

“Red Riots”

Version 1.1

By Jason Kempnich

A module for The Babylon Project™

Module 2, 27 August 1997

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Foreword

This is designed to be an action/intrigue module for “The Babylon Project” role playing system. The main thrust of the module is the infiltration of the underground movement on Mars that is organising the populace into militant action groups. This will eventually lead to the Mars Food Riots of 2251. How badly Mars is disrupted and how long the riots last depend on the actions of the Player Characters. This adventure requires a group that:

- Would be hired by Earth Force for undercover work – perhaps one of the group members had previously carried out such work for Earth Force and was very successful.
- Can use lethal force if a situation proves it necessary.
- Can successfully blend in with the seedy underbelly of the Mars colony.

These points are important as they allow the adventure to run smoothly: a group of Centauri ministers would not be hired by Earth Force to conduct an undercover operation that is important to Earth colony security.

Verbal descriptions and dialogue that are to be read to the players by the GM will be in the form of indented bold text in a paragraph of their own. An example of such a description is:

“You will be payed 2,000 Centauri Ducats upon accepting the job to cover costs, then 8,000 Ducats per item delivered. You will have one month to..,” Kiron suddenly breaks off when an elderly woman and a child stroll casually by.

Finally, I have a favour to ask. In return for giving this free adventure to you, I would like to receive any feedback you may have on the module, especially corrections. Please e-mail me as jasonk@redsector.net with your thoughts or questions. If you would like more modules, visit my website at <http://www.redsector.net/modules> and see what other Babylon Project adventures are available.

Enjoy!

Jason Kempnich
August 1997

Chapter 1: Beginnings

Chapter 1 deals with getting the basic issues at hand known to the Player Characters so the adventure can begin.

Scene 1: You Have New E-mail

A Player Character determined by the GM as being a likely candidate will receive an official Earth Force communication via encrypted e-mail. The message is from Commander Samuel Masters at Ganymede Base in the Sol system. This is the same individual who issued orders in the adventure presented in chapter 4 in “The Babylon Project” handbook. He has been reused here for the sake of uniformity. There is no reason to suspect anything strange or counterfeit about the message. It reads:

Orders to:	<Insert Player Character’s name(s)>
From:	Earth Force Cmdr Samuel Masters, Ganymede Base
Date:	10 June 2251
Message:	Report with team to Commander Samuel Masters on Ganymede Base, Sol system as soon as possible for further orders.

The Player Characters should leave for Ganymede base as soon as they can.

Scene 2: Orders at Ganymede Base

When the Player Characters arrive at Ganymede Base, they should report to Commander Masters’ office. He will see them as soon as he is able. If the team are all part of Earth Force, he will speak openly to all of them. However, if there are some non-Earth Force team members, he will only see the individual mentioned in the original communique, stating that it is up to that individual to select the team (s)he thinks is appropriate. When he speaks, he will cut straight to the point, saying in an informal manor:

“The Earth Alliance may have a situation on Mars Colony soon. A month ago, Earth Senate decided that excessive amounts of food wastage was occurring on Mars and as a direct result, valuable space on transports was occupied by replacement food. The Senate determined that food rationing was necessary to curb the waste and to allow for more space for construction supplies, which were overdue. The food rationing has been in effect on Mars for over two weeks now.

“As you could imagine, the Marsies aren’t too happy about it. Inside sources indicate that we may have a full-scale revolt on our hands if things don’t improve. That’s why I’d like to send your team in. We need a strong, pro-active undercover presence. If you’re found out, they’ll most likely have you killed and Earth Force would have to deny any knowledge of your activities. But know this: by saying we need a ‘pro-active force’, I mean that it is likely that you will have to ‘remove’ key instigators. As always with situations like this, it’s a few key people that manifest the public’s ill feeling into action. Remove the head, and the body ceases to function. Let’s just say that ultimately you will not be held responsible for any ‘little accidents’ that may occur around you during this ‘unofficial’ job.

“Are you interested in the job? You do not have to accept this mission.”

The Player Characters should indicate that they are. Masters will now outline the details the Player Characters need to know:

“You and your team will be immediately transferred to Solis Planum on Mars. Intelligence shows that the Solis Planum dome has the least descent, so it will be easier to slip you in with the locals there. After that, you will need to make your own way to wherever the trouble spots are.

“We have a list of contacts for you, at least one for each dome. You are to only contact them if it is safe to do so. They are long-established locals, so it is important that you do not bring any suspicion to them. We expect you to make contact with one of them upon commencement of your operations, and then check in with any of them once every two days to report on your status. You will receive feedback through them. You are never to make contact with any Earth Force personnel, no matter the situation. Do I make myself clear? On completion, you’ll return here for debriefing.”

Masters will give the Player Character a list of names and addresses at this point. The list, titled “Contact List”, is found on the end of this adventure and should be handed to the players for their use. Unless the players exhibit extreme incompetence or disregard for stealth, it is assumed the list will not fall out of the possession of the Player Characters. It is up to the GM to create personal details for each person on the list if they are needed.

“We will pay each team member 250 credits per day. However, we expect to see results in quelling this unrest – it’s not an open chequebook. That is all. If you have no further questions, pick up your team and one of my assistants will escort you to a waiting shuttle. Once on the shuttle, you will find the necessary clothes and identicards to assume new identities suitable for infiltrating the kind of groups you will need to mix with, and you’ll each be given 200 EA credits. Finally, you will be landing on Mars from an Earth Force shuttle, so you won’t have to go through customs - you may take with you any weapons you deem necessary, except for slug throwers.”

Masters will answer questions within reason. After this, the Player Character should go with the assistant, collect their team, and head for the shuttle.

Scene 3: The Long Haul

This scene deals with the long shuttle trip between Ganymede Base and Mars. As Commander Masters indicated, new identities are waiting for the Player Characters on board the shuttle in the form of identicards, histories and clothes. The new identities are designed to not bring attention to the Player Characters from the dissidents. The GM will have to decide beforehand which Player Character receives which new identity, as the identicards and false histories on Mars contain photographic and description data.

A few identities are presented below. It is important to note that all individuals are listed as being “homeless” because neighbours would notice a new arrival. If more identities are needed, simply make them up along a similar line.

Geoff Wilson, bouncer. Came to Mars colony in 2249. Criminal record shows several instances of assault. Due to bad finances, Geoff is currently homeless, and he blames it on the current government.

Robert Johnson, student. Born on Mars colony. Criminal record shows several petty thefts. Due to gambling on title fights, Robert is currently homeless.

Aaron McGill, unemployed. Born on Mars colony. Criminal record shows break and enters during earlier part of life. Aaron is homeless and likes it that way.

Mark Chambers, unemployed. Came to Mars colony in 2248 looking for work. Has never held a job. No criminal record. Mark is homeless and blames Earth Gov for his situation.

Lisa-anne Stilton, importer. Born on Mars, she imports flowers from Earth. Due to cargo space rationing, her business is days away from collapsing. No criminal record. Lisa-anne has become homeless, spending her last few credits on her business.

June Carlton, unemployed. Came to Mars looking for work this year and found none. No criminal record. June is homeless and blames Earth Gov for her situation.

Deborah Willchester, lecturer. Born on Mars colony. Criminal record shows several convictions of inciting a group to riot. She refuses to stay in a government provided home, and is accordingly homeless.

