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Signs & Portents

B5 - PART 3 OF THE LEGACY OF WAR - A 14 PART CAMPAIGN FOR UNIVERSE OF B5

WHAT'S IN A CODE NAME? - A BRAND NEW SUPPLEMENT FOR SPYCRAFT

BIO IMPLANTS - INSPIRED BY NATURE, BUILT BY MAN - A NEW SUPPLEMENT FOR THE UPCOMING CORPORATION GAME

BRYAN STEELE RECOMMENDS MORE "GAMER FRIENDLY" MOVIES

ALSO TRAVELLER, WAW, DECK PLAN REVIEWS, PRISON PLANET AND MUCH MUCH MORE!!!

Signs & Portents

Another month with several more books finished and gone to print so a contented and less stressed out atmosphere has descended upon the Mongoose Studio. This is the time of the month that we can all enjoy when deadlines are met and new ones are a month away so we can take it easy… well for an hour or two!

Personally I have had a good month as it was my birthday so I have been thoroughly spoiled. February also saw Nick "the Greek" Robinson turn another year older, though whether he is any wiser still remains to be seen!

I have had a particularly gruelling month work wise with Hammer Slammers continuing to stress me out to the very edge of my sanity. But I have to say that it is looking like all of the hard work is going to pay off. The artists have done me proud, as has Will, our layout assistant, who has mocked up several awesome ideas for the interior. I think that this book is going to be a total stunner and will be the benchmark for colour releases to come.

For now I am going to get back to it and slave away. Have a good month

Charlie

Signs & Portents

Contents

Convention and Events Diary

Travcon 2009
Redwings Lodge Hotel, Huntingdon,
Cambridgeshire, UK
Fri 13th - Sun 15th March 2009

Concrete Cow '09
The Old Bath House, Wolverton, Milton
Keynes, UK
Sat 14th March 2009
www.mk-rpg.org.uk/Concrete_Cow

Salute Zero Nine
ExCel, London, UK
Sat 28th March 2009
www.salute.co.uk

Dragonmeet Southwest
The Croft Sports Centre, Swindon,
Wiltshire, UK
Sun 19th April 2009
www.mongoosepublishing.com

Tentacles 2009
Castle Stahleck, Bacharach, Germany
Fri 28th May - Mon 1st June 2009
www.tentacles-convention.de

UK GAME EXPO 2009
The Clarendon Suites, Stirling Road,
Edgbaston, Birmingham, UK
Sat 6th - Sun 7th June 2009
www.ukgamesexpo.co.uk

AmberCon UK '09
Harben House, Newport Pagnell,
Buckinghamshire, UK
Fri 10th - Sun 12th July 2009
www.ambercon.org.uk

Yog-Sothoth.CON 2009
University of Bradford, Student's Union,
Bradford, UK
Fri 10th - Sun 12th July 2009
www.yog-sothoth.com

Constitution 2009
New Hall Cambridge, UK
Fri 31st July - Sun 2nd August 2009
www.constitution-con.org.uk

Gen Con UK 2009
University of Reading, Berkshire, UK
Wed 2nd - Sun 6th September 2009
www.horsemenevents.com

Furnace 2009
The Garrison Hotel, Sheffield, UK
Sat 10th - Sun 11th Oct 2009
www.rpgfurnace.com

Ludicrus '09
Kesgrave Community Centre, Ipswich,
UK
Sat 5th - Sun 6th Dec 2009
www.ludicrus.org

More events will be added to this list on a monthly basis as they are confirmed

Mongoose News

Abaddon at Mongoose

Abaddon books are now available to buy from Mongoose Publishing. Visit our website or come see as at the Mongoose stand at one of the forthcoming conventions.

You can be a Mongoose too!

I am Mongoose, and so can you! Is the latest contribution from Mongoose Head Honcho Matthew Sprange. This book is step by step guide to making a living from roleplaying games. Matthew explains the whys, the wherefores and the how the hell do you do that's!

This book is a must have for anyone who is sick of the daily grind and wants to make a living from something that they love.

Old and New

We are glad to announce two members of staff, one old and one new, who are joining us here at Mongoose. After many rumours Richard Ford has agreed to come back to Mongoose and once again boost the number of editors. Also Aaron Dembski-Bowden has joined us as our new writer for a very special project!

Vincent in sight

Popular S&P writer Vincent Darlage has been sighted in talks with Mongoose Publishing about the prospect of a new Eyes Only project. This is a very exciting development and we will be sure to keep you updated.

Hour of Glory

From June 2009 Mongoose will be distributing the Hour of Glory miniatures game for Warmacre. Hour of Glory is a 28mm skirmish game of covert actions in World War II. Look out for it in stores later this year .

Corporation Comic

The corporation webcomic is now available so be sure to check it out at http://www.corpgame.com/Webcomic/Webcomic%20001.htm

Kristen Scott Hamster Watch

Kristen has continued her plan for world domination, starting with the total domination of Matt. She is somewhat unhappy with his slow progress in becoming her devoted slave; for some reason he still insists on going to work every day instead of staying by her cage to take care of her every need. She is currently considering harsher punishment methods in order to bring him in to line… I'll keep you posted!

March 2009 Releases

The Lurkers Guide to Gaim, Babylon 5, MGP 3529, $24.95

Amongst all of the races that make up the League of Non-Aligned Worlds, it is arguable that the Gaim are indeed the most foreign and remarkable. A race of insectoids that evolve from one generation to the next as needed by the Queens, the Gaim are one of the most enigmatic and reclusive aliens to be part of the greater galactic culture. They are undeniably powerful and they have more secrets hiding behind their closed doors than anyone knew…until now.

The Lurker's Guide to the Gaim is a close look at the various facets of the Gaim Intelligence. With the information covered in this book, players and Games Masters can unleash a host of new bio-adaptations with the various breeds and Gaim-specific feats, skills and prestige classes it presents. There is a wealth of unique information collected here that the Babylon 5 universe may never know or understand, but readers will now have the chance to.

The Universe of Babylon 5, Babylon 5/Traveller, MGP 3811, $29.95

Bringing the universe of Babylon 5 to the Traveller system, this book is a one-stop resource for Babylon 5 fans. Combining setting information with new rules, players can learn how jump gates and hyperspace works, play Narn, Minbari or Centauri characters and explore the space station that changed the fate of an entire galaxy.

With this book, you can become part of the Babylon 5 saga, creating characters to adventure alongside Sheridan, Garibaldi, Ivanova, G'Kar and Molari as residents of Earth's last, best hope.

Using the Traveller rules, the Universe of Babylon 5 shows you how to create detailed characters with rich backgrounds, skilled and equipped to survive the trials and tribulations of the eponymous space station. The rules allow you to recreate any era of the TV series, contributing your own stories to the five-year plot arc. Battle against the Shadows; evade the schemes of Bester's Psi Corps; verbally and diplomatically spar with the diverse ambassadors of the Non-Aligned Worlds, Centauri Republic, Narn Regime and Minbari Empire. Defy the military might of Earthforce - or ally yourself with it.

Comprehensive rules govern everything from character creation through to Starfury combat with Traveller's tried and tested systems tailored to the unique environment of Babylon 5. All you need is the Universe of Babylon 5 book and the main Traveller rules set - and your own imagination!

Hunters of Granbretan, Hawkmoon, MGP 8131, $9.95

Dorian Hawkmoon, Duke of Köln, has recently passed over the Silver Bridge into Europe on his long journey to Persia as part of his forced mission from the King-Emperor. The black-market city of Karlye barely even knew he had come and gone, before he already had done so. Shortly after his passing, another special adventurer from Granbretan follows. This man, a refugee from the bull-masked Tauran Lords, carries with him a very special sword and gauntlet that he claims must never fall into the hands of his former captors. Wounded, poisoned and exhausted…the man dies, leaving the interesting artefact in the hands of the players. Now they are the ones that are being hunted for possessing it, and they can only hope to escape the city and the many soldiers of the Tauran Lords – unless they can find someone foolish enough to take the mighty weapon off their hands (literally) so they can avoid capture and torture by the Taurans. Everywhere the players go they will find that Karlye is a dangerous and deadly place when it wants to be, and the powerful magic at work in the artefact is doing little to help them in staying unnoticed.

Adventures in the Hyborian Age, Conan, MGP 7807, $29.95

A collection of brand new, ready to play scenarios for the Conan roleplaying game, Adventures in Hyboria is an essential tool for the busy Games Master. Simply pick an adventure of a level suitable for your players, and begin! Adventures in Hyboria will take you across the many kingdoms of the age, confronting sorcerers, confounding temptresses and seizing the greatest treasures of the ages!

Enemies Within, Wraith Recon, MGP 5203, $24.95

The Kingdom of Dardarrick is not as stable and safe as its leaders would have the people believe. Behind closed doors and in dark alleyways, invaders and dissatisfied citizens both plot revolution and destruction, seeking a chance to make their voices heard. Discover the array of enemies Dardarrick faces, from minor cults to nation-spanning criminal and covert organisations that constantly plague the freedom and liberty of the people. Wraith Recon teams are kept on a constant stand by, ready to be deployed anywhere within the kingdom, to battle this menace and maintain order.

Age of Dreadnoughts, Victory At Sea, MGP 4053, $29.95

Spanning the entire First World War, Age of Dreadnoughts is a complete naval miniatures game based on the hit Victory at Sea rules system. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Royal Navy's Grand Fleet, the Kaiserliche Marine's Hochseeflotte or any one of the many other nations featured. From skirmishes involving single cruisers hunting down merchantmen and surface raiders to the clashing of fleets against implacable enemies, Victory at Sea: Age of Dreadnoughts is your gateway to exciting battles that take place in the on the oceans of the Great War.

Book 8: The Jungle of Horrors, Lone Wolf, MGP 1268, $21.95

You are Lone Wolf – the last Kai Master of Sommerlund – and you have sworn to avenge your forefathers, the Kai Lords. You now seek the Lorestone of Ohrido, which is said to be hidden in the jungle swamps of the Danarg. Guided by Lord Paido, warrior-magician of Dessi, you set off across the war torn lands of Talestria on your secret mission. However your quest is endangered when your identity is discovered – by agents of the terrible Darklords no less!

