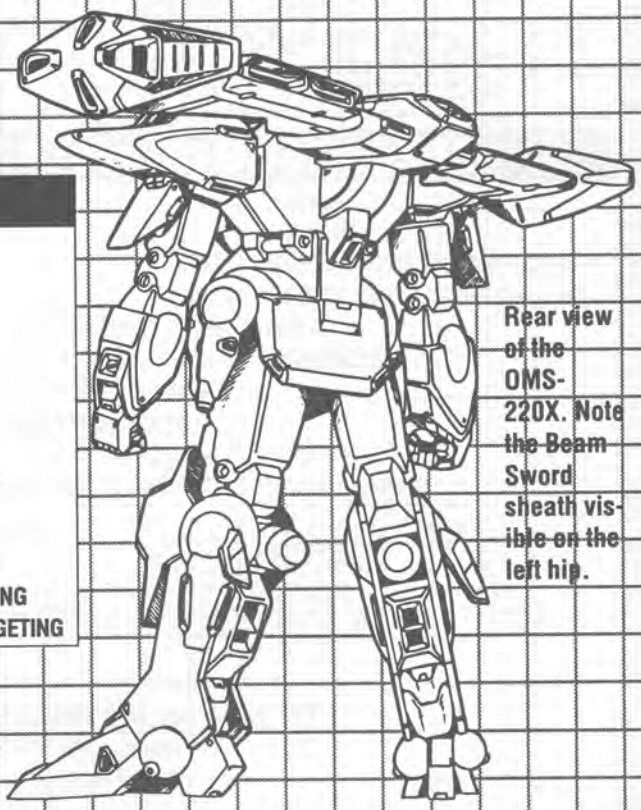
The "Interceptor" mode



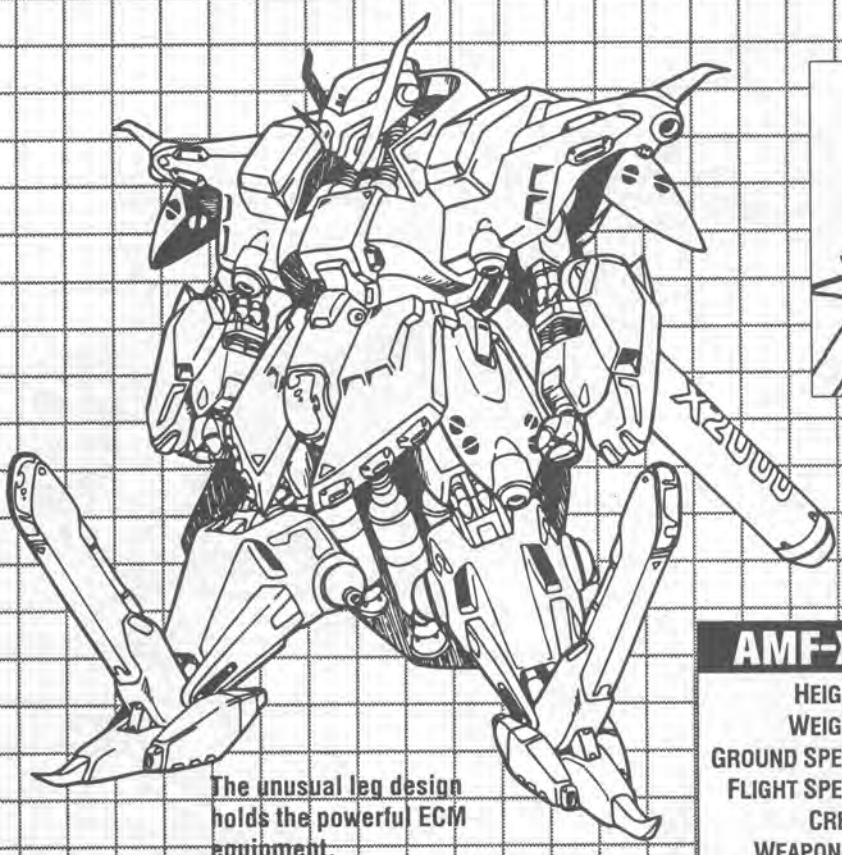
Ready for action.

OMS-220X EXSENTINEL

HEIGHT:	13.7M
WEIGHT:	68.5T
GROUND SPEED:	40MPH
FLIGHT SPEED (HUMANOID):	575MPH
FLIGHT SPEED (INTERCEPTOR):	1,634MPH
CREW:	ONE
WEAPONRY:	1X LASER STREAMER 1X PARTICLE BEAM RIFLE 1X BEAM SWORD 1X BEAM KNIFE 1X MULTI-PARRY SHIELD
ARMOR:	ADVANCED RILDIUM PLATING
SENSOR RANGE:	1000KM VISUAL, 7KM TARGETING



Rear view of the OMS-220X. Note the Beam Sword sheath visible on the left hip.

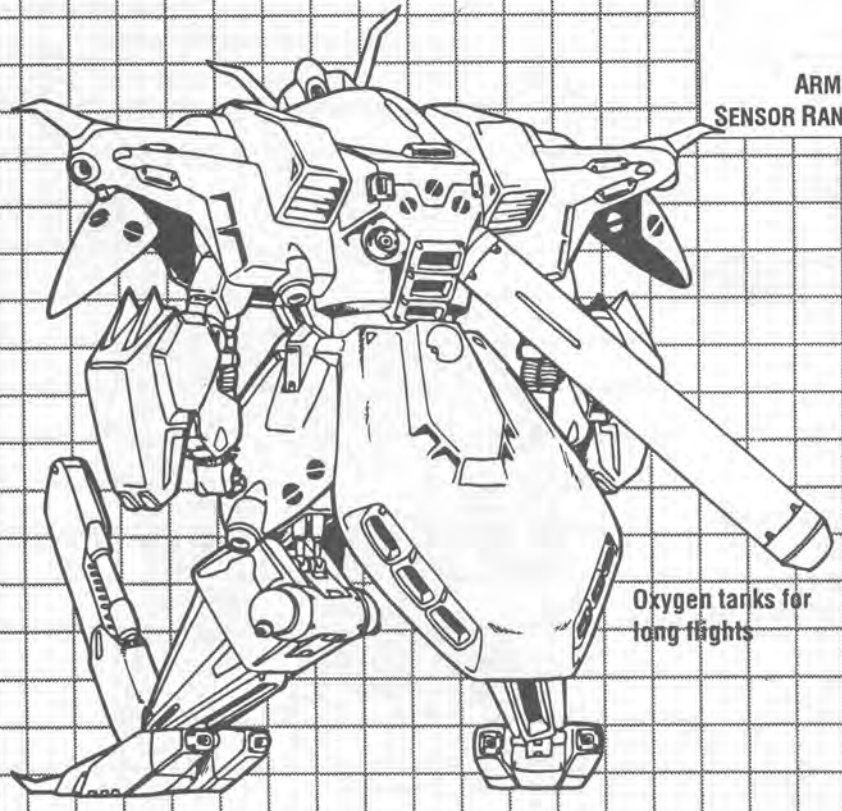


The unusual leg design holds the powerful ECM equipment.