The GM should actively encourage the players to further develop their newly acquired alter egos during the lengthy shuttle trip. Add new details; flesh out their story more. Practice with each other. Do they know each other? By the time they reach Mars, they will need to be well versed in who they are. What has recently occurred in their lives that would want to make the Player Characters join any rebel groups on Mars colony? The Player Characters are expected to leave their personal belongings, clothes and identicards on Ganymede, assuming their new identities before they leave.

Scene 4: A Small Hiccup

The transport shuttle, piloted by Captain Henry Williams, will experience a “minor” problem. There is no real danger. This is purely to give the sense of a long trip, as well as to give the players a chance to use some of their character’s skills before the real issues come to the fore.

About half way into the trip, the pilot will receive a warning from the shuttle’s computer system that there has been a slight drop in pressure inside the shuttle itself. The probable cause is a tiny hull breach. Because of the possibility that the high pressure inside the shuttle may cause the hole to blow open to something life threatening, the pilot will order everyone into the ship’s emergency pressure suits, which have a 12 hour air supply as detailed on page 168 of “The Babylon Project” Sourcebook. Since the pilot and the copilot are the only other people on board, the pilot will suggest the Player Characters should try and trace the cause of the problem, with the copilot lending assistance where possible.

The cause of the problem is a tiny hull breach on the underside of the shuttle, visible on the exterior due to the fine jet of “mist” venting from the 1mm wide hole. The hole is in no immediate danger of widening, but the crew does not know this. The shuttle’s air systems can cope with the continual loss of the air from the 1mm wide hole between this point and Mars if necessary. Welding a metal plate at the appropriate spot in an airtight fashion inside the hull can temporarily repair the breach until Mars is reached.

Chapter 2: Welcome to the Red Planet

This chapter begins with Scene 1 when the shuttle containing the Player Characters has begun its descent into Mars' atmosphere and is about to land. Because of this, the GM should indicate to the players that the shuttle has reached Mars and has been slowly descending through the atmosphere for some time now.

Scene 1: Touchdown

When the GM is ready to bring his or her players down onto Mars, read the following section. It begins just a few minutes before touchdown.

From out of the shuttle's view ports you can see the red-brown craggy surface of Mars steadily rolling by, rocks and other small details now becoming discernible to the naked eye in the thick light of the late afternoon sun. As your altitude continues to rapidly decrease, you see for the first time what must be Solis Planum: a sprawling, uninterrupted expanse of red soil, randomly strewn with small irregular rocks. In the middle of this sits a large domed complex surrounded by squat semi-prefabricated buildings and landing platforms, their design undeniably Earth Force. The complex's lights combined with the rugged, functional structures and barren landscape give it an almost stylised look of beautiful alien tranquillity in the deep red light of the setting sun. You begin to think it impossible for there to be any kind of trouble here on Mars.

Minutes later, your shuttle is hovering above a section of one of the many landing platforms. A thorough 'bump' indicates you've landed, soon followed by the winding down of the shuttle's engines. After a few seconds, the barren landscape begins to disappear behind the lip of the landing structure as your piece of the pad begins to retract to underground with the shuttle on it. After a few seconds of a downward motion, the platform stops and begins to shift in a northerly direction – undoubtedly toward the main dome. Through the dimness afforded by maintenance lights, you can tell the shuttle and landing pad are moving through a series of air locks, however your attention is taken by the Captain.

"OK folks," drawls Captain Williams, "We'll be docked in a few more seconds. As this is an Earth Force ship you won't be checked by customs, however I strongly advise you to disembark and disappear as soon as possible, as a group of vagrants leaving an Earth Force shuttle is sure to attract a little gossip on the local grape vine."

With that, the floor of the shuttle shifts slightly. The view through the portal shows the platform has come to a halt.

"Well, that's it," concludes Williams as he glances outside, "Report in to one of your nominated contacts after you leave the shuttle," and so saying, Williams moves over to the side of the shuttle, checks the external pressure, and opens the hatch for you.

The Player Characters are now expected to leave the shuttle. They are in Docking Bay 6 in Docking Complex B, which is located on the south side of the Solis Planum dome.

Scene 2: Life in the Big Dome

When the Player Characters leave Docking Complex B they will emerge onto a busy street on the south side of the dome. At this point, read the following section:

You emerge from what is signed as ‘Docking Complex B’ into the bright artificial light of the Solis Planum dome. As you lift your eyes skyward, the dying light of the day’s sun can be seen as a dull red against the supports of the otherwise transparent structure. You immediately notice the amount of noise here – it would appear the sounds of everyday life are easily reflected off the curved roof and back down onto the colony’s citizens. The street is bustling with activity from all walks of life: high rollers wheeling and dealing, trades people plying their work, and the not so fortunate testing the limits of the local Earth Force Security patrol. From your initial observation, nothing appears to be out of place here. There certainly appears to be no troublemakers or rioters. Perhaps EA intelligence got it wrong?

If the Player Characters are already dressed as the identities which they will assume (which they should be, as the only forms of identification they will have are their assumed identities), read the following paragraph:

An Earth Force security officer moves up to your group and eyes you with disgust. With his hand held loosely over his PPG holster, he says, “OK you lot, split up and move on, you’re frightening the honest people,” His manor brooks no nonsense.

Earth Force security officer Jimmy Smit will force the group to split up and disperse. He will not accept them moving off together. He will call in the aid of a local squad of EA security officers if there is any trouble. With them, he will arrest the group on charges of ‘failing to obey an Earth Force security officer’, taking them to the local short-term detention centre. The officers know the charges will not stick and will release any Player Characters a few hours after checking their records for unresolved crimes. In the mean time, the officers will quiz the Player Characters on their histories, trying to provoke them or make them say something they shouldn’t. The officers are more than aware of the trouble being caused lately by people fitting the Player Characters’ socioeconomic status and they are held in high suspicion because of this. If there is any reason to hold Player Characters for a longer period (assaulting an officer, offensive behaviour, or just plain suspicion), they will.

Scene 3: First Contact

This scene comes into play when the Player Characters attempt to speak with one of their undercover contacts for the first time. Assuming the Player Characters have successfully navigated their way to the place of contact during the correct time of day, they should be able to successfully meet their first undercover contact. It will be very low key, the Non Player Character concerned noting down their assumed names for transfer back to the appropriate authorities to indicate they have arrived safely. The individual will answer as many questions about Mars colony or the dome as they can. Specifically, they do not know much about the growing unrest or the groups of people involved. They only hear local gossip.

After all of the above is settled, the contact will inform the Player Characters that (s)he overheard this morning that there has been escalated unrest in Xanthe Terra dome and there may soon be an outbreak of violence there. The contact offers this as helpful news as they know nothing ‘officially’. The information will turn out to be false, however the Player Characters *must* visit Xanthe Terra. As the GM, you must ensure they visit the dome soon.

Chapter 3: Beginning the Operation

This chapter covers beginning the ‘operation’ of infiltrating the troublesome groups and trying to cease their activities. How the Player Characters go about this is largely up to the players themselves. Accordingly, this chapter only offers information useful to the GM.

The scenes presented in this chapter are not actual scenes but rather information for the GM so (s)he can generate a scene applicable to the situation. Because of this approach, it is suggested the GM have a very firm understanding of the situations presented here. Specific information and encounters for each dome can be found in the following four chapters. Whilst the information for each dome has been split up into separate chapters, some information crosses over into other chapters/domes, therefore the GM needs to have an excellent grasp of the information presented throughout the module.