Can you survive the assassins of Gnaag, the armies of Warlord Zargon and chaos-creatures of Agarash the Damned? Will you fall foul of their evil schemes or will you defeat them and fulfil your destiny?

The Lone Wolf adventures are a unique fantasy game book series - each episode can be played separately or you can combine them all to create a fantastic role-playing epic.

Book 9: The Cauldron of Fear, Lone Wolf, MGP 1269, $21.95

You are Lone Wolf - the last Kai Master of Sommerlund. The shadow of war sweeps across the continent of Magnamund as your mortal enemies, the Darklords of Helgedad, redouble their efforts to defeat your Magnakai quest. You dare not delay. Already their armoured legions are converging on a city beneath whose streets lies hidden the object of your quest: the Lorestone of Tahou.

In the Cauldron of Fear you must stay one step ahead of your foes as you search for the Lorestone in a fantastic metropolis, built during the dawn of Magnamund.

Using high quality paper and hardbound for durability, this Collector's Edition of the ninth Lone Wolf gamebook marks the return of the last Kai Lord.

Pocket Spycraft, MGP 6127, $24.95

Now in a handy pocket size!

Beyond espionage, beyond military mayhem, Spycraft 2.0 is your gateway to an unlimited world of modern action-adventure! It takes the wildly popular Spycraft RPG d20 system to a whole new level, expanding and updating character options, condensing and refining the rules set, and providing the ideal platform for any scenario from any genre in any setting! Whether your play style is intimate or epic, freeform or stat-driven, this landmark release contains everything you need to launch into the adventure today! Spycraft 2.0's Second Printing includes all errata compiled to date and reorganizes the gear chapter for fast, simple use!

Corporation, MGP 6128, $39.95

There will come a time when the nations of the world will cease to exist. When the anachronisms of state and country are finally crushed by the inexorable juggernaut of total corporate domination. When five monolithic Corporations are the new world powers. When the lives of billions are the sole property of the companies that employ them.

There will come a time when the tools of war and politics alike are not armies or diplomats but Agents: the eyes, the hands, and sometimes the knives of the Corporations, individuals elevated to new peaks of physical and mental potential by unthinkable training and unimaginable technologies.

There will come a time when you will be recruited as an Agent, ordered to operate outside any remaining semblance of law and augmented beyond what you once considered human. When you will negotiate, bargain, spy, sabotage, kill and perhaps die in the service of your Corporation - and when you will be well rewarded, as long as you survive.

The time is 2500 AD, and it is now.

SFX REVIEW QUOTE
"...every cool corporate-dominated, secret agent filled SF novel, film and game; bits of everything from 2000AD to The Matrix, stuck together with Japanese narrative glue." - SFX Magazine

Prison Planet, Traveller, MGP 3812, $24.95

At some point in time, every Games Master will need this adventure – after all, it is the lot of players to constantly get into trouble with the law, and one day they will cross the line. . . Featuring an entire planetary prison, Prison Planet will integrate new arrivals into a life behind bars, working dangerous mines, surviving feuding factions and, possibly, allow an escape. With two different lists of guards and in-mates, Prison Planet can even be used more than once with the same group of players (for those who do not learn the first time around. . .), and promises several sessions of tense, fraught challenges where the players find themselves cut off from the rest of society.

Dwarfs: A Guide to the Mostali, Glorantha, MGP 8148, $24.95

We are the Mostali. We tend the World Machine. Do not pretend that the world is not broken for we see its mechanism and tell you that its gears are seizing and its connections freezing. Do not dismiss us as greedy capricious fools; we are Mostal's servants and he is The Mover and Maker. We enact his will and make sure the Machine works as it should and flows along the Great River of Time uninterrupted. Without us, all will halt and the Great Darkness shall return. Do not dismiss us as miners and masons: we are the cog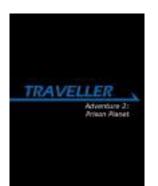s of the world and our secrets and magic as powerful as those of any empire. God Learners - do not seek to steal our secrets and turn them against us. Mostal's tools are made by Mostali and only we know how to wield them properly. Dragon-Men do not take us for ignorant fools: we stare into the heart of the World Machine daily and understand better than you what dragons perceive. Servants of the Thunder God, do not think you own this land; you bear responsibility for what has been broken and must make amends so that it might be repaired. People of Glorantha: know us and hear us. We are the Mostali. We are the World Machine. We are the ground beneath your feet. And it is broken.

Dream Realms, Elric, MGP 8154, $24.95

The Dream Realms – at once the most alien and most familiar of the myriad facets of the Multiverse, visited nightly by the slumbering masses of the Young Kingdoms yet little understood by even the Sorcerer-Emperors of Melnibone.

Whether the worlds of dreams lie within the dreamer or across the million spheres, they are home to strange creatures and stranger inhabitants.

Dreamthieves, those few with the skills and daring to brave and chart these alien climes, impose a certain order upon them – however such order goes only so far and even an experienced dream traveller may fall prey to the slightest flaw in his character or the first failing of his skills.

Yet, from these mutable and dangerous demesnes, solid reality of treasure and power can be brought back to the Young Kingdoms. The bold, the desperate and the selfless risk much to make dreams come true. Follow in the footsteps of Elric of Melnibone, the dreamthief Oone and countless adventurers and unfortunates who have confronted their dreams and others'.

Within this book, you will learn to:
* Defend your own dreams against assault from home-grown nightmares and external sorcery.
* Enter the dreams of others as a dreamthief, either ignobly as a purveyor of pilfered hopes and aspirations or nobly to rescue dreamers from their slumberous curses.
* Experience the Thousand Year Dream practiced by the Sorcerer-Emperors of Melnibone, visiting distant, perhaps imagined realms and gaining unparalleled experience of the Multiverse.

Press Play

DVD Reviews for Gamers

By Bryan Steele

Welcome to this month's edition of *Press Play*, DVD reviews for gamers by a movie fanatic game designer! This month we take a look at some interesting movies; one that was the beginning of a great franchise, one science fiction classic starring everyone's favourite Highlander, one star-studded fantasy film that

The *Press Play* Gamer Rating System

1d4 – Not a DVD I enjoyed or recommend; definitely not a worthwhile rental.

1d6 – A rather negative experience with a few shining moments; rent it if you are bored.

1d8 – The average movie-watching event. Rent it, watch it, and buy if you like it…but probably do not buy it without watching it first.

1d10 – I liked it and found it inspiring in some way for my gaming; an overall enjoyable experience. You should really go out and rent this DVD if you are fan of the genre.

1d20 – This was a great movie and I highly recommend it to anyone reading this column. You may as well go out and buy it, because I think you probably will after you see it anyway.

1d100 – Why are you still reading this? Go and get this movie!!!

was actually nominated for two Oscars and what is, in my opinion, the best Marvel comic book movie ever released.

Game playing or designing requires us to come up with new plots and ideas to bring to the table, and movies often help me get a hold on m of mine. I hope that by reading at these D reviews you might find a few new ideas of y own, whether or not you agree with me.

Dragonslayer
Paramount Pictures

Since I missed this movie's 1981 release theatres, it was later, when I was a kid I was treated to *Dragonslayer*. It is a g stereotypical fantasy film that sets the unli hero Galen (Peter MacNicol of *Ghostbuster* and *Ally MacBeal* fame) to save a young dar from being sacrificed to a local dragon. It a relatively mature film for extremely yo viewers, with some graphic scenes and pa nudity but I believe that it is good depic of a corrupt king and the collective fear the masses have against fighting against system.

The king has made a pact with the drag increasing his power base and longevity exchange for a steady stream of virgins are chosen by a rigged lottery in the local t square. Young women are drawn supposedl

random and then led to the mouth of the dragon's lair to be feasted upon. The main character is the apprentice to a powerful but old wizard that, of course, perishes in the early part of the movie to become the spiritual guidance for Galen when he needs him most. He is called to action

when the local blacksmith's child – revealed as a daughter instead of a son – is drawn to be the next sacrifice.

The movie is not just a good fantasy story but it also has a minor background element that shows the attempts of the rising Catholic Church to battle against the aging ideals of sorcery, magic and monsters. This is shown by the Christian monk character Brother Jacopus (played by Emperor Palpatine himself, Ian McDiarmid), who stays firm in his beliefs and stands against the dragon bravely during the movie.

Although it is straightforward, predictable and antiquated, *Dragonslayer* was cutting edge in its time and very few of the western dragons we might see even in today's movies are much better. Any decent fantasy-based game could include a town or village that is being forced to sacrifice young women to some kind of beast, placing a group of Player Characters in a situation where they could either overthrow the corrupt king to stop the lottery or just kill the dragon straight away. Regardless of how a Games Master would choose to use such a basic plot device, it was quite entertaining to watch in this film.

Dragonslayer is a lot of fun to watch and is full of good character ideas and templates to follow for any gamer but it will hold something deeper for the kind of gamer that always enjoys a good 'man versus dragon' tale.

Gamer Rating: 1d10

Fortress
Davis Entertainment

The 1993 release of the dystopia-laden classic *Fortress* laid out a fantastic science fiction setting that could be transplanted into any good gaming system. With the upcoming release of *Traveller: Prison Planet*, this fact is pointed out clearly. The movie gives us a good look at a dark future in criminal incarceration; a frightening idea that has been written about

hundreds of times in the past – a 'perfect' prison facility.

Fortress is based on a super-maximum security prison facility of the same name, built in a dystopic future where breeding is limited to one child per couple to curb overpopulation, borders are monitored by para-military forces and the government locks away its problems out of sight and forever. The story revolves around John Brennick (played by Christopher Lambert from the *Highlander* movies) and his unfortunate capture trying to cross a border with a pregnant wife – an illegal act in this terrible future.

Brennick is thrown into this advanced prison facility run through fear, violence and technological threats. The facility is operated by faceless drone soldiers, Prison Director Poe (the fantastic Kurtwood Smith from *Robocop* and *That 70s Show*) and the all-seeing, all-powerful computer Zed-10. The prisoners are tagged with tracking beacons that keep them in accessible areas, held in overcrowded cells by laser bars and are violently executed by an automated weapon system should they step outside their limitations in a grisly display of beacon-detonation. It is Brennick's role in the movie to eventually beat the system and get to where his wife is being held before she gives birth and their child is whisked away by the prison's command staff to become property of the all-encompassing

Mentel Corporation.