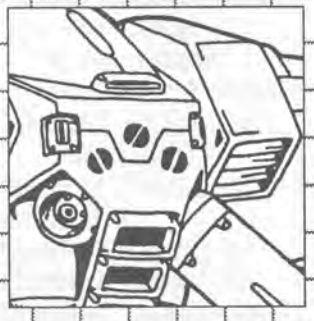
High detail of the Giga Kaiser's head, showing main Sensor Arrays.

AMF-X2000 GIGA KAISER

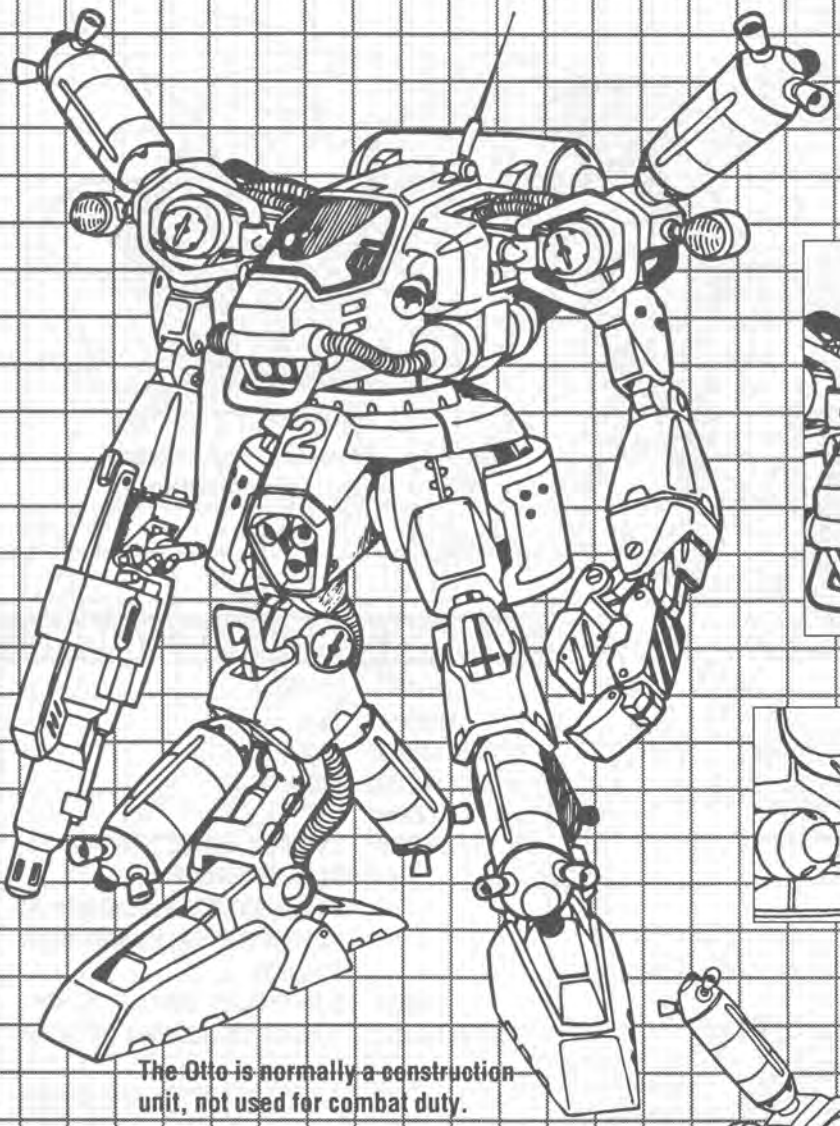
HEIGHT:	21.75M
WEIGHT:	149T
GROUND SPEED:	70MPH
FLIGHT SPEED:	200MPH
CREW:	ONE
WEAPONRY:	2X BURST-FIRING E-CANNON 2X BEAM SWORD 2X 15 SHOT MISSILE LAUNCHERS 1X FOCUSED ELECTROMAGNETIC BARRIER
ARMOR:	COMPRESSED CERAMET ALLOY
SENSOR RANGE:	1000KM VISUAL, 7KM TARGETING



Oxygen tanks for long flights

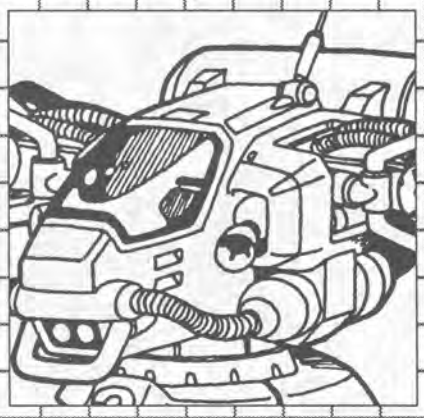


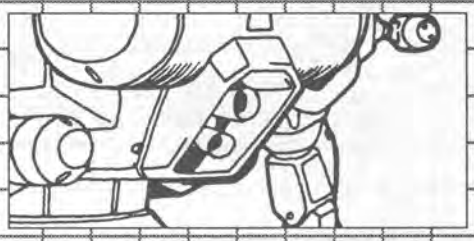
High detail "Thruster" pack. In reality, this area is the generation center for the Reactive Shield.



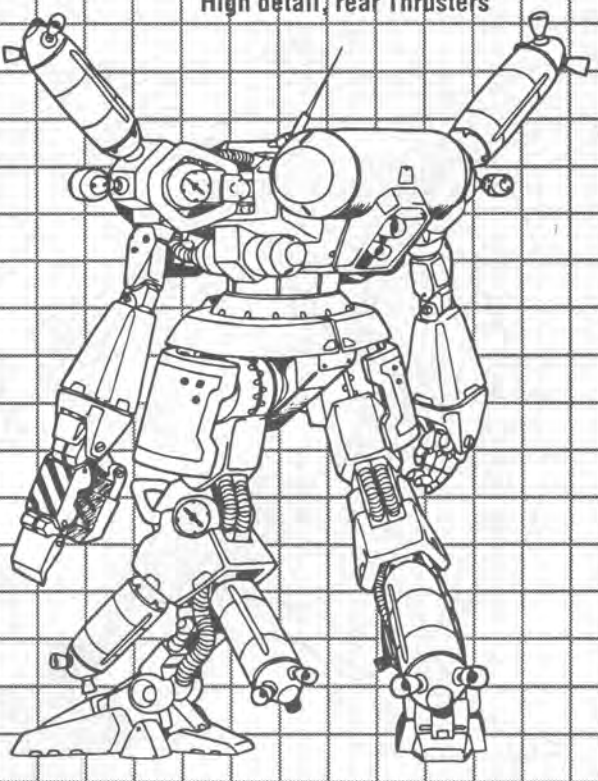
The Otto is normally a construction unit, not used for combat duty.