Scene 1: Setting Up Shop

It is a good idea that the Player Characters set up some kind of base of operations, however all the Player Characters seen coming and going from the one venue may not be such a good idea itself. None the less, they will need a place to sleep, to store their personal possessions, to meet and discuss plans. There are various forms of hotel rooms available for \$100 a night or more. On the cheaper scale, bunk style accommodation in large dormitories can be had for \$25 a night per person but these are not good for private conferencing. The Player Characters will also need food and water, all additional expenses for a very limited budget. Remember that each character only has 200 EA credits to spend. The Player Characters cannot stay with their undercover contacts. Once a room has been decided on, the GM should draw a map of it for the players and decide on the risk to the operation presented by their surroundings.

A possible source of income would be to find employment. If the players wish to explore this possibility, the GM should keep several factors in mind. Firstly, there is reasonably high unemployment on Mars. Secondly, the Player Characters would need to find work suitable for their assumed identities, not work suitable for what they can actually do in real life. Finally, if the Player Characters find work that is suitable for their assumed identities, it doesn’t necessarily mean the character will actually be skilled in executing those tasks and they may draw unnecessary suspicion if they attempt to execute key tasks in a below standard manner.

Scene 2: Gathering Information on the Underworld

After the Player Characters are ready to begin their investigations, they will need to gain information about the local underworld society. The primary skill for this would be Savvy with a speciality in Underworld. Specifically, the players will be interested in finding where and when such groups meet and who are organising the groups. The techniques employed by the players to gain this information will be wide and varied but ultimately they will need to speak to underworld figures to begin gaining useful information. The local EA Security officers know a little information but they will not hand it out to anyone, especially to a group of people (our Player Characters) who look as if they are about to join such a movement! They will need to discover the kind of bars, etc, where people who might know a little information are found. They in turn may be able to direct them to someone else who knows more, who in turn may be able to direct the Player Characters to a group meeting. Accordingly, when asking underworld figures about meeting locations/times it will be a ‘Tricky’ to ‘Difficult’ task. When asking for information about people in charge it will be a ‘Very Difficult’ task. Unless the Player Characters experience enormous success in

uncovering specific information, they will have to do this for each dome as each dome is controlled by separate groups of people.

Chapter 4: Solis Planum Dome

As Solis Planum is where the Player Characters were dropped off, this is the first dome mentioned. The city itself consists of one large dome. After Solis Planum, the Player Characters can go to any dome they wish by one of two conventional methods. They can either book a private shuttle, which is quite expensive of course, or they can take the tube. The tube system on Mars colony is quite simple. It is an above ground railway enclosed in a strong tube-like structure. It begins at Solis Planum dome and strikes a north west direction through Xanthe Terra dome, Syria Planum dome, then finally terminating at Olympus Mons dome. Needless to say, the tube system is a much cheaper but very public form of transportation. It is up to the GM to set prices that are consistent with previous campaigns.

Scene 1: The Underworld

This scene and others like it in the following chapters describe the underworld situation in the dome named by the chapter, with specific attention given to the growing rebellion. It is to these scenes that the GM should look for initial information on what the Player Characters may be able to uncover, locations, who's responsible, etc.

Solis Planum is Mars colony's second smallest outpost, with Xanthe Terra being the smallest. Without doubt, resentment for the Earth Government and its decision to introduce food rationing is running high amongst figures in the 'underworld' and those who are dependent on government assistance. However, there is no organised militant force in Solis Planum. It's just one of those quirks of nature. No one has come to the fore to mould the population's feelings in this dome into a tangible force. The local Earth Force Security Officers are very aware of this and will be swift to remove anyone causing trouble, open or otherwise, as they have seen what is happening in other domes.

When the Player Characters use 'underground channels' to inquire about the situation in the Solis Planum dome, they will discover first hand the contempt the local population holds Earth Gov in. They will hear people's 'plans' to 'do away' with Earth Alliance President Sir Peter Ashton (Sir Peter held the office of President from 2248 – 2253 as detailed on page 129 of 'The Babylon Project' sourcebook) and his corrupt cohorts, but this is all just 'big talk'. They will also hear people suggest that maybe the locals should take Mars for themselves and run it as it should be run. Suggestions to hijack some of the Earth/Mars food transports must *definitely be heard* as it may get our Player Characters onto a train of thought that is necessary to bring this adventure to a satisfactory conclusion. The GM should also make up a few more plans and threats that the Player Characters will discover, but they should all be hollow and empty, simply the populous being disgruntled.

Hopefully after a few game-time days of collecting such information, the players will come to realise for themselves that they have been hearing empty talk and there are no solid clues to be found in Solis Planum dome. If they still haven't taken the hint, have them meet someone who has just come in from Syria Planum. This individual will have heard of anti-government meetings being secretly organised in that dome and Olympus Mons dome as well. They do not know anything more and a surface scan will reveal they are telling the truth in all aspects. Be aware that the Player Characters are not permitted to perform scanning activities.

The Player Characters should now leave the Solis Planum dome and head for either Syria Planum dome or Olympus Mons dome. If you want the story to run faster, try and have them

go directly to Olympus Mons as it will make the Syria Planum chapter redundant, otherwise they should move their efforts to Syria Planum first.

Chapter 5: Xanthe Terra Dome

Xanthe Terra dome is the first stop on the tube after Solis Planum. Out of the four cities on Mars colony, Xanthe Terra is the smallest by a considerable amount. Consisting of just one small dome, it is more of a 'central business district' than anything else. Xanthe Terra is where a lot of Mars' leading corporations have set up their head quarters. Not many people have quarters inside this dome. Those who do live here are well financed. Most of the people who work in Xanthe Terra catch the tube in and out each day from other domes.

Xanthe Terra has a feeling of 'newness' and 'exclusivity'. This is hardly surprising, as it was the most recently built dome. Its construction was more expensive and superficial than the other domes, as a conscious effort was made to attract large corporations and well financed families. In this respect, the dome has been totally successful.

Scene 1: The Underworld

Upon their initial investigations of this dome, the Player Characters will find no evidence of any underworld activities, anti-government or otherwise. To put it simply, Xanthe Terra is the new central business district of Mars and there is no reason to suspect anyone organising anti-government movements because quite frankly not many people live here. There is virtually no crime in this dome. Accordingly, the GM should do everything possible to prevent the players from getting bogged down here with pointless investigations beyond the contents of scene 2.

However, nothing could be further from the truth. The Player Characters won't discover it in the early stages of the adventure, but the dissension amongst the Mars populous over various government rulings and now the food rationing is being organised by the family who run a company based in this dome. If they are to successfully complete this module, they will most likely come back to Xanthe Terra to investigate the details presented in scenes 3 and 4.

It is important to note that when the rioting events portrayed in chapter 8 comes to pass, the dome least effected by this would be Xanthe Terra, due to its almost exclusive business nature. There will be small amounts of looting, but compared to the other domes it is not noteworthy.

Scene 2: A Disgruntled Old Man

The following scene is vital to the adventure and you must ensure it occurs early on!

It is quite important that the Player Characters do some kind of investigation in this dome when visiting for the first time. No matter what or where the investigation is, talking to people in a bar or listening in on conversations through a communication system, they will speak to (or overhear) a man in his mid-sixties complaining about the current situation. *It is vital that the Player Characters be able to visually recognise the man and those who surround him.* He will announce himself as the owner of Doyle's Perishable Imports, giving his name as Henry Doyle. He will complain that the recent food rationing has made his business non-existent and that under the rationing laws if he operated he would be arrested. He will go on to boast that his two sons are securing a fair future for everyone on Mars, but will not go any further on the matter. At this point, a young man, unremarkable in his appearance, will appear out of the background and put his hand on Henry's shoulder, saying,

“Come on Dad, you’ve said enough. Worrying about it like this is going to do you no good. You’ve got to relax and let me handle it, OK? I think it’s time to go home.”