The movie introduces several excellent characters throughout the prison population spanning the best archetypes anyone could hope for in a prison-based gaming campaign. There is the twitchy techie, the hulking muscle man, the social butterfly and the do-gooder hero type. *Fortress* could be a great game setting on its own, but it works as a good resource for any prisoner-based campaign.

The special effects are not spectacular and the acting is good enough to get the job done but *Fortress* is a fun movie that has a few surprises here and there that science fiction Games Masters could perhaps borrow from in their own games. I know I have!

Gamer Rating: 1d8

Pirates of the Caribbean – The Curse of the Black Pearl
Walt Disney Pictures

A good fit for the *RuneQuest: Pirates* setting and sourcebook, the 2003 blockbuster hit *Pirates of the Caribbean – The Curse of the Black Pearl* was the first of three excellent movies that I would recommend to anyone that enjoys swashbuckling and the mythic adventures of fantasy-sail genre. With enjoyable characters, fantastic acting and more than its fair share of plot twists, *The Curse of the Black Pearl* is a great movie and the start of a better franchise.

The movie itself is based around the somewhat bumbling adventures of Captain Jack Sparrow (portrayed unerringly by Johnny Depp), Will

Turner (Orlando Bloom) and Elizabeth Swann (Keira Knightly). These three unlikely allies – a pirate, a blacksmith's apprentice and a politician's daughter respectively – get caught up in the sea-spanning search for the infamous Black Pearl, Sparrow's old ship and current home to a dark and sinister crew.

This crew, in epic fashion, are in search of all the pieces of stolen cursed gold that they had foolishly taken long before the movie's tale

begins. This crew, who are led by their brutal captain Barbossa (played by Geoffrey Rush), need to find all of the pieces to break a curse laid upon them. The search for these coins puts Elizabeth in their clutches, sets Turner on their trail and opens Sparrow's eyes to a much larger enemy against all pirates – maritime civilisation. The events that take place as the movie progresses are both comical and spooky, doing a very good job of sprinkling a healthy dose of myth and fantasy into the film while keeping a real sense of danger and realism in the characters themselves. Between undead sailors, compasses that point to objects instead of north and Aztec curses based on stolen gold; there is a lot of building blocks for great adventures.

Pirates of the Caribbean – The Curse of the Black Pearl is a startlingly good movie loosely based on a Disney theme park ride and one that made this reviewer and game designer want to run a pirate-based game. It showed me how a good coast or pirate campaign could evolve from a simple run in with some scruffy pirates or the local magistrate's guards into something far grander. You might not see the gaming potential in the movie like I did but you should enjoy it nonetheless.

Oh…and the movie has a monkey in it doing people things. That always scores points with me.

Gamer Rating: 1d10

The Incredible Hulk
Marvel Enterprises

Very sceptical after Ang Lee's botched attempt at a Hulk movie back in 2003, when a new *The Incredible Hulk* movie was announced for its 2008 release…I did not get my hopes up. I cannot say how unbelievably and pleasantly surprised I was. It has become the bar to which I set all other comic book movies (but not graphic novel movies; which I group separately). This movie is what I wanted and more out of the Hulk.

Paying homage to all forms of the Incredible Hulk story in a variety of ways, the movie contains cameos by Stan Lee, Lou Ferrigno and an image of the original television Banner, Bill Bixby. The opening sequence is a modified version of the television opening, telling the tale of Bruce Banner becoming the Hulk in a quick and seamless fashion. Even the original show's theme song, '*Lonely Man*' is used as background music. Comic book fans will see cameos by characters such as the Leader (before his gamma-transformation) and Tony Stark (played by *Iron Man*'s Robert Downey Jr.), meshing it well with other 2008 Marvel Enterprises movies.

Unlike so many other comic book movies that feel the need to invent new enemies, new origin stories or characters, *The Incredible Hulk* looks at the simple things that made readers love the original story and adapted it. The main story is about Bruce Banner (Edward Norton) trying to learn how to keep his rage in check to stave off the monster he turns into. He unfortunately cannot do so forever and is forced to go back to

where it all began in order try to find a cure for his condition. In this movie his main enemy is the forces of the U.S. military hired by General Ross and all of the technology he can give them. In the lead of his anti-Hulk forces is Emil Blonsky (played by Tim Roth of *Reservoir Dogs* and *Rob Roy*), who is given an experimental treatment to hopefully make him capable of fighting the Hulk – which it unfortunately does. The movie is all about Banner versus his own rage as much as it is Hulk versus U.S. Army/Blonsky, which is exactly what the original Hulk comics were

all about.

What does this movie have to do at all with gaming? Let me tell you. If someone has ever played a D&D game with a monster that has a 25 Strength or a *RuneQuest* giant thing that can crush stone in its hands, then they might have wondered what sort of narrative collateral damage such a powerful being must inflict when it does battle. When the Hulk fights against jeeps and tanks and later against an equal in size and power, the world around them suffers tremendously from missed attacks, two-ton jumps or hurled vehicles. The entire time I was watching these battle scenes, I could not help but think in the back of my head, 'How can I add this sort of thing to a game system?' I have not quite figured it out yet but do not be shocked when one of the Mongoose games gets rules for super powered titans wrecking their surroundings as they fight.

Regardless whether or not you find any gaming relevance in *The Incredible Hulk*, I highly recommend it to comic book fans, movie fans, action fans…and anyone who thought Ang Lee's *Hulk* had ruined the character for all time.

Gamer Rating: 1d20

The Legacy of War
Episode 4: Burried Dreams

by Simon Beal

TRAVELLER   *TRAVELLER*

Episode Date: December 22nd 2266

"There's your pure world, your perfect world."

Jeffery Sinclair "Infection"

News Reports

The missing ships story gains more momentum:
"After heated debates between the ITU, IPX and Earthforce, an EA vessel has been dispatched for a search and rescue mission to find the Columbus and the other civilian vessels that have gone missing. Officials suspect a new Raider group is preying on vessels out near the rim and have denied reports of the so called 'Ghost of Hyperspace' that is rumoured to have been seen in those areas."

Background

Whilst the players were enjoying some much needed R & R, the other team from Ancient Wonders have been on Ikarra VII. They have already uncovered some ruins and made several discoveries based on the information learned from Kandar III.

Meanwhile, the Drakh are planning to attack Earth with a Shadow Death Cloud. Although they are confident of a victory, they are not stupid and have a backup plan should their main assault fail.

The backup plan is to release a deadly plague that will wipe out any humans left alive after their assault on the planet, who will hopefully spread it to the other Human colonies. Shar'Nar realises that the players may have some old research data about the plague from Kandar III that is very similar to the plague they intend to deploy on Earth.

The virus Seth placed in the Star Dancer's computer systems was only programmed to remove information about the Drakh; any other data will still be available. So it is important that no information exists about the plague should their backup plan need to come into effect.

With the attack on Earth imminent, Shar'Nar is only accompanied by a few other Drakh. Their task is to find out what the players know who else knows it and then eliminate anyone with that knowledge.

When the first team head out to Ikarra VII, it provides a perfect opportunity for the Drakh as they are isolated and a long way from home. Shar'Nar is accompanied by five soldiers.

Mission Briefing

Chen will start with an introduction:
"First of all, I'd like to introduce you to Philippe Darabont, your new crew member sent by Mr Garibaldi"

Philippe nods at the players. If the ship already has a full compliment then someone will have to stay behind. Chen may make a suggestion or leave it to the captain to decide.

This is also a good opportunity to bring in a new player if required. They can either play the part of Philippe or create their own character if they prefer (just make sure build in some background with Garibaldi).

Philippe Darabont
Str: 10 (+1), **Dex**: 9 (+1), **End**: 11 (+1), **Int**: 7 (0), **Edu**: 10 (+1), **Soc**: 10 (+1)

Skills: Athletics (Co-ordination) 1, Computers 1, Deception 1, Drive 0, Gambler 0, Gun Combat (Energy Pistol) 1, Investigate 0, Language (Drazi) 1, Melee 1, Persuade 1, Recon 1, Stealth 1

Equipment: Travels light, so just has the essential tools for his skills and a weapon if appropriate.

Information: Philippe is of average height and very tanned (from spending a lot of time in the

sun). He has short dark hair and about three days growth, which doesn't quite make it to full beard status.

He is a man of few words, allowing his actions to speak for him. He will engage in conversation if asked a question. His answers tend to be short and to the point.

Philippe spent several years on the Drazi home world where he met Garibaldi through a mutual friend, Tafiq Azir (from the Season 5 episode "The Ragged Edge"). Philippe is now a trusted friend of Mr Garibaldi. They both share a dislike of telepaths and he was Garibaldi's right-hand man during the telepath crisis. Philippe has devoted much of his time learning to resist scans making him a great asset in situations where telepaths are involved.

Once the introductions have been made, Chen will continue with the briefing:

"As you know, our other team have been on Ikarra VII for a few weeks now. I thought everything was going well until I received this transmission from Captain MacLean. Some of it is garbled but it is clear they need some assistance."

Give the players the handout of the transmission recording and allow them some time to read the transmission and attempt to work out what the message said. Chen will then continue:

"It sounds like they need some assistance. I want you all to go out there and find out what is going on. We can't afford many more disruptions to our work."

Handout - Transmission Recording

From: Clive MacLean
Date: December 18th 2266
To: Chen Wing

<static>

We are <static> problems <static>

<static>ere found <static> information <static> <static> <static> gone missing <static> <static> from the co<static>s

<static> <static>PX <static> they <static> <static> one is on <static> few of t<static> <static> blow<static>

I'm <static> on but <static> help h<static>

<static>

<end transmission>

Preparation

If the players do any background checking before they leave, they will discover the following information as appropriate:

- Breathing masks are required for any prolonged exposure.
- Ikarra VII used to be thought of as a dead world.
- Natural decay has left little remains of the Ikarran civilisation.
- It is been looted so many times that nothing of interest remains.
- Eight years ago, some organic technology was found there (see below).
- Many people have returned to look for more but nothing else has been found.