High detail, cockpit area





High detail, rear Thrusters

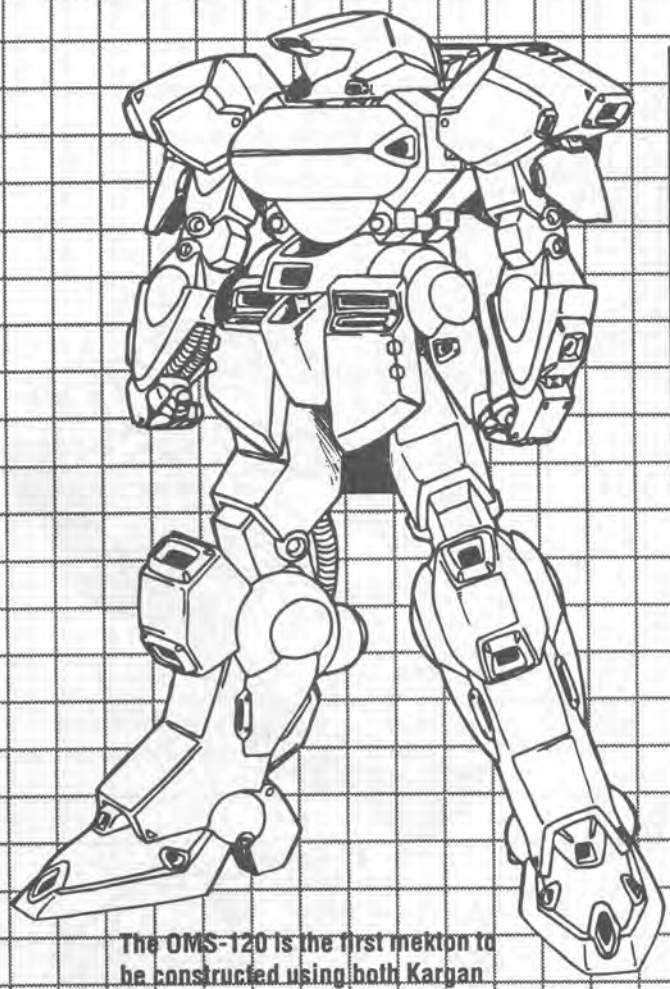


AUX-01 Otto

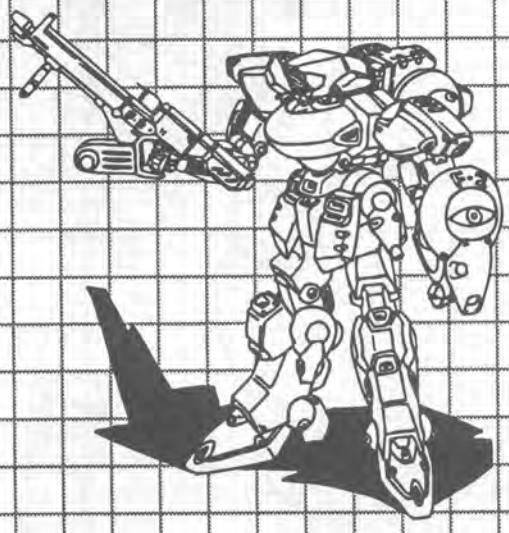
Height:	5m
Weight:	15.5t
Ground Speed:	9mph
Flight Speed:	200mph
Crew:	One
Weaponry:	1x Power Grasper 1x Plasma Cutting Tourch 1x 75mm Shotgun
Armor:	Layered Ablative Matrix
Sensor Range:	300km visual, 1km targeting

OMS-120 SENTINEL

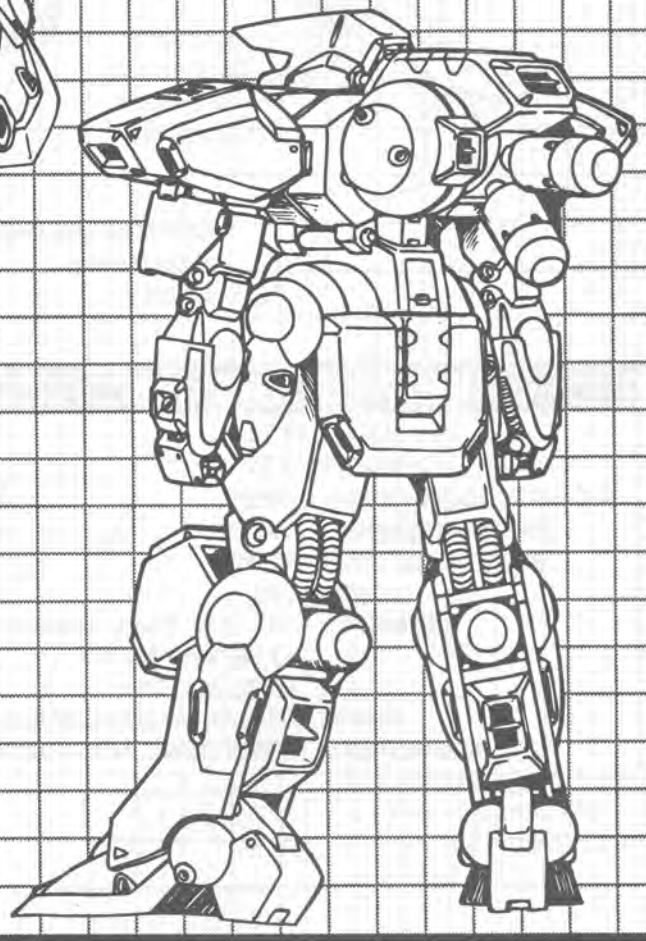
HEIGHT:	13.7M
WEIGHT:	68.5T
GROUND SPEED:	70MPH
FLIGHT SPEED:	338MPH
CREW:	ONE
WEAPONRY:	1X LASER SEEKER
	1X PARTICLE BEAM RIFLE
	1X BEAM SWORD
	1X BEAM KNIFE
	1X MULTI-PARRY SHIELD
ARMOR:	RILDIUM-QUARIUM COMPOSITE
SENSOR RANGE:	800KM VISUAL, 4KM TARGETING