The old man slowly looks up at the speaker, a man who you assume to be his son. He nods slowly.

Make sure you adjust the text to suit the context of the situation you use it in. The two men will leave and walk off together. They will not answer any questions the Player Characters ask at this point, the young man becoming rather agitated if they press the issue. Both men will travel a reasonable distance before reaching a small fenced off compound, the sign above the gate claiming it to be ‘Doyle’s Perishable Imports Head Office’. They will enter and lock themselves inside, the guard on the gate preventing the Player Characters from getting any closer. For a description of the exterior of Doyle’s, see scene 4 of this chapter.

The individual who referred to Henry Doyle as “Dad” was Martin Doyle and he is in fact Henry’s son. He and his brother, Andrew ‘Slyfox’ Doyle, work for their father and they both stand to inherit the business. However, they also both have a darker side to their day-to-day existences. Martin organises and runs the Olympus Mons chapter of ‘Free Mars’, whilst Andrew runs the Syria Planum chapter. They were always interested in the independence of Mars, both as Mars loyalists and as businessmen with their own financial interests at stake. Because of this, they actively supported ‘Free Mars’ by becoming members long ago. When the possibility of food rationing was mentioned over a month ago, they quickly climbed to the top of the ‘Free Mars’ hierarchy with the aid of their father in order to prepare it to be an organisation keen to overthrow the remote rule of Earth Gov. The brothers’ personal reasons for doing this are presented in scene 3.

Scene 3: Doyle’s Perishable Imports

Doyle’s Perishable Imports is a Mars-based company that was set up to import goods with a short shelf life. Needless to say, food rationing on Mars would seriously injure a company that specifically imported food and perishable food at that. Often in frontier situations, perishables are considered delicacies and a delicacy is not likely to be found on a food ration list. Doyle’s Perishable Imports is being severely hurt by the decision to cut food imports to Mars and to ration what food is left.

Doyle’s is a private company, owned and run by Henry Doyle who has lived on Mars all his life. The company has made good profits over its 20-year history. As noted previously, Henry’s sons Martin and Andrew, work for the company and stand to inherit all of it between them on their father’s death. Because of the current economic crisis the company is suffering, the two sons stand to lose everything they and their father have worked for. Accordingly, with their father’s encouragement, they have made the food rationing situation the paramount issue with ‘Free Mars’ and are using ‘Free Mars’ as a vehicle to have the situation reversed.

Currently, Doyle’s Perishable Imports have no business. When the rationing was put into effect over two weeks ago, Doyle’s cold rooms were stacked full of perishable food items. At the time they also had another shipment of perishables on the way. The shipment, from Earth to Mars, was seized by Earth Force under the rationing law. Fortunately, the Doyles were able to sell all of the stock in their cold rooms due to panic buying. However, they had to wear the loss of the seized shipment and so far Earth Gov does not seem likely to pay costs. They have continued to lose money due to no turnover. Accordingly, all staff were retrenched one week in to the food rationing, leaving only Henry and his two sons. Henry estimates that over the

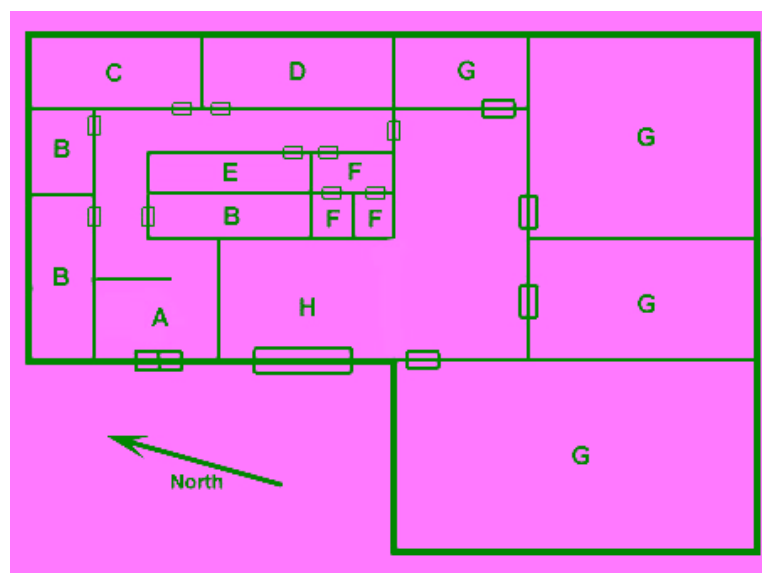
past two weeks, the company has lost 100,000 EA credits and it will continue to lose between 30,000 and 40,000 credits for every week the rationing continues. To put it simply, the situation is killing the company.

Scene 4: Visiting Doyle's

It may come to pass that the Player Characters feel a closer inspection of the property is required. If the Player Characters require a description of the building, read the following:

A clean sign above a well maintained 10-foot mesh fence proclaims this to be Doyle's Perishable Imports Head Office. A guard eyes you warily from his guardhouse on the other side of the fence, next to the main gate. Inside the yard is a small parking area and a docking bay. The building itself is single storey and is well maintained. Glass double doors signify the main entrance, whilst a few meters to the right is a large vertically moving door for the docking bay. From this view, the building appears to be window free, however there are several large cooling plants on the roof on the south side of the building, undoubtedly for cold rooms.

Doyle's has put off all of their staff due to the current economic crisis. Only Henry, Martin and Andrew work there now. They themselves have no work to do and are purely waiting for the situation to change. Because of their recent elevated vigilante status, Martin and Andrew keep a very low public profile. When out in public, they are normally in the immediate vicinity of at *least* two (2) bodyguards each. When in the office or at home, the whole family is normally protected by two (2) bodyguards. In addition, one (1) guard is always on the company gate. The family home is not defined in this module. If GMs feel it is necessary to map it, they should do so. However, the DoYLES spend most of their spare time at their place of business. The business is mapped below:



- A. Reception.** No staff is here. The double doors to the west are glass.
- B. Empty Office.**
- C. Henry Doyle's Office.** If circumstances will permit it, he will be in his office.
- D. Martin Doyle's Office.** If circumstances will allow, he will be in his office with his personal bodyguards.

- E. Andrew Doyle's Office.** If circumstances will permit it, he will be in his office with his personal bodyguards.
- F. Amenities.**
- G. Cold Storage.** Nothing is in storage presently and the rooms are tuned off.
- H. Loading Dock.** There is no staff here. To the west is a large vertically moving door for the loading dock.

Chapter 6: Syria Planum Dome (optional chapter)

The majestic Syria Planum dome is the second stop on the tube after Solis Planum and is the second oldest and second largest community on Mars. It mostly consists of three large domes. Syria Planum is where the Player Characters can begin to uncover some real information on the issues at hand.

If the GM wishes to run the adventure a little quicker, (s)he should encourage the players not to visit Syria Planum as all the important clues and events are in other domes – this chapter is purely to add atmosphere and give the Player Characters a sense of direction. Include it if you have time. If you choose to drop this chapter, you will need to include one extra scene in the next chapter. Directions for doing so have been written into that chapter.