The Ikarran Warrior on Babylon 5

Some players may be familiar with Ikarra VII from the season one episode, Infection. However, it is unlikely their characters will know since it happened eight years ago. If the players do some digging or they have any contacts, they can find out what happened:

"On April 6th 2258 there was an incident on Babylon 5 where some organic technology retrieved from Ikarra VII bonded with an archeologist and created a warrior of awesome power. This bio-organic weapon was extremely dangerous and virtually unstoppable."

The players may also discover that once the warrior was defeated, the technology was taken by Earthforce's bio-tech division for further study. However, any further details are classified and will be unavailable.

Ikarra VII

The journey to the Ikarran system takes four days through hyperspace and a further two hours to Ikarra VII. Due to much of the terrain being buried under soft sand the crew must find a safe spot to land the ship. The other team's ship can be found by scanning the surface.

Planetary Conditions

The planet consists of many desert areas and over the last 1,000 years the sands have been blown over the neighbouring regions. From the air it will look as if most of the planet is a desert but digging down a short distance will reveal the dry earth and rocky terrain beneath.

Ikarra VII is a warm planet with large desert areas. The atmosphere is low in oxygen and although the air is breathable for short periods (1/2 hour), prolonged exposure or high activity will require breathing masks.

Ikarran Wildlife

Most of the plant life on Ikarra takes the form of cacti and although not abundant, they can be seen scattered in most areas of the desert. The cacti do not seem to adhere to any particular season and there are always some that have flowered and some that have not. The flowers are usually yellow but occasionally pinks and oranges can be seen.

Although, not very tasty, the juice of the cactus is drinkable and also acts as an antidote to the poison of sand snakes (see below).

There are also a variety of animals and bugs that roam the deserts. Most will not be of concern to the players but there are two which may cause the players a few problems which may be encountered at the GMs discretion.

The Ikarran Mosquito

Similar to the Earth mosquito, these small insects feed off blood, causing inflammation. Once on the planet, each player should make a D6 roll. On a roll of 1 they will be harassed and bitten. During the first hour, the bites will itch. After an hour the bites will be visible and more painful requiring the player to make an Endurance roll or suffer a -1 penalty to all rolls for the next 2 hours.

Sand Snakes

These snakes are quite small and their skin is almost identical to the sand in colour and texture. The only way to spot them is to see the movement of the sand as it is disturbed in their wake.

To spot a sand snake approaching requires a Recon check (DM -2). When within 1 foot of the target, the snake will attack with Melee 2 for 1D4 damage. A successful bite will also infect the target with a paralysing poison – the target must make an Endurance check (DM -2) or the poison takes effect, paralysing the body for 2D6 hours.

The initial bite (approx. 2cm in diameter) will take enough flesh to sustain the snake for about four hours, when it will come back for another bite and the process begins again. Although the poison itself is not deadly, the victim will usually die from lack of oxygen and/or damage from the continual bites.

The only cure for the poison is to apply the juice of a flowering cactus to the wound. Once applied, the paralysing effect will begin to wear off after 20 minutes.

History

Ikarra VII was the home world of the Ikarran people. They became extinct over 1,000 years ago leaving little evidence of their civilisation. They were an advanced space-faring race who used organic technology (aided by the Shadows).

The Ikarrans had a history of being attacked (again, provoked by the Shadows) so to combat these invasions, they created 12 warriors by using organic technology to graft weapons and armour to living beings.

The warriors were encoded with the brainwave patterns of the head researcher to kill anyone who was not 'pure Ikarran'. Unfortunately the definition of 'pure Ikarran' was one based on ideology, not science. Once their enemies had been destroyed, the warriors turned on their creators and wiped out their entire race.

The Expedition

The core expedition team consists of Captain Clive MacLean, Professor Felix Hartley, Gemma Coleman and Mokar. The players should have already met these people in the previous episode.

Professor Randall Lomax and Beth Rowley (from episode 2) have also joined their team but their loyalty still has to be proven.

The Alpha Site

The team have set up their primary camp a short distance from their landing site, which borders the desert to the west. The camp consists of a single sealed shelter. This shelter is mainly used as a meeting and mess area due to the lack of room on their ship (the entire team sleep in their quarters). All studying and scientific work is done at the Beta site.

All shelters, both here and at the beta site have radios allowing the team to keep in contact with each other. They are also connected to O2 filters that extract oxygen from the air. Oxygen canisters for their breathing masks can also be refilled from these filters. It takes approximately ½ hour to refill each canister and only one per shelter can be refilled at a time.

Civilian Trader "Searcher"

Captain MacLean's ship is called the Searcher. It has the same basic modifications as the Star Dancer but does not have the additional weapon mount. The ship has a variety of equipment on board including survey and digging tools, an expedition rover and flat pack shelters.

Meeting the Team

When the players arrive at the alpha site, the team will all be in the shelter. The raised voices can easily be heard from outside the shelters.

The players have to go through a simple airlock to gain entry to the shelter and once inside the voices will die down as the expedition team notice the new arrivals. The shelter is already quite cramped and it will only fit another two people inside. Cooking facilities are located around the edges as well as two computers. The team are all standing round a large table littered with cups and data pads.

Everyone is present, except Captain MacLean. If the players ask where he is, they will all look at each other until eventually Professor Hartley will inform the players that the Captain has gone missing. Once things have settled things down, Professor Hartley will explain some of what has happened. Now he knows the players, he is a little more friendly towards them than their previous encounter.

"Two days ago I discovered some ruins based on information contained in the data crystal. After the first day on the dig, we came back to discuss our findings. That was when we discovered the information had been deleted from the computers and that the data crystal had gone missing. The only people here at the time were that Captain and Beth. Now I know the Captain can be trusted so…"

At this point, Beth will cut in with a raised voice.

"Look, I said I haven't touched it. Don't just blame me because I used to work for IPX, that's just absurd."

She is clearly upset about this and immediately everyone starts shouting again - words such as "murderer", "thief" and so on, can be made out.

Any Sense Motive or telepathic scans made on any of the team at this point will reveal that they all seem to be as innocent as they claim to be.

If players question them further, some possible answers include:
- The Captain was last seen this morning about four hours ago.
- The Captain decided that the dig should continue whilst he and Mokar investigated the missing data.
- There was no set plan to the groups. Some people would stay here while others worked on the dig.
- We think the Kandarran's planned to target the building in one of their attacks but we're not sure if they succeeded or not.
- The building seems to be a laboratory, most likely some kind of weapons research.
- Everyone comes back here at the end of each day.

The Bad Transmission

If the players ask why the original transmission was so garbled, the expedition team will not know what they mean; they assumed it had been sent without any problems.

With further investigation and a successful Engineering (Electronics) check, the players will discover that the communication system on the ship has been sabotaged. It can be fixed with another Engineering (Electronics) roll.

What Happened to Captain MacLean?

The Captain can be found with a Investigate check (DM -1). He is about ½ mile west of the alpha site in plain site and has been paralysed by a sand snake. Depending on how long it takes to find him, he may already be dead (GM's discretion).

If he is still alive he will need oxygen immediately. A Medic check must then be made to bring him round (modify as you see fit depending on how long he has been unconscious). Once he is conscious, he will also require water.

Checking the Body
His body can be examined for clues. An Investigate check can be made to determine the details of his injuries. He has two bite marks on his left leg (or more depending on how long it takes the players to find him) and a bruise on the back of his head.

Questioning the Captain
If the Captain is revived, he will be very groggy and remember little of what happened.

"I was just coming out of the shelter and I thought I saw someone entering the ship. I'm not sure who it was; I just caught a glimpse of them. It seemed odd since as far as I knew, everyone was either at the beta site or in the shelter I just left.

I went on board to see who it was. As I boarded the ship I felt something hit my head from behind and then I blacked out."

If the players question/investigate who was where that morning, they will learn the following:
- Captain MacLean and Mokar were in the shelter at the alpha site.
- Professor Hartley, Gemma, Professor Lomax and Beth were all at the beta site. They were all excavating or working in different areas so no-one knows if anyone left the site.

What Really Happened
He was in fact knocked unconscious by Shar'Nar (hence the bruise), taken away from the alpha site and left for the snakes so it looked like an accident.

Shar'Nar had to do this, thinking that the Captain saw him take the data crystal from the ship. Shar'Nar wants to keep his presence a secret until he has found out what Ancient Wonders know and exactly who knows it.

The Beta Site
A secondary camp has been set up near to the ruins they discovered. The site is approximately 17 miles east of the alpha site and the journey takes about 20 minutes in the expedition rover. The camp consists of two shelters similar to the one at the alpha site. Both shelters have the same type of O2 filters attached.

The first shelter is used as a study area and is equipped with a full laboratory for analysing anything they find. It includes computers, microscopes, work areas, vials and containers. A large table dominates the middle of the room with a large hand drawn plan of the ruins covered in markings and notes.

The second, smaller shelter is used as a mess room and has a small supply of food and cooking equipment. It also doubles as a storage area for spare oxygen canisters (for breathing masks) and any items not currently being studied.

Cataloguing Items
Once an initial study has been done, items are catalogued and stored back on the ship. Some items are kept here for further study and there are two distinct types of technology. The most common is similar to Earth technology from 100 years ago but there is also some organic technology that seems out of place.

There is currently a selection of items which appear to have been used for scientific purposes (parts of microscopes, test tubes etc). However, the one thing that stands out is the data scanner.

Data Scanner
The data scanner is roughly square in shape with rounded corners and edges. It is approximately 6cm long, 5cm wide and 2.5cm high. The skin is dark brown with a mottled pattern. Scans will reveal the material to be organic in nature but it is by no definition "alive". It has no power source as it is powered externally by whatever device it is connected to.

The Ikarrans designed this device to act as an interface between organic technology and more conventional computer equipment. Certain areas are pressed to transfer data and the device responds with pattern changes on its skin

The scanner has been damaged by the rubble it was buried under but some data can be salvaged from it. It will take several days to repair and interface the device with a standard computer. This will require an Engineering (Organic) check (DM -2).

The data recovered from this device is the basis for the next episode.