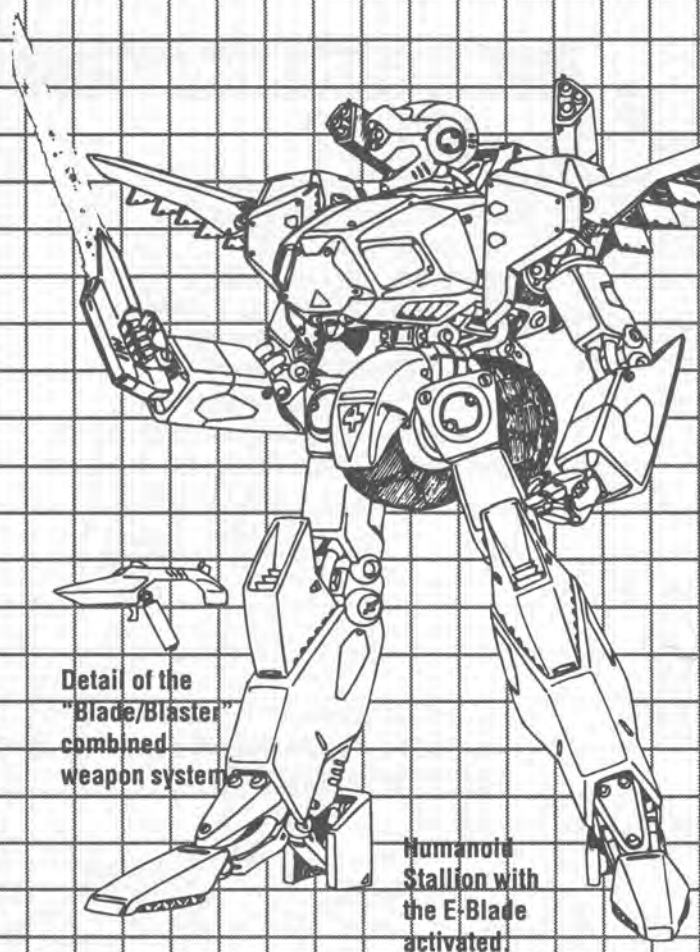


The OMS-120 is the first mekton to be constructed using both Kargan and Elaran technologies. Shown with rifle and shield below.

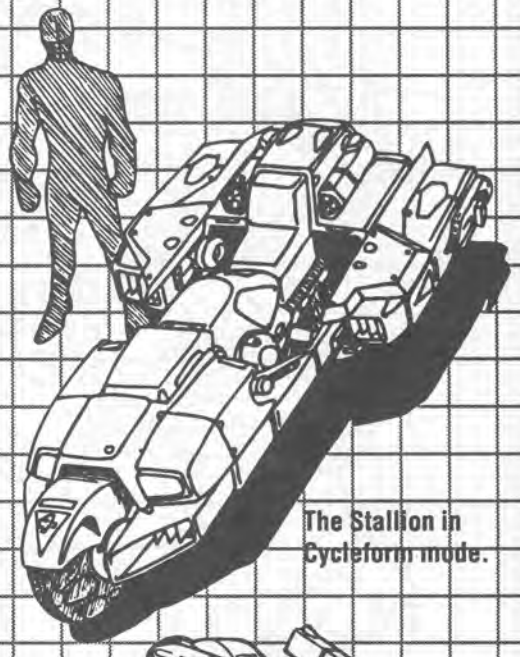


Dubbed the "Sentinel," The OMS-120 is likely going to be the new standard of Algolian mekton construction.



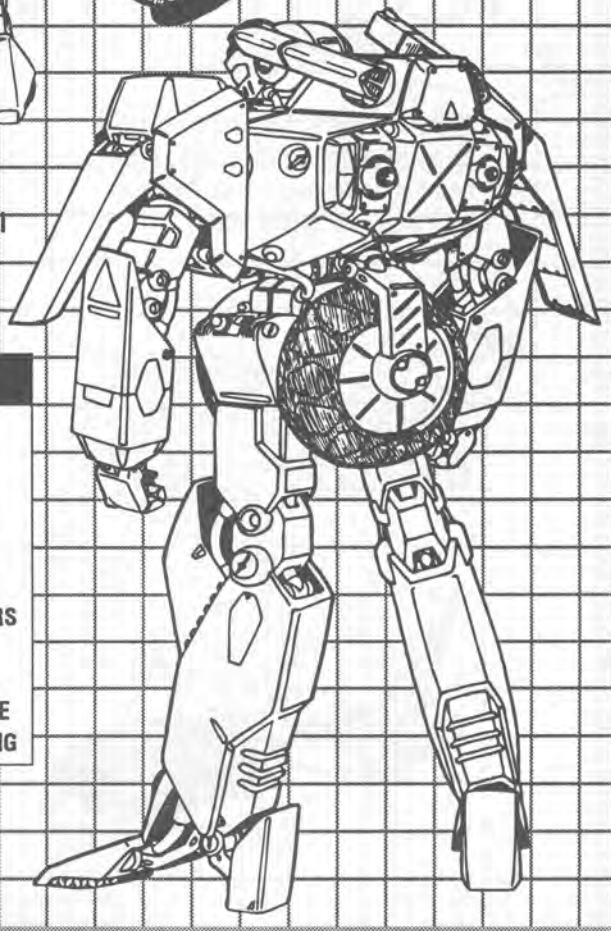


Detail of the "Blade/Blaster" combined weapon system.



The Stallion in Cycleform mode.

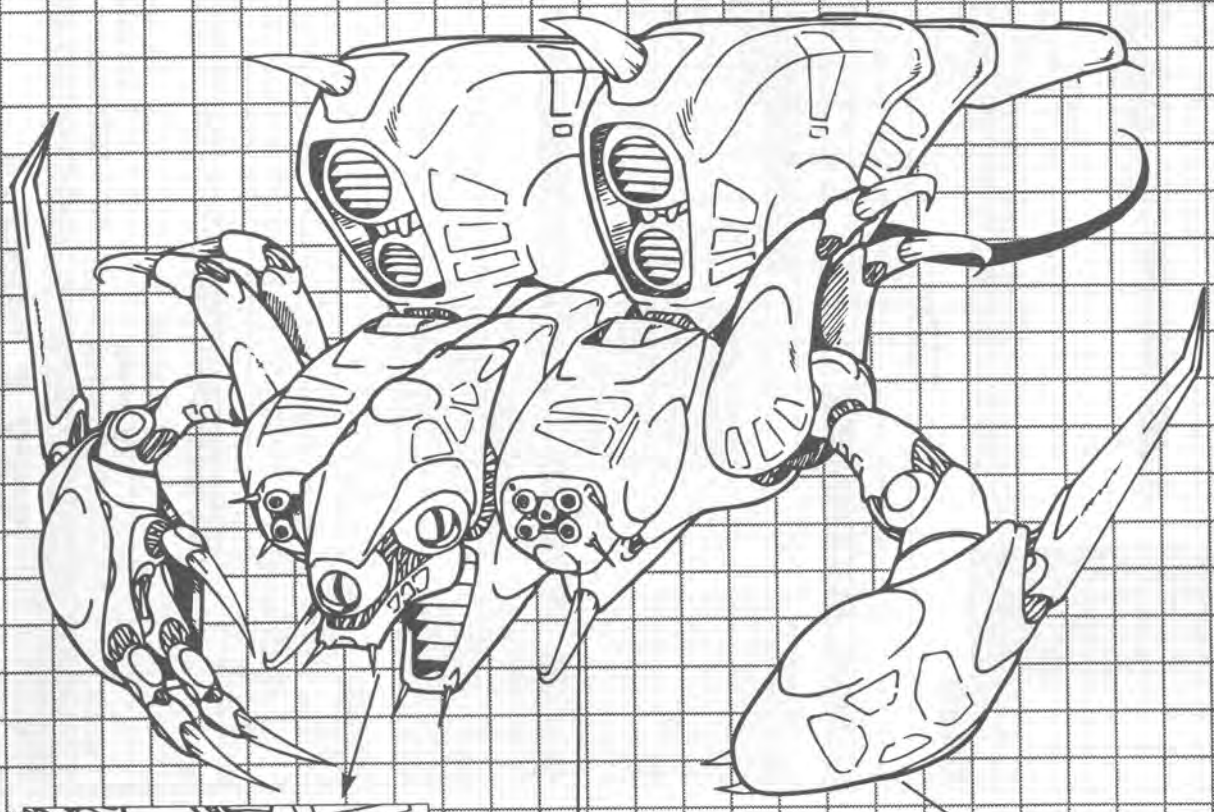
Humanoid Stallion with the E-Blade activated.