Scene 1: The Underworld

The underworld in Syria Planum dome is quite active, especially with reference to the recent movements against food rationing and Earth Gov. The local Earth Force Security teams do all they can to stop the spread of these movements, but they have been growing in popularity on a daily basis and now have a firm foothold with the people of this dome. With some successful (and subtle!) inquiries in the right places, the Player Characters will be able to ascertain that secret meetings are held regularly by militant groups to discuss what can be done about the new food rationing situation and Earth Gov. They also discuss who is willing to execute the ideas and who can lend assistance.

Further careful querying by the Player Characters will yield important information such as the next meeting time, location and an organisation name, but that is the extent of useful information gained. It is up to the GM to define when the next meeting will be, however it is suggested that the following text be included in a conversation to the Player Characters when the information is finally passed on:

“Look, if I tell you this, you’ll do the right thing by me and you’ll keep it all under your hat, right? We need people like you, but we have to be very careful of who we tell, and who they in turn tell, see, because local security has been cracking down.

“The local ‘Free Mars’ chapter will be holding its next meeting tomorrow at 1900 hours out the back of warehouse 43 in green sector. It’s open to everyone, except for people representing Earth Gov of course. They’ll be discussing some important issues that we need to be made aware of before some big changes that they say will come about this week. So it would be a good idea if you came along.”

This will be the first time the Player Characters have heard a name given to the organisation responsible for the unrest – ‘Free Mars’. The individual informing the Player Characters of this is not lying and will be at the indicated meeting. (S)he will tell the Player Characters this if requested. The individual is an average person, with no position of power in the ‘Free Mars’ movement or any knowledge of its hierarchy. They are involved with it purely because of the issues at stake. An Earth businessman who is currently on Earth and appears to have no connection with the ‘Free Mars’ movement owns the property (ie: they are ‘borrowing’ the use of his property without his knowledge). The individual who informed the Player Characters of the meeting does not know any of this, nor does (s)he care.

Scene 2: Warehouse 43

The meeting is a reasonably informal affair. There are three (3) armed bouncers inside the door, making sure no one from Earth Gov or the authorities gets in, as well as another two (2) bouncers near the meeting area. The Player Characters will be admitted without question as long as they are still dressed as average people or down-and-outs. If they are not, or they are openly carrying weapons, they will not be admitted to tonight's meeting, no matter what they end up doing.

Down the back of the warehouse, people are milling around in small circles under the watchful eyes of the two bouncers. The people quietly chat about the food rationing and how it affects them personally. This is a good chance for the Player Characters to make friends and build trust. No useful information can be gained here, only stories of personal hardship and hatred for the government back on Earth, but important relationships may be forged.

A. Loading Dock. This is where heavy vehicles unload. There is a large locked vertically moving door here that Earth Force Security will use.

B. Main Door. The double doors lead into a reception area where three bouncers are standing.

C. Empty Offices.

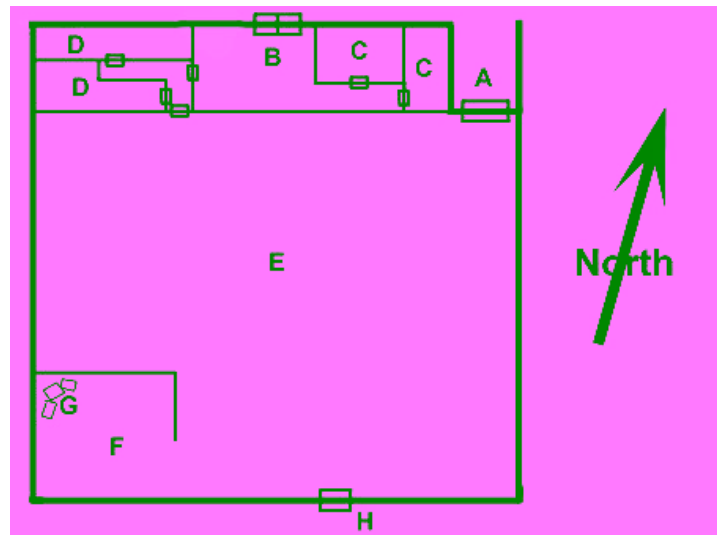
D. Amenities.

E. Warehouse Floor. In times of business this would have been jammed tight with stock. It lies empty now.

F. Meeting Area. This is where the Free Mars meeting will take place.

G. Empty Crates. People stand on the crates to address the crowd assembled in area F.

H. Fire Exit. Although locked, it is one of the entries Earth Force Security will use. It leads out onto a dark alley.



Scene 3: The Meeting Begins

The meeting will actually begin at 1930 hours. When ready, read the following description to the players:

A sudden hush descends upon the assembly of disgruntled Mars residents. They have sighted a lone male scaling a set of crates in the north-west corner of the room. He is unremarkable, both in appearance and dress. After reaching the apex of the crates, he turns and eyes the assembly for a few seconds before raising his voice to be heard.

“Good evening to you all, and thank you for taking the time to care about the future of Mars, *our* collective futures. As always, we extend a special welcome to our newfound friends. I see a few unfamiliar faces with us

tonight. For those who do not know, I am simply known as ‘Syria Planum Leader’ because the task of organising this dome has fallen to me. Any of our new members, who may have something to offer ‘Free Mars’ and its fight against food rationing and the tyranny of Earth Gov, please speak to me after the meeting tonight. We can use many forms of assistance: money, information, special skills and supplies.

“We are on the verge of striking a deft blow to Earth Gov, my friends. We are in the final stages of planning an open rebellion like Earth has never seen. We will teach them the pain of their corruption! However, we are still lacking some vital supplies, plans and team members. I expect these will be filled soon. As part of the preparation for this, you have all been invited to a tactical planning session held by the Olympus Mons group tomorrow night at 1900 hours at their usual venue. Attendance is not compulsory, however if you intend to lend a hand during our rebellion, I urge you to sit in on this important session.

“Our time is coming, my friends! We are only a few days away from beginning what will be the end of Earth tyranny on Mars! We will hold our own freedom in our own hands!”

The assembly quietly cheers this news, a few enthusiastic soles venturing more articulated versions of their joy. After a few seconds, Syria Planum Leader continues, “I can’t supply you exact details yet, as they are ever changing and it would be tactically unwise. Just keep your hopes high with the thought that our salvation is but days away. Stay strong! Free Mars!”

The assembled crowd roars an enthusiastic reply, “Free Mars!”

As if on cue, the lights in the warehouse snuff out, leaving you to real in inky blackness. The sound of breaking glass and shattering wood can be heard, accompanied by the tones of a muffled battle. Syria Planum Leader’s voice can be heard above the din of the now frightened assembly, yelling for the emergency lights and for the security teams to respond. A small explosion goes off nearby, briefly illuminating the frightened faces around you. People surge and push against you, as yet another explosion goes off, and another, then another. Soon, a brief waft of teargas assaults your senses.

The building is being stormed by Earth Force Security and they are using teargas in a SWAT-style hit. They will enter the building via every available means, via doors, sewage grates or covers, and through weak points in the roof. Anybody trying to defend themselves with a weapon will receive a PPG blast for their efforts. This will apply to most of the bouncers, at least for the first few seconds until the remaining bouncers realise they are outnumbered. The local Earth Force officers are being complemented with specialists from other domes this evening. The initial charge is being lead by twelve (12) Earth Force Security officers specially trained in such situations. They will be followed after a few seconds by the second team that consists of another twelve (12) officers, again using the same points of entry. Another twenty-four (24) officers, some of who will enter the building to lend assistance if necessary, are surrounding the building. Beside our Player Characters, the building contained four (4) bouncers and thirty (30) meeting attendees, who for Non Player Character purposes are just ‘ordinary people’. After the first twenty-four (24) officers have entered the building, the lights will be restored.