Handout - Map of Ruins

The Ruins

For a map of the ruins, please refer to the handout. The players can have this handout once they have retrieved the plans from the shelter at the beta site.

When the team first discovered the site, most of it was buried under rubble and sand. Most of their time on Ikarra has been spent uncovering the ruins and it is only recently that they have been able to retrieve any items of interest.

Very little of the original structures exist but some low sections of wall still remain. The team has excavated enough to reveal an area which has the remains of two distinct buildings and a road along side.

The Laboratory

From some of the artifacts recovered, one of the buildings appears to have been a laboratory of some kind. More items have been found here than in any other part of the dig site but most seem to be tools and equipment.

The Perfect Ikarran

The statue was tribute to the purity of the Ikarrans. This 10 metre sculpture depicted "The Perfect Ikarran".

There is some writing engraved in the stone at the base of the statue. Some of it is worn away but with a successful Social Sciences (Linguistics) check (DM -3) it can be translated to "Perfection is Victory" (one of the three Shadow principles).

Encounters

Now the stage has been set, any or all of the following encounters may happen at the GM's discretion.

Warrior Unleashed

An Ikarran warrior device is found in the ruins near the north wall of building 1 (which was correctly identified as a laboratory). This is the prototype warrior and therefore not quite as powerful as the 12 production models that wiped out the Ikarran civilisation.

The device can either be found by one of the players (if they are helping to excavate the ruins) or by one of the NPCs. When discovered, only a portion of it is revealed from under the rubble. It has been buried for a thousand years so it is firmly wedged under the rubble and care must be taken to remove it.

The device is activated when it comes into contact with someone (see below), so careless removal or handling will trigger the device. Anyone with prior experience of Shadow technology should know that this is a common trait. If care is taken, then the device will most likely be taken back to the camp or one of the ships for further study.

Studying the Device

It is triangular in shape with rounded corners and edges. It is approximately 15cm long, 10cm wide and 4cm high. It is covered in a dark speckled skin which looks similar to many other Shadow devices. On the top surface are two green cigar shapes forming a "V" (but not touching each other). These are made of a translucent rubbery substance.

The device is difficult to study. It does not emit any kind of power signature, although biological scans will reveal that it is organic in nature, even though it does not emit any life signs. This will be quite puzzling as it is unclear as to how this device is actually alive as it gives no readable signs of life.

The only other time the device will have any type of reaction is if it is in very close proximity to a living being. It can sense body heat and electromagnetic energy within 2cm at which point the skin pattern will slowly start to shift.

Activating the Device

If the device comes into contact with anyone (either bare skin or through thin material), it will become active from its dormant state. A telepath wishing to scan the device can only do so by direct contact, at which point it will activate in the same way.

Once contact has been made, the device will try to gain control of the host. Only a successful Endurance roll (DM −4) will resist the effect. When the device has control of its host, it will command the host to place the device on their chest and the bonding process will begin. The device will then sink slightly into the host's body as tendrils start to weave across their skin, slowly covering them in exoskeletal armour.

As the device takes control, it changes its host who will get stronger and stronger, slowly turning into the warrior pictured above. Every hour for the next five hours, the host gains the following cumulative bonuses:

- +1 Str, +1 Dex, +1 End
- +0.5 (round up) Gun Combat (Energy Pistol)
- +2 Armour
- +1D8 energy blast

In addition to this, the host is also able to self heal at 1 point per round.

Even though it will be very powerful when its transformation is complete, its first instinct is to find somewhere safe for the change to complete its course. It will only attack people if they get in its way or it feels threatened.

Battle of Wills

The host will be aware that they are being controlled and will feel like they are a passenger in their own mind. They will be unable to break free of the control it has over them but they can try to resist and slow it down.

Whenever the warrior is distracted (such as being attacked), the host can make an Endurance check and if successful the warrior is unable to act that round, giving the other players a better chance to subdue it. As the bonding takes effect so does the control it has over the host and every hour the host gets a –1 penalty to his Endurance check.

If any of the players try to talk or reason with the host, a successful check on an appropriate social skill will give the host a +1 DM to their Endurance check.

Telepaths

As this device is based on Shadow technology, it is vulnerable to telepathic attack. Any telepaths in the party can attempt to paralyse the device with a Telepathy check (DM –2). If successful, they must maintain the effect by making a Telepathy check every turn.

If a telepath has bonded with the device, they can still attempt to block it but they get a penalty of –2 to their Telepathy check. The device is not able to use any of the host's telepathic abilities.

Defeating the Warrior

There are two ways in which the players can defeat the Ikarran warrior:
- Subdue the host – The host can be subdued as by knocking them unconscious, injecting

a sedative (within the first hour only) or by using a telepathic block (as detailed above).
- Destroy the device – With well aimed attacks (-5 to attack roll), the device can be targeted and destroyed. If the attack misses the device but would hit without the penalty then the host is hit instead.

Once the warrior has been defeated, the effects of the bonding will start to wear off as the armour decays and fall away from the host body. The device will also detach itself and will fall off. This process will take approximately ten minutes.

If the host survived the experience, there will be some residual effects from the encounter:
- Wounded – Once the host's characteristics return to normal, any excess damage will remain on the host.
- Tissue scarring – Where the exoskeletal armour fused with the host, it will leave black pock marks on their skin. These will look like large black freckles and will be more pronounced the longer the bonding was in effect. These scars are permanent.

Control Nexus

This will be discovered in the laboratory ruins. It looks like a large egg and is dark in colour. It is based on the Shadow Pilot Pods which are used to control technology (as seen in the season 5 Episode, Movements of Fire and Shadow).

However, this modified pod is much more dangerous than its predecessor as it can automatically take control of a vessel by bonding to any nearby technology and taking over the control systems.

Once in control, the device will attempt to take the vessel to the nearest Shadow base or outpost allowing the Shadows to study the race and its technology. These outposts would often be Zener space stations where they would study and experiment on both the vessel and any occupants it may have.

The purpose of this is to bring alien technologies to the Shadows so they could assess what races were worthy of their attention (or destruction). To this end, the device would also listen out for Shadow communications and could be controlled by any nearby Shadow vessel.

This particular device has been planted here by Shar'Nar for his own nefarious purposes (see below). When found it will be in a dormant state. It will only activate when someone with enough knowledge connects it to a power source, at which point it will begin to bond with any nearby technology.

Studying the Device

Anyone with knowledge of Shadow technology will easily determine its origins once they begin to

analyse it. It does not respond to telepathy but an Engineering (organic) check (DM -1) will reveal that it is inert and requires a power source to activate. Its purpose cannot be determined until it has power, at which point its purpose will become quite obvious.

Activating the Control Nexus

If the players do not activate the Control Nexus then one of the original team may unwittingly activate it or Shar'Nar may convince someone to do so (see below).

Once activated, it will start to take control of the ship and eventually take off. It will take over one system at a time so the players will need to be quick to stop it taking over completely before it takes them into hyperspace.

Tendrils will emerge from the egg and start connecting to the nearest computers systems. It will need to be connected with a power source before it can activate. This prevents low technology races from being affected by it but more advanced and curious civilisations will connect it up.

The purpose of this is to take the ship into hyperspace and alert the Shadows that that race are advanced and might be worthy of attention.

The Ghost of Hyperspace

If the ship is taken over by the Control Nexus and enters hyperspace it will be detected by the vessel that has been prowling hyperspace. This vessel is a Shadow Stalker, an attack vessel engineered by the Legacy Group and based on their Shadow Hunter design (as seen in the Crusade episode, The Path of Sorrows).

This will create an interesting situation as the controlled ship will relinquish its control in the presence of what it perceives to be a Shadow vessel. Although the Shadow Stalker has been commanded to destroy any vessel it encounters, it is still based on Shadow technology and therefore will not attack its own kind. It will therefore detect a Shadow presence but it has no programming to deal with this situation and so will not attack.

There will be a stand-off where the ships will study each other for a few minutes and some type of communication is exchanged between them. The Shadow Stalker will then turn around and head into hyperspace (off the beacons).

You can use this encounter to scare your players but give them a way out if luck has not gone their way. During the encounter and for a short time after, the players will have a chance to disconnect the device and re-establish control of the ship whilst the device has relinquished its control over the ship's systems.

Shadow Striker			Tons	Price (MCr)
Hull	15 ktons 2 sections each	Close Hull 100 Structure 100		–
		Partially Streamlined		–
		Atmospheric Seals		–
Armour	Bio-Lattice	14 pts	2,500	–
Jump Point Generator		Shadow Phase Generator (Jump 6 equivalent)	3,000	–
Manoeuvre Drive		Thrust 5	3,500	–
Power Plant	Bio-Fusion	Rating 9	4,000	–
Bridge		Hardwired Command Couch	500	–
Computer	Core / 9	Rating 100		–
Electronics	Ancient	DM +4	10	–
		Survey Sensors	10	
Weapons	Spinal Mount	Molecular Slicer Beam (see *Warships of Babylon 5*)	2,500	–
Fuel	2,520 tons	Two Jump 6 – Four Weeks of Operation	2,520	–
	Internal Fuel Generation	Full Refuel in Two Days	5,000	
Software	Manoeuvre/0			–
	Intellect			–
	Library			–
	Auto-Repair/5			–
	Evade/3			–
	Fire Control/2			–
Total Tonnage & Cost			23,540	Priceless

Regaining Control

To regain control of the ship, the device must be destroyed or disconnected from its power source. Its control over the ship can be slowed down by diverting various systems. This requires Engineering (Electronics) checks (DM -1) and Computers checks (DM -1).

The device will protect itself by attacking anyone nearby. Its defense mechanism fires blasts of electricity from the systems it has connected with doing D6 + 1 damage for each minute it is connected (max +8). Once the device has been removed, the tendrils will retract or simply release if it was destroyed.

Connecting a Scanner to the Nexus

The players may try to connect the organic data scanner to it to retrieve any information that may be on there. The nexus must be powered in order for them to do this so they will need to be quick and make sure the nexus does not attach to any other systems during the process.