Rear-view with detail of the Missile Launchers.

VRA-112 STALLION

HEIGHT:	3.7M
WEIGHT:	1.75T
GROUND SPEED (HUMANOID):	18MPH
GROUND SPEED (BIKE):	154MPH
ROCKET ASSIST JUMP:	120M
CREW:	ONE
WEAPONRY:	2X 6-SHOT MISSILE LAUNCHERS 1X VARIABLE ENERGY BLADE/BLASTER
ARMOR:	RILDIUM-QUARIUM COMPOSITE
SENSOR RANGE:	800KM VISUAL, 4KM TARGETING



Apparently, this area serves as the "Sensor" area of this strange unit.

The main attack of the mekton is the razor-sharp claws that extend from the unit's arm servos.

The only "ranged" weapon the unit has is generated from these "ports."

NOTE:
All information on this unit is based on eyewitness reports, and has NOT been confirmed.

MEKTON

Name of Mekton: Aggendi Scout
Pilot Name: Aggendi
Maneuver Value: -1
Pilot Reflex: 5

Actions Per Turn: +5
Total Cost: 359.3
Tonnage: 33.3
Mecha Reflex: 4

Unknown

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	MS	4	4		4	4	Std	4	8
Torso	MS	8	8		8	4	Std	4	12
R. Arm	MS	5	5		5	4	Std	4	9
L. Arm	MS	5	5		5	4	Std	4	9
R. Wing	HS	5	5		5	4	Std	4	9
L.Wing	HS	5	5		5	4	Std	4	9
Power Plant	HS		1		5		Hot+2		5
							Total Cost		61

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Claw	+1	-	2	2+2	-	2	-	2	R. Arm	2	Quick
Claw	+1	-	2	2+2	-	2	-	2	L. Arm	2	Quick
Tail	+1	-	1	1+1	-	1.5	-	1.5	Torso	1.5	Quick, Entangle
Mini Blaster	+0	8	1	1	∞	2.7	-	2.7	Torso	2.7	Antipersonnel only, BV3
Mini Blaster	+0	8	1	1	∞	2.7	-	2.7	Torso	2.7	Antipersonnel only, BV3
Blade	+1	-	2	2+2	-	2	0	2	R. Arm	2	Armor Piercing
Blade	+1	-	2	2+2	-	2	0	2	L. Arm	2	Armor Piercing
						Total Cost		14.9			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	AH	22	10	30km	3000km	Head	1
Advanced(w/Eff)	Std	10.5	^	^	^	Head	1
	Total	32.5					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Link	2	0	Link for Mini-Blasters
Space	3		Environmental Protection
Total	5		

	1	2	3
Movement Type:	Thr		
Cost of System:	6		
Additional Thrust:	+6		
Cost:	18		
Space(Cost/3):	8		
Efficiency:	0		
Total Cost:	24		
Total Space:	8		
Total MA:	18		
Thrust Location:	4LW		
	4RW		

MEKTON

Mulipliers Systems

System:	Cost:	Space:	Game Effects & Notes
IA	x.5	1	Internal Automation Level 5, Portfolio 5 (head)
Hydraulics	x.1	-1	Heavy (+1K, -1space each servo)
Technoorganic	x.5	0	(See Mekton Techbook page 42.)
Total	x1.1		(Includes Hydraulics)

Cost(w/o Multipliers):	137.4
Base Weight:	68.7
Cost(After Multipliers):	288.54
Efficiency(-35.4 tons):	70.8
Cost(w/Efficiency):	359.3
Final Weight:	33.3
Scale:	1/1
Scaled Weight:	-
Scaled Cost:	-
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	359.3
Total Weight Command Armor):	33.3

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Heavy	x.1	10	1	+1

Remote Build Information

	Servos:	Weapons:	Other Systems:
Costs:			
		Total Costs	

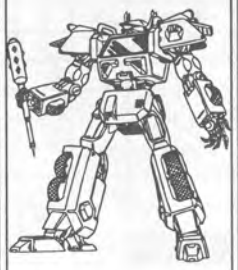
Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: Badlander
Pilot Name: Axis Pilot
Maneuver Value: -1
Pilot Reflex:
Actions Per Turn: +0
Total Cost: 89CP
Tonnage: 3.3
Mecha Reflex:

AMM-V16c



Servo Location:	Type:	Spaces:	Hits:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	LH	11	10		7	12	S	6	13
R. Arm	HS	6	12		6	12	S	6	12
L. Arm	HS	6	12		6	12	S	6	12
R. Leg	MW	7	14		7	12	S	6	13
L. Leg	MW	7	14		7	12	S	6	13
Torso	MW	16	20		12	12	S	6	18
Wheels(x6)	LH	3	6@		8	12	S	6	8
Engine	SL		4		2		Cool		2
							Total Cost		91

Weapon:	WA:	Range:	Hits:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Talon	+1	-	1	4+2	-	2.8	.9	3.7	R. Arm	1	Quick, Handy
Talon	+1	-	1	4+2	-	2.8	.9	3.7	L. Arm	1	Quick, Handy
Grenade Launcher	-2	5	12	12	2	3.5	-	3.5	R. Arm	3.5	Burst Radius 50m
Grenade Launcher	-2	5	12	12	2	3.5	-	3.5	L. Arm	3.5	Burst Radius 50m
Laser Reaper	-1	6	6	6	∞	13.8	-	13.8	Head	6.9	Var. AntiPersonnel BV5
Laser Generator	^	^	^	^	^	^	^	^	Torso	6.9	Head/Torso splitting
Mace	+0	-	12	12+2	-	5.6	-	5.6	Talon	5.6	Armor Piercing
								Total Cost		33.8	

Sensor:	Type:	Cost:	Hits:	Range:	Comm:	Location:	Spaces:
Main(Target)	ST	2	8	4km	800km	head	3
Back-Up	SL	2	10	1km	300km	Torso	2
	Total	4					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Extras	4.6	4.6	Dam. Cont., Spotlights, Lock, Extra Seat, 2 Escape.
Split	3	-	Laser Reaper Head/Torso Splitting
Total	7.5		