As previously mentioned, the Earth Force Security officers have fired teargas and the area where the meeting is being held is filling fast with the gas. The Player Characters have just begun to smell the first wafts of it – not enough to impair them. If the Player Characters come up with a reasonable plan to escape, then the GM should let them do so, otherwise they will succumb to the effects of teargas after four (4) rounds (8 seconds). Future official rule supplements may cover the effects of teargas, otherwise devise your own or use the excellent fan-written rule additions listed on “The Babylon Project – Unofficial Rules Supplement” web page at <http://www.geocities.com/Area51/Cavern/9449/rules1.htm>

As with the teargas, the Player Characters should be given a brief chance to effect an ingenious escape plan. If the Player Characters do not manage to escape the building, they will be arrested by the Earth Force Security team and taken to a local holding facility where they will be held until midday the following day under suspicion of inciting to riot. At midday, they will be released with most of the others with no charges being brought against them. Any surviving bouncers will be charged with possession and (if appropriate) use of an illegal weapon. ‘Syria Planum Leader’, Andrew ‘slyfox’ Doyle in real life, managed to escape and will continue to organise Syria Planum meetings in other locations. Andrew Doyle is the son of Henry Doyle (owner and operator of Doyle’s Perishable Imports) and he stands to inherit the business with his brother, Martin. Hopefully the Player Characters will discover this plot point before the end of the adventure. The GM should organise more Syria Planum meetings for the Player Characters if they wish to attend them, but doing so is pointless. What is important is that the Player Characters attend the mentioned meeting at Olympus Mons.

Scene 4: Finding the Olympus Mons Meeting

It is important to point out that although the Player Characters are aware of a meeting tomorrow night in Olympus Mons dome at 1900 hours, they do not know the location of the meeting. Olympus Mons is the largest of the Mars communities and the ‘Free Mars’ meetings are kept secret. The chances of the Player Characters stumbling onto the location at this late stage are ‘Next to Impossible’.

The only chance the Player Characters have of attending this meeting (and it is a meeting that they must attend at some point) is by connecting up with someone they made some form of contact with in the meeting at Warehouse 43. Try and make this as easy as possible for the players as this is a course they need to take. They may have been speaking to the person. The individual may remember seeing them at the meeting. Or they may happen to see Syria Planum Leader on the streets the following day and ask him. Regardless of how it happens, it must happen!

After contact has been made, the Player Characters should ask about the meeting location. If they don’t, have the Non Player Character they just met ask if they’re interested in attending. They will not tell the Player Characters where in Olympus Mons the meeting is being held. Instead, they will request to meet them at the Syria Planum tube station at 1700 hours. From there, they will catch the tube to Olympus Mons dome and they will then lead them to where the meeting is being held. The individual concerned is not lying and has no hidden agendas. Their offer is legitimate.

Chapter 7: Olympus Mons Dome

Olympus Mons dome is the last stop on the tube, coming after Syria Planum. Olympus Mons is by far the largest and oldest community on Mars, being made up of four large domes. Unlike the previous chapter, this chapter must be run as it contains vital elements for the game.

Scene 1: The Underworld

The underworld in Olympus Mons dome is just as active per capita as Syria Planum. However, it is slightly more important because 'Free Mars' considers Olympus Mons to be their main base of operations, even though they are being run from interests inside Xanthe Terra dome! The local Earth Force Security teams will do all they can to harass people they suspect being 'Free Mars' members, detaining them for long periods for 'investigation'. They will take any excuse they can to lock them away.

When the Player Characters come to this dome, they will have no contacts. If the chapter on Syria Planum was played, they will already be aware of an Olympus Mons meeting time and should have made a few Syria Planum contacts who will take them to the meeting location and vouch for them if necessary. When this is the case, the following scene should not be included.

Scene 2: Making Contact with the Underworld (optional scene)

If the chapter on Syria Planum dome was not played, use this scene to give the players some necessary information. If the chapter was used, this scene must be skipped as it covers information already known.

Ultimately, the Player Characters will want to attend a 'Free Mars' meeting, although at this stage they will not know 'Free Mars' is responsible. As it happens, an extremely important meeting will be taking place within a day. With some successful, but careful inquiries in the right places, the Player Characters will be able to ascertain that a secret 'Free Mars' meeting to discuss what to do during an open rebellion will be held at 1900 hours tonight. When (if) the players finally pry this information out of someone, include the following text in the conversation:

“The local ‘Free Mars’ chapter will be holding a special meeting tonight at 1900 hours. We’ll be discussing what we should all do during a period of rebellion. It will be very important, to all of us! You should be there. If you like, I can meet you here at 1800 hours and I will show you the way there.”

The individual telling the Player Characters these details is not lying and will meet them at the appointed time and location so they can all attend the indicated meeting. The individual is an average person, with no position of power in the 'Free Mars' movement or any knowledge of its hierarchy. They are involved with it purely because of the issues at stake. Also, the Player Characters now have a name to associate with the underground movement against Earth Gov – 'Free Mars'.

Scene 3: Getting there is Half the Fun

By this stage, the Player Characters have met the individual they initially made contact with at the appointed place and time, then continued on to the meeting location. The location is a somewhat unusual one. The meeting is being held in a large basement that had its access doorway sealed shut. Access is gained through sewage access hole in the basement itself, from the sewers of Olympus Mons. GMs who run campaigns with more paranoid players may like to map a route to the basement through the sewers before the game begins. However, there is no need to do so from this module's point of view.

The final leg of the trip to the meeting will begin with the contact leading the Player Characters down a dark and empty alley.

Your contact reaches the end of a dark alleyway. (S)he begins to act suspicious, looking around, checking for unseen observers. Finally, (s)he drops to the road before lifting the lid off a sewer access cover.

"I'll go first, make sure you're not seen. And don't bother holding your breath, it'll do you no good," (s)he quickly drops from your view, leaving you standing in the deserted alley.

The Player Character's contact will be waiting for them at the bottom. When they have assembled down in the sewers, the contact will begin to lead them through the complex interconnecting pipes to the offshoot that lies beneath the meeting room.

You begin your journey to the meeting through the sewers of Olympus Mons. Thankfully, there is a thin walkway along the side of the tunnels keeping you clear of the filth, but not clear of the thick, stale air. Maintenance lights afford just enough brightness to keep you on track. After a while, you begin to feel as if you've been down here for a long time. Each tunnel looks like the one before, and each intersection like the one before that. Unexpectedly, your guide turns into a smaller pipe, barely big enough to allow you to stand. After a small amount of travel, you pass three silent but well armed men, who nod knowingly to your guide. (S)he turns to you and says, "We're here. The meeting is just above us through that open access shaft," and so saying (s)he climbs up through the hole and into the warm glow of the room above.

As the guide indicated, they have arrived at the meeting location. After the Player Characters climb up the shaft, move on to the next scene.

Scene 4: The Olympus Mons Meeting

When the Player Characters finally make it into the basement where the meeting is being held, read the following description:

You have emerged into a dimly lit, but spacious basement. The room is crammed with people, at least sixty from your estimates. All the room's occupants have their attention on a man standing on a small platform at the opposite end of the room, his head just missing the low ceiling. He is speaking, the meeting seemingly started moments ago.