There are two types of data they can get from the nexus, both of which will be in the language of the Shadows:

- **Navigational data** – a map of known destinations will be present which currently consists of various Drakh holding areas in hyperspace. The type of data will be easy to deduce but translating the actual locations is very difficult (DM -6 for each location).
- **Communications data** – the device will periodically attempt to make contact with any nearby Shadow or Drakh. It will also respond to any incoming signals. Emulating the communications cannot be done as it still requires the intelligence provided by the device to communicate properly.

Isolating the Control Nexus

If the players encountered the Shadow Stalker, they may come to the conclusion that when the control nexus was connected. The ship seemed to recognise them as a Shadow vessel. If they could isolate this function of it then it could come in handy if they encounter anything similar.

It will take some time to do this and a great deal of care must be taken to avoid it taking control again. The technology is way beyond the understanding of anyone in the party but if it is connected to an isolated power supply and computer system, it will emit the signal identifying it as a Shadow vessel.

The device must be sufficiently protected to avoid it breaking free and taking control of the ship again. As well as placing it in a tough container, it should also have its own independent power supply, which is rigged with a cut off switch.

The device will always break free given enough time so it will need to be monitored when in use. The time it takes to break free will depend on the precautions taken whilst setting it up. This can range from a few minutes to a several hours at the GM's discretion.

Shar'Nar

Once Shar'Nar knows the Star Dancer has arrived, he will make his move. A keeper will be attached to someone so he can monitor and find out who knows what. Once he has found out what he wants, he will use that person to start killing the others, until the numbers are small enough for his soldiers to finish the job.

He would not have destroyed the crystal yet as he was analysing the data to see what knowledge could be gained from the Kandar III data.

Playing the Sides

Shar'Nar has studied all the crew of the Star Dancer as well as the Searcher team. If he thinks any of them can be bought with the promise of technology, he will approach a player or NPC in secret and try and get them to work for him. He will then encourage them to use the Control Nexus if they have not already.

Confronting Shar'Nar

Once the players figure out what is going on, Shar'Nar will head to his ship and make his departure. However, the players should have the opportunity to follow. He flies a Drakh Raider (detailed in *Warships of Babylon 5*) which is evenly matched to the Star Dancer, making for a good space battle.

If they prevent him getting to his ship, the only words they will get from him are:

"You are too late, it has already begun."

Shar'Nar has little to do with the story after this encounter. If he survives then he will go into hiding with the rest of his kind and no doubt plot his revenge.

Disaster in the Ruins

Some of the ruins collapse and some of the archeologists get trapped. They ask the Star Dancer crew to help. Several of the archeologists will need medical attention and those trapped are in danger of further injuries as other parts of the ruins are about to collapse.

To make things more interesting, you can have this happen at the same time as one of the other encounters. This will make it more difficult for the players and they may need to split up to deal with the various situations happening around them.

Returning Home

If Captain MacLean was killed, no-one else on his team can fly the ship. Hopefully one of the Star Dancer crew can pilot the ship back to Babylon 5, if not everyone will have to share bunks on the Star Dancer.

Tragedy

As the crew head back to Babylon 5, they hear the news that Earth has been attacked by the Drakh. The attacking fleet was destroyed but Earth has been infected with a virus. A planetary quarantine is now in effect.

On hearing this, the players may wish to help in some way. This could be transporting refugees (e.g. those who are now unable to return to their homes or pilots injured during the attack) or any other assistance they can give.

They may also wish to check up on family and friends who would have either been involved in the defence or those who were on Earth at the time of the attack. Due to the amount of communications to and from Earth, reaching someone there will very difficult.

Daltron VII

If any of the players had some connections with Daltron VII they will not be able to contact anyone there. If they go to investigate they will discover that the planet's surface is covered in craters (from the death cloud missiles) and no survivors will be found. Anyone with knowledge of the Shadow war may recognise the impact patterns being made by a death cloud.

GM Note

Once the attack on Earth takes place, the Legacy Group will realise that the Drakh have been using them. After rooting out all the Drakh agents, they will have a renewed sense of purpose, knowing that their work is now more important than ever.

Arriving at Babylon 5

There is a lot of traffic at the station. Many vessels carry refugees with nowhere to go and others are shipping people out to anywhere that will have them. Some people have come to offer their services to help in whatever way they can, whilst the those who are not so ethically sound have arrived sensing an opportunity in people's time of need.

In a word, it is chaos. All communication channels are buzzing with activity and ships are queued up as C & C juggle the vessels in and out of the docking bays.

It will take several hours before the Star Dancer is cleared to dock. Chen will manage to get a message through to the captain saying he is to come to his office for debriefing.

Once the players dock in the station, the chaos is even more evident. The arrival and departure lounges are crammed full of confused and scared people with nowhere to go. It is a harrowing sight to see so many people who have lost so much.

Trying to negotiate the crowds is very difficult and unpleasant. As the players make their way through the throng of refugees, people will be shouting and begging to help them find family or passage on a ship.

Mission Debriefing

While most of the players will probably head straight for their quarters or the bar, the captain must first fulfil his duties. The debriefing session will vary depending on what happened on Ikarra VII and which encounters they did. Chen will simply ask the Captain to recount the events and describe what items were found.

Ending the Episode

The episode ends after the Star Dancer arrives at Babylon 5 and the captain has debriefed Chen. The players will have several weeks before their next assignment.

Next Time in the Legacy of War

Mr Garibaldi gives the players a new mandate, to help find a cure for the plague. They are sent on a risky mission to find a lost Ikarran colony out beyond the rim and encounter more than they bargained for.

BIO-IMPLANTS – INSPIRED BY NATURE, BUILT BY MAN

Article written by Matthew Keevil

Additional design and illustrations by James Norbury

Views on Biological Augmentation:

'I don't see what the big fuss is about, my parents made sure I was gene-sculpted before I was born and I'm glad they did. With all the weird mutagens, radiation and toxins in the atmosphere since the corporation wars who knows what could have happened if they didn't? I just think all the legislation is one more way for the UIG to keep us under control, it's a well known fact that the healthier and stronger a population is the less likely they are to listen to monolithic authority.'
- Michael Wood, E.I. Citizen, Manchester Spire.

'Bio mods are another way to be tactically diverse, in my line of work that can save your life. Over-rely on one thing alone and you may as well just put a gun to your head and end it now. I've seen Agents in the field who were so cybed-up they thought they were invincible, 'till some punk with an EMP cannon showed them just how mortal they really were. I've been there, my bio-implants saved my life. I think I'll leave it at that.'
- Jake Neumann, Western Federation UAS Agent.

'The creator gave man arms so he may toil, legs so he may walk and a mind so he may pray. What folly is it then, given such gifts, to covet venomous fangs? The serpent of Eden had such trifles and they did not spare it from the wrath of God, neither shall they spare those who would defile the temple of their bodies with unclean and unnatural flesh.'
- Brother Melchia, Deacon of the Order of the True Faith.

'The strength of a bear; the speed of a cheetah; the endurance of a bull … all of them nothing compared to you!
Introducing the new WildThing™ *range of bio-implants from Gemini, giving you all the power of nature!*

[Montage of nature films inter-spliced with human test video: a gorilla beats its chest, a man lifts a chair with a scientist seated on it one-handed, a gazelle outruns a lion, a woman is seen breaking through a finish-line tape etc. The scene-cuts and music become faster before reaching a crescendo.]

Interested? Then come on down to our offices and see if WildThing™ *is right for you.*
Gemini, perfecting your life.'
- TV advertisement for Gemini's *WildThing™* range.

'What do I think about bio mods? Are you kidding me? Listen bro, I've actually seen what the Malenbrach look like under that armour, if you ask me we don't regulate it nearly enough."
- Officer Ward, UIG Common Residential Officer.

Biotechnology

In the world of Corporation, biotechnology is an accepted part of life. With the protected status of all natural wildlife and vat-grown multymeat replacing the real thing in most people's diet, it has even become an everyday convenience. In the spire cities it is even more common and accepted; almost all spire-dwellers are genetically modified prenatally to improve their health, lengthen their lifespan or simply to provide their parents with the blue-eyed boy they had always wanted. While extensive gene-shifting is still distrusted and heavily regulated by the UIG, biotech is increasing in prevalence, even replacing older, more tried-and-tested technology, which biotech proponents such as the Gemini corporation derogatorily refer to as 'Deadware', both in reference to its inorganic composition and in their eyes, obsolescence. Even the UIG themselves, long-time persecutors of genetic technology, still employ it in the creation of their monstrously enhanced Malenbrach shock-troops. One area that has seen much

expansion into by biotech is augmentation, while there are a squeamish few who find the idea of organic implants unpalatable; for the most part the promise of discreet and self-maintaining augmentations is well received.

For more information on biotechnology in the Corporation world and the Gemini Corporation, see 'The East Bank' and 'Machines of War' supplements.

Bio-Implant Rules

Bio-implants are treated much like cybernetics with the exception that in place of a Condition level and an EMPS rating they have a Health level and a Resistance rating. EMP cannot damage bio-implants but certain toxins and other hazards can.

If exposed to something that might reduce their Health level, bio-implants resist with a 'Resistance + Endurance' roll using the Endurance of the implanted character. In the case of toxins that do not ordinarily allow a resistance roll they still successfully resist if their XS on this roll exceeds the toxins Potency.

Default bio-enhancement Health is 10 and Resistance is 7.

Toxins that deal damage, such as Autolamine and Lambanic Acid cause bio-implants to lose 1 Health level in any round their user is damaged by it. Toxins that cause unconsciousness shut down bio-implants for the duration of the effect as though they had been ordinary cybernetics struck by EMP. Implant resistance rolls are run after the users own. All other types of toxin do not effect

bio-implants, their biological systems are simply not complicated enough to be harmed by them.

Lost Health levels are recovered at a rate of 1 per week, though if the implanted character regularly uses R-Drug (such as Agents) this is increased to 1 per day. Bio-implants do not otherwise require maintenance.