	1	2	3
Movement Type:	Walk	Drv	
Cost of System:			
Additional Thrust:			
Cost:			
Space(Cost/3):			
Efficiency:			
Total Cost:			
Total Space:			
Total MA:	1.6	10	
Thrust Location:			

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Multiform	x2	2.7	Autoform; +2 MA (.5 R&L Arm, .5 R&L Leg, .4 Head, .3 Torso)
Total	x2		(Includes Hydraulics)

Cost(w/o Multipliers):	136.4
Base Weight:	68.2
Cost(After Multipliers):	163.7
Efficiency(-51.7 tons):	103.4
Cost(w/Efficiency):	267.1
Final Weight:	16.5
Scale:	1/5
Scaled Weight:	3.3
Scaled Cost:	89
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	89
Total Weight (With Command Armor):	16.5

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
		Total Costs

Hydraulic Type:	Cost:	Hits:	Spaces:	Damage Bonus:
Standard	-	16	0	-

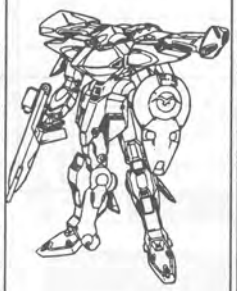
Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: ExSentinel
Pilot Name:
Maneuver Value: -1(-3 Interceptor)
Pilot Reflex:
Actions Per Turn: +1
Total Cost: 490.6
Tonnage: 68.5
Mecha Reflex:

OMS-220x



Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	HS	6	5		5	6	A	9	14
Torso	HS	10	10		10	6	A	9	19
R. Arm	HS	6	6		6	6	A	9	15
L. Arm	HS	6	6		6	6	A	9	15
R. Leg	MW	7	7		7	6	A	9	16
L. Leg	MW	7	7		7	6	A	9	16
R. Wing	MS	6	3		4	6	A	9	13
L.Wing	MS	6	3		4	6	A	9	13
Power Plant	LH		14		14		Cool+1		14
							Total Cost		135

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Hand	+1	-	1	1+1	1.4	-	1.4	R. Arm	1	1.4	Quick, Handy
Hand	+1	-	1	1+1	1.4	-	1.4	L. Arm	1	1.4	Quick, Handy
Laser Streamer	+3	10	4	4	5	5.8	1.9	7.7	Head	2	Fragile
Beam Sword	+1	-	2	10	5	5.6	-	5.6	Hand	5.6	-
Beam Knife	+0	-	1	6	∞	3.6	-	3.6	Hand	3.6	-
Particle Rifle	-	-	7	-	-	15	4.5	15	Hand	6	Portfolio 2 Energy Pool
Beam	+1	8	-	7	∞	-	-	(10)	^	-	-
Pulse	+1	6	-	4	∞	-	-	(9.6)	^	-	Autofire BV3
Shield	-	-	8	-	-	12	-	12	L. Arm	1	Gamma DC4
						Total Cost		51.2			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main(Target Ana)	MS	14	5	7km	1000km	Head	1
Back-Up	SL	2	5	1km	200km	Torso	2
	Total	14					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Cockpit	1	1	With Ejection Pod (Torso).
Options	7	5	Dam. Cont., Liftwire, Lock, 2 Spotlights, Micromanip
			1 Ton storage each leg.
Space	3		Environmental Protection
Total	11		

Movement Type:	1 Thr	2 Thr	3 Thr
Cost of System:	6	3	6
Additional Thrust:	0	+0	+2
Cost:	6	3	6
Space(Cost/3):	2	1	2
Efficiency:	-	-	-
Total Cost:	6	3	6
Total Space:	1/1	1	1/1
Total MA:		14	
Thrust Location:	RL	T	RW
	LL		LW

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x4	20	+4MV (2 R&L Arm, 2 R&L Leg, 2 Torso, 5 R&L Wing)
Multiform	x35	8	+4 MA, -2MV (Arms, Legs, Head, Torso 1.6)
Total	x.75		(Includes Hydraulics)

Cost(W/O Multipliers):	228.2
Base Weight:	114.1
Cost(After Multipliers):	399.4
Efficiency(-45.6 tons):	91.2
Cost(W/Efficiency):	490.6
Final Weight:	68.5
Scale:	1/1
Scaled Weight:	-
Scaled Cost:	-
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	490.6
Total Weight	
Command Armor):	68.5

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	8	0	0

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: GigaKaiser
Pilot Name: Dremmond
Maneuver Value: -4
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 1263.3
Tonnage: 149
Mecha Reflex:

AMF-X2000

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	HM	8	8		8	10	G	30	38
Torso	SH	20	20		20	10	G	30	50
R. Arm	SH	11	11		11	10	G	30	41
L. Arm	SH	11	11		11	10	G	30	41
R. Leg	MH	12	12		12	10	G	30	42
L. Leg	MH	12	12		12	10	G	30	42
Power Plant	MHIII		1		15		Hot+2		15
							Total Cost		269

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Hand	+1	-	1	1+5	-	1.4	.2	1.6	R. Arm	1	Quick, Handy
Hand	+1	-	1	1+5	-	1.4	.2	1.6	L. Arm	1	Quick, Handy
E-Cannon	+1	11	1	8	∞	12.6	5.3	17.9	R. Arm	2	BV2 Fragile
E-Cannon	+1	11	1	8	∞	12.6	5.3	17.9	L. Arm	2	BV2 Fragile
Missile Launcher	+0	6	6	6	15	22	10	32	R. Arm	2	Burst Radius 1
Missile Launcher	+0	6	6	6	15	22	10	32	L. Arm	2	Burst Radius 1
Reactive Shield	-	-	12	-	-	81	36.5	117.5	Torso	8	Parry Factor 10
E-Saber	+2	-	3	12	∞	16.5	3	18.5	Hand	10.5	-
E-Saber	+2	-	3	12	∞	16.5	3	18.5	Hand	10.5	-
						Total Cost		257.5			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	MS	4	5	7km	1000km	Head	1
Target(x1024mag)	-	10	-	7km	1000km	Head	2
	Total	14					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Space	3	-	Environmental Protection
Options	3	3	Liftwire, lock, spot, cockpit w/escape pod.
ECM	14	5	-5 Radar ECM in backup sensor(5K) in leg; eff 3
ECM	14	5	-5 Missile ECM in backup sensor(5K) in leg; eff 3
Total	34		

Movement Type:	1 Thr	2 Thr	3 Thr
Cost of System:	12	6	6
Additional Thrust:	-	-	-
Cost:	12	6	6
Space(Cost/3):	4	2	2
Efficiency:	-	-	-
Total Cost:	12	6	6
Total Space:	4	2	2
Total MA:	12		
Thrust Location:	T	RL	LL

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x.4	20	+4MV (4 R&L Arm, 3 R&L Leg, 6 Torso)
Hydraulics	x.2	2each	Super Heavy; +2Kills, Throw 5, 2 spaces from each servo.
Total	x.6		(Includes Hydraulics)