From his speech, the Player Characters can ascertain that the speaker is in charge of the Olympus Mons chapter of 'Free Mars', calling himself Olympus Mons Leader. For GMs who played the previous chapter, Player Characters passing an 'Average' Perception check will realise the man sounds and looks similar to Syria Planum Leader. Characters passing a further 'Average' Perception check will remember him as being the one who referred to the man named Henry Doyle as "Dad" in chapter 5 scene 2. He is in fact the Syria Planum Leader's brother and the son of the old man, his name being Martin Doyle, although he will not give it. Looking around the room, the Player Characters will discover that Syria Planum Leader is present, standing near the speaker. They will also see up to six bodyguards in the room, three for each leader.

The speaker will talk about what to do during a rebellion. He covers everything from specific individuals who have tasks to perform, down to general ways to help 'Free Mars' during such a period. The Player Characters should feel that the situation is one of 'final instructions' before a major event, namely the rebellion everyone has been referring to in certain terms. After the Player Characters have been made aware of this situation, read the following:

The speaker stops for a second and glances at Syria Planum Leader, who returns a knowing nod to him. Olympus Mons Leader looks back to the silent crowd before him, and takes a breath. He appears to be steeling himself for something. Then he begins to speak, "We have one final matter to attend to this evening. Last night, Earth Force Security officers from all over Mars raided a meeting of the Syria Planum chapter of 'Free Mars'. Although most of our tactical and organisational people escaped without arrest or injury, they are obviously increasing the pressure on us. We intended to begin our revolution within a week, however this recent near-setback has forced us to move a few days early. Starting tonight, we will begin our revolution!"

The gathering erupts in a joyous cheer. With fists thrust high, people begin to chant, "Free Mars! Free Mars!" The speaker urges the people to be quiet so he can finish, "Yes my friends, the future of Mars begins tonight! In a few moments, we will all leave and return to our respective domes. From there, we will contact those who did not make it to the meeting tonight. Then at midnight, we will gather at our meeting places for our domes, and when ready, we will move out onto the streets, and claim Mars for our own! Go now, for we have much to organise and only a few hours to achieve it in!"

Again, the crowd erupts into a heartfelt cheer. Olympus Mons Leader and Syria Planum Leader are surrounded by jubilant Marsies. The celebration does not last long however. Six bodyguards surround the Leaders in a forceful manner. After a few seconds, the small group begins to push through the overcrowded room, the Leaders on the inside of a protective ring of bodies. They are lead down the sewer hole, and out of sight.

The meeting has come to a close. The assembled people, who are extremely excited about the news just announced, will quickly leave to do as they were told. They will contact all their friends and acquaintances and will gather at the dome's 'Free Mars' meeting place before midnight. For this dome, that is the large basement in which the meeting just took place. For Syria Planum, it is Warehouse 43.

The Mars Food Riots will now begin. This was unavoidable from the Player Character's point of view. Their task now is to bring the riots to a swift close by working to remove the influences from the inside. The Player Characters by now have been given most of the clues they need to begin to piece a plan of action together. Turn to the next chapter for information on running the Food Riots and do not forget the chapter about Xanthe Terra dome and Doyle's Perishable Imports, as the Player Characters may pay the company a visit.

Chapter 8: The Mars Food Riots

At midnight, following the meeting described in chapter 7, scene 4, the event known as ‘The Mars Food Riots’ will begin. The GM should use this chapter for information on how the riots will begin and run.

Scene 1: The Riots Begin

‘Free Mars’ Leaders from Olympus Mons and Syria Planum will organise their followers to take to the streets just after midnight. When ready, they will move directly to the nearest Earth Force Security office and storm it. In all, 150 people will begin the riot in Syria Planum, whilst 200 will be initially involved in Olympus Mons. The mobs will be loud, engaging in acts of petty vandalism and looting along their path. The remaining two domes will not see any such activity this night.

Once the local Earth Force Security office has been taken, they will use it as a base of operations, defending it with vigour. This will occur, with a small amount of blood shed, in both domes. After this point, large portions of the general population will begin to riot as well, causing large-scale looting and property destruction. Some time shortly after sunrise, when the opportunity presents itself and the Player Characters are outside in a dome, read the following description:

The gentle, soft red light of the morning sun streams in through the clear panels of the dome. The view above is very peaceful, however on the ground the situation is anything but. The air is frequently punctuated by the sound of PPG fire, windows shattering and people yelling. The streets are deserted, except for the occasional rag-tag ‘Free Mars’ groups they call patrols. But they seem more interested in looting than taking control of Mars for the moment.

Your eyes turn skyward for the moment again. A thin trail of black smoke to the north catches your eye. Something inside the dome is burning. The two quickest ways of killing everyone in this dome would be through burning things or setting of explosives.

A small shop is alight two blocks north of the Player Character’s current position. There is nothing the Player Characters can do and responsible ‘Free Mars’ members are trying to extinguish it.

During this period, the Doyle brothers will retreat to the family’s business premises with their father, Henry. From the safety of their compound, they will coordinate the ‘Free Mars’ effort remotely via a series of carefully planned and untraceable narrowband tachyon transmissions to predetermined locations. The authorities will not discover them during this period.

Scene 2: The Authorities Fight Back

At 0600 hours that morning, an emergency meeting of Earth Gov will declare Mars under Martial Law. They will rule for it to be illegal for people to be found outside of their place of residence without good cause. As soon as they are able, Earth Force Security officers will begin implementing this temporary law, but not for the time being.

Transport between domes will be cut around this time. Because Xanthe Terra and Solis Planum domes are not rioting, reinforcements will be brought in from there, as well as any off duty Earth Force personnel or Ground Pounders. They will gather at previously planned secure locations throughout the domes and will begin enforcing Martial Law using hastily secured holding compounds. There will be pitched bloody urban battles between 'Free Mars' groups that are strategically located throughout the dome and the Earth Force personnel. For the time being, neither side will gain the upper hand, both suffering with large numbers of casualties.

A day later, Solis Planum and Xanthe Terra domes will also suffer from riots. The bulk of the rioting will be in Solis Planum. These riots are unorganised and are effectively copycat situations.

Scene 3: Gaining Control of Mars

After a few days, it is hoped that the Player Characters will have acted to remove *both* of the leaders organising the 'Free Mars' movement. Doing so will undermine the movement's coordination enough that the local authorities will be able to bring control back to the domes of Mars, with some organisational help from Earth Force.

If the Player Characters do not successfully remove both leaders within five days of the riots beginning, an EA war cruiser will come out of hyperspace and will enter orbit around Mars. It will be of some personal interest to the players (although it will mean nothing to the Player Characters) that a young Captain John Sheridan will lead a small but well trained team of Ground Pounders into Olympus Mons dome. There, Sheridan will reorganise what he can find of the local security officers and will coordinate a reclaiming of the dome. The process should only take two days to achieve. From here, Sheridan will leave behind a small clean-up crew to flush out any remaining troublemakers, while he and his team perform the same operation in Syria Planum dome. After Syria Planum is declared reasonably secure, they will send smaller crews to the other two domes to clean up any 'sympathy rioting'. Sheridan and his Ground Pounders will stay for a period of a week while 'Free Mars' members are located and arrested and the domes are cleaned up. If it comes to this, the Player Characters have failed their task.