Example - Agent Montoya of the Gemini Corporation is facing off against a group of Machina Cult initiates when one of them, cackling madly, cries 'The flesh is weak!' and fires a dart filled with knockout drugs from its wrist launcher into his chest. Montoya has Venom Sacs and two Spine Pods implanted, his Endurance is 10 and the knockout drugs have a potency of 9, very powerful and though he is in no risk of being knocked out due to his Agent enhancements there's a chance he may lose the use of his bio-implants. He rolls 'Implant Resistance + his Endurance', an action total of 17 and rolls a 7 for his Venom Sacs for a total XS of 10, exceeding the drugs potency, so his Venom Sacs remain functional. Luckily, he gets an XS of 12 for one of his Spine Pods. The last Spine Pod, however, scored only an XS of 6 on its resistance roll, three points below the drugs potency and it goes dormant for D100 minutes. Grinning to himself, Montoya pops his remaining Spine Pod and decides to show them just how strong the flesh can be.

Implanting Biotech

Implanting biotech follows the same rules as installing cybernetics with the exception that the implantation roll is

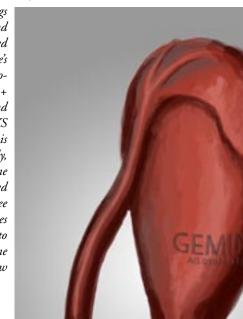made with 'Intelligence + Medicine'.

Bio-Implants

Gemini 'King Cobra' Venom Sacs

Implantation	Simple, 2 hours
Cost	8,000¢
Prerequisites	Gemini Bio-Lynx Modified Teeth (Wolf Jaw version) or Gemini 'Tarantula' Spine-Pods

A pair of modified human salivary glands keyed to your own biochemistry are implanted in your body and their ducts linked to one of your weapon-augmentations. These glands produce a Potency 7 toxin, which you are personally immune to, that does D6 cumulative damage per turn (i.e. 2D6 on turn two, 3D6 on turn 3 and so on), administered through your augment attack. They can produce a maximum of three doses of venom, returning at a rate of 1 per four hours. It is released through a voluntary muscle contraction, meaning that you may choose whether or not to release your venom when making an attack.

Gemini GeneShield Retroviral Marrowplants

Implantation	Complex, 10 hours
Cost	12,000¢

Genegineered viral factory organs are grafted into the patient's bone marrow. They release retroviruses containing sections of the patient's intact DNA sequence into the bloodstream, correcting any genetic deviations from the patient's natural template. Bio-implants are keyed to the user's genetic template and so are not affected but genetic disorders resulting from subsequent exposure to mutagens and radioactivity are immediately corrected. The patient gains a +8 bonus to resist acquiring mutations and genetic disorders, regardless of the source. Any mutations or disorders that do arise will be corrected after D6 weeks.

Gemini 'Tarantula' Spine Pod

Implantation	Simple, 5 hours
Cost	3,500¢ each

A genegineered organic weapon-pod that creates and launches a spray of chitin spines is implanted inside a skin pocket on the patients arm or shoulder. A maximum of 4 Spine Pods can be implanted on the patient's body; each one contains enough spines to fire 3 times and recovers spines at a rate of 1 shot per 4 hours. When un-deployed there is a –5/25% penalty on all rolls made to detect it and conventional weapon-scanners will not detect it at all, though contraband scanners will. Deploying Spine Pods is a free action and all may be deployed at the same time. They are considered a weapon with the following statistics;

Roll 'Perception + Athletics'

D6 Damage
Close Range
Rate 1/Implanted Spine Pod
EMP Immune

Gemini Cellulopepsic Appendix

Implantation	Simple, 2 hours
Cost	4,500¢

The patient's natural, vestigial, appendix is replaced with a vat-grown organ that functions much as a working appendix does in herbivores, allowing the digestion of cellulose but far more efficiently. The patient gains the ability to subsist on grasses, leaves and other normally low-nutrition plant matter. Due to the

Gemini Metacellular Powerplant

Implantation Complex, 6 hours
Cost   15,000¢

A tissue colony of specialised electricity-producing cells is placed in a surgically insulated flesh-pocket in the patient's abdomen along with a hidden sub dermal contact-point where electricals can plug in to draw power. The Metacellular Powerplant produces enough energy off the patient's metabolism to recharge a Hard Ion shield at half the speed it would if connected to a mains supply. Other electricals may also be able to draw power from it at the GM's discretion. In general it can power anything which requires steady, low levels of power, such as a PDA or handheld computer game but not something which requires brief, high levels of power, such as an energy weapon.

extraordinary efficiency with which the Cellulopepsic Appendix digests cellulose they only need consume around three times the mass of the food that they would normally consume daily in order to survive. Agents, with their accelerated metabolisms, derive less of a benefit from this but it still allows them to go up to a week consuming nothing but low-nutrition plant matter before the effects of starvation start to kick in. As a side-benefit, the patient need never have to worry about appendicitis.

Gemini Psi-Battery Cluster

Implantation   Complex, 1 day
Cost   5,000¢
Prerequisites   Telepath Training

Small sections of genegineered telepathic neuronal tissue are grafted into the patient's spinal column, where they generate additional telepathic energy for the patient to draw upon. Perhaps the greatest advantage of the Psi-Battery, however, is that its biochemistry is designed to be immune to psi-suppressant drugs, allowing the stored telepathic energy to be called upon even under the effects of such chemicals.

Effect

+5 TE for each Psi-Battery Cluster implanted, up to a maximum of three times for +15 TE. This TE is drawn upon after the patients own reserves are exhausted. Should the patient be affected by psi-suppressant drugs, such as psitropine, they may still make use of their telepathic powers using the TE pool provided by their implants, providing that TE has not already been previously expended. It is also the last pool to recharge if used.

Gemini 'Shark Grip' Dermal Scaling

Implantation   Simple, 1 hour
Cost   1,500¢

The skin on the patients palms are replaced with synthetic biosculpted skin bearing placoid dermal scales modelled after those found on shark skin. The scales provide a +1 bonus on climbing rolls that does not stack with climbing gloves or palm-thorns and an additional +4 bonus to resist being disarmed due to the improved grip they afford. The patient may also ignore any penalties to the aforementioned rolls resulting from having wet, greasy or blood-slicked hands. The skin on the patient's palms is also noticeably grey and rough to the touch.

Gemini 'Firefly' Glo-Skin

Implantation	Simple, 1 hour
Cost	1,000¢

A patch of bioluminescent tissue is implanted beneath the patient's skin, either beneath the palm to act as a biological flashlight or in a pattern of 'Glo-Strips' along the patients eyebrow ridge to provide light for directly where the patient is looking. In either configuration it sheds light out to around 15 yards and shadowy illumination for another 10 yards beyond that and does not require batteries or any form of external power.

Gemini-Liberty Black Nematocyte Defenders

Implantation	Simple, 6 hours
Cost	2,000¢

Key segments of the patient's skin are replaced with vat-grown tissue containing millions of stinging cells such as those found in the tentacles of jellyfish. These toxic cells are normally inert but at the patients mental command they become active, stinging anyone coming into physical contact with a mild (Potency 6) neurotoxin that induces painful muscle spasms which inflict a -6 penalty on all Wrestling/Grappling rolls with the patient. Armour provides protection against this but clothing does not, the ultra-fine nematocyte barbs will find their way through thick fabric and even pierce latex. Armour does not always provide blanket protection as only a few millimetres of contact is required. Unless completely covering the victim's body they must roll under their AV on a D10 or be stung due to exposed skin on the arms, hands, neck and so on.

Gemini Vomeronasal Sensor

Implantation	Simple, 2 hours
Cost	2,500¢

The patient is implanted with a highly sensitive vomeronasal organ, the organ used by animals to detect pheromones. The increased ability to detect pheromonal responses confers a +4 bonus to all 'Perception + Psychology' tests to guess the emotional states of others. Unfortunately this also means that the patient is more vulnerable to tailored pheromones such as Carnalate, causing such effects to be doubled against them unless they succeed on a 'Presence + Perception' check, in which case it affects them as normal.

New Drugs

Substance	Potency	Class	Cost
BioStim	9	D	1,500¢ per dose

Injected - Removes the effects of sedative drugs on all the users' bio-implants, restoring them to full functionality.

Implant Immuno-bolster	8	D	800¢ per dose

Injected - Increases the Resistance of all the users' bio-implants by 10 for D100 minutes. It cannot be used retroactively.

Mission: Organ Legging

Synopsis - Eurasian Inc. is becoming concerned about the increasing use of bio-implants, both as weapons used against them and the loss of revenue from cybernetic maintenance sessions in E.I. augmentation clinics due to their self-maintenance abilities. The player division has been called in to gather information on Gemini's bio-implants and find new ways of combating bio-augmented Agents. Mission control has determined that the most efficient way to complete both objectives is to intercept some newly enhanced Gemini Agents and rip the still-living bio-implants from their bodies.

Corporation - Eurasian Incorporated.
Antagonists - The Gemini Corporation
Difficulty - Low-to-mid level (1-15), suitable for starting characters.

Mission Overview

1. The division begins in the E.I. monitoring facility at Ussurisyk where they are given their briefing and instructed to proceed directly to the Gemini Bioware tower in Vladivostok. The division should be given some time to arm and acquire any desired equipment from the facility stores before departing. The journey should take about 1 hour.

2. As the Gemini HQ, the tower is unassailable by the division on their own but many Gemini Agents pass through the Vladivostok old-city that

EURASIAN INCORPORATED

MISSION BRIEF

Parameters
DATE: 22/01/2500
ISSUED BY: Tactical Research Dept.
ISSUED TO: Division 215987A
TO BE COMPLETED BY: 29/01/2500
CONFIDENTIALITY: Rank 3+ E.I. operatives only.

Allocated Resources
5000¢ for weapons and equipment purchases only
1 HK Autometrics 'Hermes' Mobile Surgery*

*Treat as a Van that also functions as a Standard Cybernetics Lab.

Mission Objective
Explore alternate tactical options when facing bio-augmented enemy Agents in the field; engage aforementioned enemy Agents and recover their bio-implants in as intact a state as possible. Ingenuity and data-gathering are paramount during this mission. You will be assigned a Corporate expert in biomechanics to assist in recovering of the implants from the bodies of the enemy Agents if your division does not possess a member qualified to carry out cybernetic surgery or if the division leader feels that additional assistance would be beneficial.

Assistance
Dr. Katlin McNeals - Rank 3 – Non-Agent - Biomechanics Expert

surrounds the tower. It should be possible, with good timing and a suitable ambush point, to take out some Gemini Agents entering or departing the tower and make off with their bodies before anyone notices they are missing.