Cost(w/o Multipliers):	600.5
Base Weight:	300.25
Cost(After Multipliers):	960.8
Efficiency(151.25 tons):	302.5
Cost(w/Efficiency):	1263.3
Final Weight:	149
Scale:	1/1
Scaled Weight:	-
Scaled Cost:	-
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	1263.3
Total Weight (With Command Armor):	149

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Super Heavy	x.2	12	2	+2

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		Total Costs

Command Armor

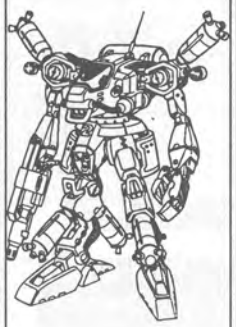
Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: AUX-01 Otto
Pilot Name:
Maneuver Value: -2
Pilot Reflex:

Actions Per Turn: +0
Total Cost: 78cp
Tonnage: 15.5
Mecha Reflex:

AUX-01



Servo Location:	Type:	Spaces:	Hits:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MH	17	32		16	20H	Abl	5	21
R. Arm	LH	9	16		8	18H	Abl	4.5	12.5
L. Arm	LH	9	16		8	18H	Abl	4.5	12.5
R. Leg	MH	10	18		9	20H	Abl	5	14
L. Leg	MH	10	18		9	20H	Abl	5	14
Power Plant	LH		14		14		Cool		14
							Total Cost		88

Weapon:	WA:	Range:	Hits:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Hand	+1	-	4	4H+4H	-	2.8	.7	3.5	R. Arm	1.4	Quick, Handy
Claw	+0	-	8	8H+4H	-	1.4	-	1.4	L. Arm	1.4	
Plasma Cutter	+0	-	4	16H	∞	5.8	1.6	5.8	L. Arm	1	
75mm Shotgun	+0	5	20	20H	-	9	1	10	R. Hand	(7)	
75mm Ammo	-	-	-	-	10	23.8	-	23.8	^	(+1^)	Scattershot Ammo.
					Total Cost			44.5			

Sensor:	Type:	Cost:	Hits:	Range:	Comm:	Location:	Spaces:
Standard	SL	0	4	1km	300km	Torso	1
	Total	0					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Space	3	-	Environmental Protection
Stat+	5	1	Tech Analyzer (+2 Tech)
Options	2.4	2.4	Micromanips (-1RA), Damage Con trol (-1Tor)
			Spotlights (-.2 R&LA)
Total	10.4		

	1	2	3
Movement Type:	Thr	Thr	
Cost of System:	6	6	
Additional Thrust:	-	-	
Cost:	6	6	
Space(Cost/3):	2	2	
Efficiency:	-	-	
Total Cost:	6	6	
Total Space:	2	2	
Total MA:	12		
Thrust Location:	RA	RL	
	LA	LL	

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x.5	25	-5MV (3 R&LA, 6R&LL, 7T)
Automation	x.21	1	IA Level 3, Portfolio 3: Piloting, Construction, Mining.
Hydraulics	-x.2	+1	Space Use Only (+1 Space to each Servo)
Total	x.51		(Includes Hydraulics)

Cost(w/o Multipliers):	154.9
Base Weight:	77.45
Cost(After Multipliers):	233.9
Efficienc -0 tons):	0
Cost(w/Efficiency):	233.9
Final Weight:	77.45
Scale:	1/5
Scaled Weight:	15.5
Scaled Cost:	78
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	78
Total Weight (With Command Armor):	15.5

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Hits:	Spaces:	Damage Bonus:
Space	-x.2	16	+1@	-

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
		Total Costs

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Ship: Rimfire
Pilot Name:
Maneuver Value: -6
Pilot Reflex:

Actions Per Turn: +1
Total Cost: 53,620
Tonnage: 67,025
Mecha Reflex:

OSC-01

These stats can double for the Axis Cruisers. Simply cut the mecha hold to 5, and kill two of the main turrets.

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Main Body	MS	17	400		8	100	A	.5	8.5
Deck(Head)	STR	4	300		3	100	A	.5	3.5
Wing	MS	9	200		4	100	A	.5	4.5
Wing	MS	9	200		4	100	A	.5	4.5
Power Plant	MH		100		8		Hot+2		8
							Total Cost		29

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Energy Turret(RF)	+3	500	100	100	∞	1	0	1	R. Wing	1	Warm-Up 2*
Energy Turret(RR)	+3	500	100	100	∞	1	0	1	R. Wing	1	Warm-Up 2*
Energy Turret(LF)	+3	500	100	100	∞	1	0	1	L. Wing	1	Warm-Up 2*
Energy Turret(LR)	+3	500	100	100	∞	1	0	1	L. Wing	1	Warm-Up 2*
Missile Launcher	+0	50	20	20	300	4.05	.525	4.575	R. Wing	3	Scale x10, BR 10.
Missile Launcher	+0	50	20	20	300	4.05	.525	4.575	R. Wing	3	Scale x10, BR 10.
Defese Lasers	-	-	100	-	-	2	0	2	All Areas	.5@	Scale x10, Energy Pool
Anti-Missile	+3	NA	-	(10)	∞	-	-	-	^	-	360°WA
Automated EMW	+3	10	-	20k	-	-	-	-	-	-	Attack Factor 5
*= These guns are unable to target on mektons							Total Cost	15.15			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	MGH	32	1200	5000km	III	Deck	1
Advanced X4096	-	28	-	-	-	Deck	1
Radio, Target, Rad	Total	60					

Other Additive Systems (ECM etc.)

System:	Cost:	Space:	Game Effects & Notes
Crew Area	1	1	Extra space for living quarters
Circus	10	10	Space for 10 mecha (main body)
Space	3		Environmental Protection
Total	14		

	1	2	3
Movement Type:	THR		
Cost of System:	9		
Additional Thrust:	+3		
Cost:	12		
Space(Cost/3):	4		
Efficiency:	-		
Total Cost:	12		
Total Space:	4		
Total MA:	15		
Thrust Location:	RW	2	
	LW	2	

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Hydrolics	-x2	+1	Space Type
Total	-x2		(Includes Hydraulics)

Cost(w/o Multipliers):	134.05
Base Weight:	67.025
Cost(After Multipliers):	107.24
Efficiency -0 tons):	0
Cost(w/Efficiency):	107.24
Final Weight:	67.025
Scale:	1/100
Scaled Weight:	67,025
Scaled Cost:	53,620
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	
Total Weight	
Command Armor):	

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Space	-x2	6	+1	0

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: Scarab
Pilot Name:
Maneuver Value: -4
Pilot Reflex:

Actions Per Turn: +3
Total Cost: 521.33
Tonnage: 108.45
Mecha Reflex:

AME-X20

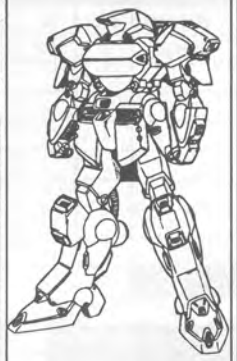
Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	SH	24	18		20	10	B	20	40
R. Wing	SH	10	10		10	10	B	20	30
L. Wing	SH	10	10		10	10	B	20	30
Power Plant	Mghll		1		13		Hot+2		13
							Total Cost		113