If the Player Characters have successfully removed both leaders within five days of the riots beginning, the 'Free Mars' movement will have lost control of itself. Members will still continue to loot and attack authorities, but there will be no organised strikes or revised defence procedures. Within less than 48 hours of the last leader being removed, local authorities will begin to make dramatic inroads into regaining control of some areas of the domes. An EA war cruiser will come out of hyperspace and will enter orbit around Mars. A young Captain John Sheridan will lead a small but well trained team of Ground Pounders into Olympus Mons dome and will coordinate the reclaiming of the rest of the dome with the steadfast Olympus Mons security team. When Olympus Mons is reasonably secure, he will replicate this feat in the three other domes. As time goes by, it will become easier to gain control as 'Free Mars' no longer has any direction. If this situation comes to pass, the Player Characters have succeeded in bringing an early end to the riots in a covert manner.

No matter what happens, 'Free Mars' and the local population are not destined to gain control of Mars. History shows that Captain Sheridan and his troops will ultimately gain control over the Mars Food Riots and life will continue as normal. However, it would be fair to assume that Earth heeded the grievances of their Martian subjects and lifted the food rationing that sparked the riots in the first instance.

After the events detailed in this scene have occurred, the bulk of the adventure has concluded. All that is left now is for the Player Characters to report back to Ganymede Base for their debriefing. This is covered in the final chapter.

Chapter 9: Concluding the Adventure

When the Player Characters feel they have completed the assignment, successfully or otherwise, they should return to Ganymede Base after informing their local contacts that they have finished working on Mars and are leaving. The shuttle trip back will be uneventful and the Player Characters can take the time to have a well-earned rest. When the Player Characters arrive at Ganymede base, Masters will want to see them as soon as possible. He will admit them to his office for an informal debriefing session.

It is up to the GM how to handle the debriefing session. What Masters will say and his general mood will greatly depend on how well the players tackled the task assigned to them. If they successfully brought about an early end to the riots without causing too much trouble for Masters to clear up (such as arrests, destroyed property, etc), he will be very pleased with them and will shake their hands firmly. In such cases, he may also offer a cash bonus to the Player Characters, at the GM's discretion of course. On the other end of the scale, the Player Characters may have completely messed the job up! Thousands of people may lay dead, accidentally by their hands, after a Player Character got excited and used a slug thrower to 'apprehend' a suspect, the bullet ricocheting and puncturing the dome. Or perhaps they joined with the 'Free Mars' group for a bit of fun? "Hey, Masters will never know the difference!" Oh yes he will! In such cases, it's possible the Player Characters will not get payed and may even be jailed!

Of course, most groups will fall somewhere in between the two extremes presented here. Most will have achieved the job, but will have left some work for Masters and his team to clean up later. He will congratulate them for successfully completing a hard and difficult task and they will receive their payment in full.

As the work performed was 'unofficial', no record of it will be kept after this meeting. However, Masters will personally remember the performance of the team and will keep this in mind when selecting groups for future 'unofficial' work.

Appendix A: Non Player Characters

This appendix gives statistics for Non Player Characters encountered during the adventure. Most of these are generic archetypes, such as 'Earth Force Security Officers' and 'Bodyguards'. Accordingly, they should be altered if the GM deems it necessary. Be warned, the 'Thugs' listed here are quite skilled in what they do and may be more than a match for an average party. As always, keep this in mind when selecting numbers for groups to rough up your Player Characters, and remember, it never hurts to fudge the rolls to give your players a fright!

Martin or Andrew Doyle

Character Attributes			
Charm: 7	Intelligence: 5		Strength: 5
Finesse: 5	Insight: 5		Agility: 5
Presence: 7	Wits: 5		Endurance: 4
Xenorelation: 3	Perception: 5		Coordination: 5
Derived Character Attributes			
Toughness: 0	Initiative: 5		Resolve: 5
Character Skills and Specialties			
Savvy	5	Underworld	Mars Society
Public Speaking	4	Persuasion	(Persuasion draws off Charm)
Business	3	Management	Operations
Law	2	EA Civil	
Combat, Unarmed	2	Strike	Block
Acumen	2	Attitude	Emotion

Henry Doyle

Character Attributes			
Charm: 5	Intelligence: 6		Strength: 4
Finesse: 4	Insight: 6		Agility: 4
Presence: 5	Wits: 6		Endurance: 3
Xenorelation: 3	Perception: 6		Coordination: 5
Derived Character Attributes			
Toughness: -1	Initiative: 5		Resolve: 6
Character Skills and Specialties			
Business	5	Management	Operations
Acumen	4	Attitude	Emotion
Savvy	3	Mars Society	
Law	3	EA Civil	
Combat, Unarmed	1	Block	
Engineering, Electrical	1	Device Applications	Power Systems Design

Earth Force Security Officer

Character Attributes			
Charm: 4	Intelligence: 4	Strength: 5	
Finesse: 4	Insight: 6	Agility: 5	
Presence: 6	Wits: 5	Endurance: 5	
Xenorelation: 3	Perception: 5	Coordination: 5	
Derived Character Attributes			
Toughness: 0	Initiative: 5	Resolve: 5	
Character Skills and Specialties			
Investigation	4	Forensic	Case Management
Law	3	EA Civil	EA Criminal
Combat, Armed	3	Strike	Parry
Combat, Ranged	3	Handgun	Longarm
Combat, Unarmed	2	Strike	
Acumen	2	Veracity	
Athletics	2	Running	
Medical, EMT	1	Human	

Bouncer, Bodyguard or Thug

Character Attributes				
Charm: 4	Intelligence: 3	Strength: 7		
Finesse: 4	Insight: 4	Agility: 8		
Presence: 4	Wits: 4	Endurance: 6		
Xenorelation: 4	Perception: 3	Coordination: 6		
Derived Character Attributes				
Toughness: 2	Initiative: 6	Resolve: 3		
Character Skills and Specialties				
Combat, Unarmed	5	Strike	Dodge	Parry
Combat, Armed	3	Swing	Parry	
Combat, Ranged	2	Handgun		
Savvy	2	Underworld		
Hiding	1	Shadowing		

Ordinary Person

Character Attributes			
Charm: 6	Intelligence: 5	Strength: 4	
Finesse: 6	Insight: 5	Agility: 5	
Presence: 4	Wits: 4	Endurance: 4	
Xenorelation: 5	Perception: 4	Coordination: 5	
Derived Character Attributes			
Toughness: 0	Initiative: 4	Resolve: 5	

<i>Character Skills and Specialties</i>				
Apply as appropriate				

Appendix B: Contact List

Dome Name	Contact Name	Profession	Contact Address
Olympus Mons	Jerry Mennser	Dome Repair	Room 1585, Blue Sector (AH)
	Caitlin Levner	Unemployed	Room 8, Brown Sector (WH/AH)
	Andrea Jones	Shop Owner	Shop 34, Red Sector (WH)
Solis Planum	Peter Weller	Kitchen Hand	Room 129, Yellow Sector (AH)
Syria Planum	Claudia Brown	Hydroponics	Room 1098, Blue Sector (AH)
	Bruce Roberts	Unemployed	Room 6, Brown Sector (WH/AH)
Xanthe Terra	Bill Morris	Shop Owner	Shop 10, Red Sector (WH)

Note:

Contact time availability at indicated address is noted by Work Hours (WH) or After Hours (AH). Please note the contact may not always be available during this period.