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Scatter Cannon	+1	6	1	8	∞	19.5	4	23.5	Torso	11.5	60°, Fragile, W-Up 1.
Combat Tail	-1	-	6	6	-	6	2	8	Torso	2	Quick, Entangle
Point Defense	*	*	7	Pow 10	*	15	5	20	Torso	5	Portfolio 2 Energy Pool
Anti-Mecha	+1	1	*	4	∞	(10)	*	*	E-Pool	*	Attack Factor 5
Anti-Missile	+1	NA	*	(7)	∞	(10)	*	*	E-Pool	*	Anti-missile Only

MEKTON

Name of Mekton: Sentinel
Pilot Name:
Maneuver Value: -2
Pilot Reflex:
Actions Per Turn: +1
Total Cost: 277.1
Tonnage: 68.5
Mecha Reflex:

OMS-120



Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	HS	6	5		5	6	A	9	14
Torso	HS	11	10		10	6	A	9	19
R. Arm	HS	7	6		6	6	A	9	15
L. Arm	HS	7	6		6	6	A	9	15
R. Leg	MW	8	7		7	6	A	9	16
L. Leg	MW	8	7		7	6	A	9	16
Power Plant	LH		14		14		Cool+1		14
							Total Cost		121

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Hand	+1	-	1	1+1	-	1.4	-	1.4	R. Arm	1	Quick, Handy
Hand	+1	-	1	1+1	-	1.4	-	1.4	L. Arm	1	Quick, Handy
Laser Seeker	+3	10	2	2	5	3.8	.9	4.7	Head	2	-
Beam Sword	+1	-	2	10	5	5.6	-	5.6	Hand	5.6	-
Beam Knife	+0	-	1	6	∞	3.6	-	3.6	Hand	3.6	-
Particle Rifle	-	-	7	-	-	15	4.5	15	Hand	6	Portfolio 2 Energy Pool
Beam	+1	8	-	7	∞	-	-	(10)	^	-	-
Pulse	+1	6	-	4	∞	-	-	(9.6)	^	-	Autofire BV3
Shield	-	-	8	-	-	12	-	12	L. Arm	1	Gamma
						Total Cost		36.2			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main(Target Ana)	STR	12	4	4km	800km	Head	3
Back-Up	SL	2	5	1km	300km	Torso	2
	Total	14					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Cockpit	1	1	With Ejection Pod (Torso).
Options	7	5	Dam. Cont., Liftwire, Lock, 2 Spotlights, Micromanip
			1 Ton storage each leg.
Space	3		Environmental Protection
Total	11		

Movement Type:	1 Thr	2 Thr	3 Thr
Cost of System:	9	3	3
Additional Thrust:	0	+1	+1
Cost:	9	3	3
Space(Cost/3):	3	1	1
Efficiency:	-	-	-
Total Cost:	9	3	3
Total Space:	1	3	1
Total MA:	14	14	14
Thrust Location:	RL	T	LL

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x3	15	+3MV (3 R&L Arm, 3 R&L Leg, 3 Torso)
Hydraulics	-x2	+10	Space Type
Total	x.1		(Includes Hydraulics)

Cost(w/o Multipliers):	197.2
Base Weight:	98.6
Cost(After Multipliers):	216.9
Efficiency(-30.1 tons):	60.2
Cost(w/Efficiency):	277.1
Final Weight:	68.5
Scale:	1/1
Scaled Weight:	-
Scaled Cost:	-
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	277.1
Total Weight Command Armor):	68.5

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Space	-x2	6	+1	0

Remote Build Information

	Servos:	Weapons:	Other Systems:
Costs:			
		Total Costs	

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

Name of Mekton: Stallion
Pilot Name:
Maneuver Value: -1/-0
Pilot Reflex:

Actions Per Turn: +0
Total Cost: 113.2CP
Tonnage: 1.75
Mecha Reflex:

VRA-112

Servo Location:	Type:	Spaces:	Hits:	Taken:	CP:	Armor:	Type:	CP:	Total:
Head	MS	4	8		4	10	A	7.5	11.5
R. Arm	MS	5	10		5	10	A	7.5	12.5
L. Arm	MS	5	10		5	10	A	7.5	12.5
R. Leg	HS	6	12		6	10	A	7.5	13.5
L. Leg	HS	6	12		6	10	A	7.5	13.5
Torso	MS	8	16		8	10	A	7.5	15.5
Font Wheel	SL	1	6		1	-	-	-	1
Back Wheel	SL	1	6		1	-	-	-	1
Engine	SL		4		2		Cool		2
							Total Cost		83

Weapon:	WA:	Range:	Hits:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Hand	+1	-	1	4+2	-	2.8	.9	3.7	R. Arm	1	Quick, Handy
Hand	+1	-	1	4+2	-	2.8	.9	3.7	L. Arm	1	Quick, Handy
Missile Launcher	+2	8	6	10	6	9	4	13	Torso	1	Burst Radius 10m, Link
Missile Launcher	+2	8	6	10	6	9	4	13	Torso	1	Burst Radius 10m, Link
Energy Blade	+1	-	14	20	-	15	5	20	Hand	5	Port. 2 Energy Pool
Energy Blaster	+0	5	^	12	-	^	^	^	^	^	BV=2
						Total Cost		53.4			

Sensor:	Type:	Cost:	Hits:	Range:	Comm:	Location:	Spaces:
Main(Target Ana)	ST	2	8	4km	800km	head	3
Back-Up	SL	2	10	1km	300km	Torso	2
	Total	4					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Extras	3.4	1	Dam. Cont., Spotlights, Lock, Escape Pod (Eff.8)
Link	2	-	Linkage for Missiles
Total	5.4		

Movement Type:	1 Walk	2 Drv	3 Jump
Cost of System:			
Additional Thrust:			
Cost:			
Space(Cost/3):			
Efficiency:			
Total Cost:			
Total Space:			
Total MA:	1.6	11	2.4
Cycleform Jump:			4

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Multiform	x.35	5.1	Cycleform; +3 MA, +1 MV (1 R&L Arm, .1 R&L Leg, .1 Head, 1 Torso)
Jump Jets	x.1	2/2	+2 Hex Jump Rockets; (2 R&LA) 120m Jump
Total	x.45		(Includes Hydraulics)

Cost(w/o Multipliers):	145.8
Base Weight:	72.9
Cost(After Multipliers):	211.4
Efficiency(-65.15 tons):	128.3
Cost(w/Efficiency):	339.7
Final Weight:	8.7
Scale:	1/5
Scaled Weight:	1.75
Scaled Cost:	113.2
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	113.2
Total Weight (With Command Armor):	1.75

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Hits:	Spaces:	Damage Bonus:
Standard	-	16	0	-

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

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