3. There are complicating factors; the division may notice that the locals of Vladivostok old-city are unusually healthy-looking for people living outside the spires; this is due to Gemini providing charitable healthcare and organ transplants. As a result they are extremely loyal to the Corporation and if the mission is not to be a disaster the division would do well to disguise their being Agents or risk the locals passing on their presence to Gemini.

4. Usage of the Surveillance Training, if possessed by one of the players, should prove invaluable here in scouting out a perfect ambush point. Once found there are a number of ways the division can use to catch the Gemini Agents. They may simply lie in wait along a route the Agents commonly take to get to or from the tower, this method has a high chance of initial success but it is more likely that they will be spotted and reported to Gemini by the locals. Unless measures to mitigate this are taken then making escape from Vladivostok in the Mobile Surgery while evading Gemini pursuers will prove extremely difficult. Alternatively they may find a more out-of-the-way location and lure some Gemini Agents into it, perhaps by engineering a fake disturbance, though bare in mind that Agents who will respond for police duty are likely to be rather low-ranking and have few impressive bio-modifications.

5. Regardless of the method used, the division will eventually have to engage a force of Gemini Agents who may be in superior numbers or of a higher level than the players. Rewarding ingenuity and planning is advised, if the player division decides to rig their ambush site with explosives, employ toxins to nullify enemy bio-implants, split them up and silently assassinate them individually, trap them in the ambush site with roadblocks and shower them with weapons-fire from the rooftops or employ some similar tactics then the encounter with the enemy Agents should be made much easier. If the ambush is poorly-planned or they are overly blatant and reported by the locals then feel free to penalise them in some way. Perhaps after killing a group of low-powered Agents they come under fire from a group of higher-level and better armed and equipped Agents and the unenhanced human, Dr. McNeals, is caught in the middle of the fire fight and needs to be protected while they make their escape or something similar.

6. Once the Gemini Agents have been neutralised and their bodies recovered for dissection the player division will need to make their way back to an E.I. facility. Depending on how canny they were during the course of their mission they may have to deal with pursuers and Gemini Agents along their way conducting vehicle-searches (who may even provide more material for 'study') or the scene may simply fade to black at this point.

Suggested Lines of Investigation in Vladivostok

i) Gemini may not be entirely as generous to the locals as it seems, with a bit of successful snooping around, particularly around the slum-clinics operated by the Corporation, a player with a high (7+) Medicine score or Dr. McNeals may be able to determine that something is awry; what this could be is up to the GM. Perhaps Gemini is giving the locals the substandard organs that developed errors during cloning, resulting in them actually shortening their potential life-span. Perhaps the free medical care is a front for Gemini genetic experimentation on an unwitting populace. Perhaps certain people who fit the right genetic template are being kidnapped for use in BIO-Human hybridisation research and the clinics are just a convenient way to find suitable candidates, the possibilities are deranged and endless. In any case, this could be used to incite the people of Vladivostok against the Corporation. A riot would be perfect cover to take out some Gemini Agents without anyone noticing for a long time and simultaneously tying up Gemini long enough to make an escape.

ii) Casual conversation with old-city dwellers while under disguise may glean valuable information on the movements of Agents in the area; which of them are known for heavy drinking and where they hang out, what brothels they frequent, whether any of them have been bragging about their new implants and so on.

Aftermath and Rewards

Providing the mission was successful then the players should return for debriefing and each receive around 4-6 XP and their base pay-per-mission, some modifiers follow:

Undetected by Gemini during the course of the mission: +1-2 Rank Points

Recovery of high-grade or large quantities of bio-implants: +1-2 XP, +25% base pay

Employed clever and innovative tactics versus enemy Agents: +50% base pay

Incited a riot against Gemini: +1-2 XP, +1-2 Rank Points, +50% base pay

Detected by Gemini: -1-2 Rank Points

Dr. McNeals killed in action: -50% base pay, -1-2 Rank Points

Remember that the Division Leader also receives a +1 Rank Point bonus, subject to modifiers.

Potential Follow-Up

Missions Briefs

If the Agents incited a riot - *Anarchy In Vladivostok*
"Well done Agents, you have far exceeded our expectations in completing your mission and opened up new opportunities to stymie our rivals. But now the fire you have started needs to be stoked, return to Vladivostok old-city and see to it that the local unrest not only continues but escalates. I think it unlikely that the excesses you uncovered are Gemini's only crimes against the people of Vladivostok, find more and keep that fire burning. Or just manufacture something, whatever it takes to keep the peasants revolting."

If the Agents recovered high-grade bio-implants - *Frankenstein's Agent*
"These implants you recovered are like nothing we've seen before, we had no idea even Gemini had access to this level of sophistication. The top brass is excited, they are thinking about implementing our own bio-implant research program but they want proof that biotech has as much promise as has been hyped first. You are to be implanted with some of the recovered samples with orders to employ them in a field-test. The high-IQ boys back in the labs have already begun re-sequencing them for your DNA templates."

Enemies

Gemini Bioware Agents

These stats represent a 'standard' enemy Agent, GM's should feel free to modify the stats presented here to fit the desired difficulty-level. Full details on playing Gemini Agents are featured in 'Machines of War – coming June 2009'.

Attacks

Plasma Long-sword   AT   14,   D8+8 Damage, Rate 2, Ignores 4 AV
and;
Blade Launcher   AT 12, 2D6 Damage, Medium Range, Rate 1, Severs on maximum damage
or;
Shotgun   AT 12, 2D10/3D10, Medium/Close Range, Rate 1, Mashing at Close Range
plus;
Any implant weapons.

HP 35, AV 2, Defence 6

Str 8, End 7, Agi 8, Int 7, Ref 6, Per 6, Pre 7

Implants

D4 + Rank bio-implants taken from those in this article or replicating the effects of Gemini cybernetics from the core book.

Equipment

IV Medpack
Light Combat Armour or Flack Jacket and Reinforced Clothing (black business suit)
Carried weapons, all Condition 10

Early War German Infantry Force

By Matthew Sprange

WORLD AT WAR   WORLD AT WAR

The early period of the war (up to the start of 1942) was one of great change within the Grenadiers. Experience in Poland and later, in Norway and the Low Countries, altered the structure of the infantry, with even squad sizes in the rifle companies being subject to change. New equipment, hastened to the front line as the war gathered momentum, also started having an effect.

The Early War German Infantry Force army list can be used to reflect rifle companies up to the mid war period of 1942 and beyond. However, after the invasion of Poland, the structure of infantry forces gradually changed, moving from three platoon/13 man squads to four platoons/10 man squads. This army list therefore presents two types of platoon, one for the very first stages of the war and one for 1941 onwards. In practice, the new rifle companies began appearing before 1941 and so both can be considered for Early War forces.

Platoon Structure
The standard squad size for most Infantry platoons is either 13, consisting of two teams of nine and four men each or 10 with seven and three men each. The squad is led by an Unteroffizier, while the second fire team is led by an Obergefreiter.

Three such squads make up a standard platoon, led by a Leutnant, who is in turn assisted by an Unterfeldwebel. If using 1941-style squads, four will comprise a platoon.

A platoon that has been on operational duty for some time may vary wildly from this, however. Heavy losses can result in fewer squads, while a platoon involved in heavy combat may become 'reinforced' with more soldiers, giving it more squads.

You can make any platoon with the Early War German Infantry Force army list, from one that has just been deployed, to a grizzled set of veterans that have taken heavy losses or been reinforced.

Each unit in a platoon is considered to be an Asset of some type. You may include the following Assets in your platoon, so long as you obey the minimum and maximum units listed for each. You may take one platoon for every 1,500 points in your force.

0-1 Command Assets
2-5 Squad Assets
0-3 Support Assets
0-3 Armour Assets
0-3 Air Assets

Command Assets
The following are all the Command Assets available to an Early War German Infantry force.

Command Squad – 50 points

Small and mobile, command squads usually deploy a distance behind their platoon, directing squads in effective attacks.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Leutnant	1	4"	D6+1	4+	6+	6+	-
Unterfeldwebel	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Leutnant (unit leader) with Kar-98k, Unterfeldwebel with Kar-98k, 2 Soldiers with Kar-98k rifle.

Options: A Command Squad may have an Opel Blitz Medium Truck for +50 points or an SdKfz 251/10 halftrack for +110 points.

Supporting Artillery: This unit may purchase up to 3 uses of Supporting Artillery. Calling in Supporting Artillery requires a Ready action. This is used as an Artillery attack but the initial Impact Point must be in the unit's Line of Sight. There is no minimum range for this attack (yes, you can call it down right on your own head!). Light Artillery costs +50 points per use, while Heavy Artillery costs +100 points per use.

Pre-1941 Infantry: If this Command Squad is selected, you may not choose 1941 infantry as Squad Assets.

Command Squad (1941) – 55 points

Taking advantage of better equipment, fresh from Germany's formidable production lines, command squads began to have a notable effect on the battlefield, beyond their ability to co-ordinate their platoons.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Leutnant	1	4"	D6+1	4+	6+	6+	-
Unterfeldwebel	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Leutnant (unit leader) with MP-40 SMG, Unterfeldwebel with Kar-98k and 2 Soldiers with Kar-98k rifle.

Options: A Command Squad may have an Opel Blitz Medium Truck for +50 points, a Kuebelwagen for +35 points, or an SdKfz 251/10 halftrack for +110 points. One soldier may be given a Scoped Kar-98k rifle for +5 points.

Supporting Artillery: This unit may purchase up to 3 uses of Supporting Artillery. Calling in Supporting Artillery requires a Ready action. This is used as an Artillery attack but the initial Impact Point must be in the unit's Line of Sight. There is no minimum range for this attack (yes, you can call it down right on your own head!). Light Artillery costs +50 points per use, while Heavy Artillery costs +100 points per use.

1941 Infantry: If this Command Squad is selected, you may only choose 1941 infantry as Squad Assets.

Squad Assets

The following are all the Squad Assets available to an Early War German Infantry force. You may not mix both types of Infantry Squad in the same platoon.
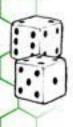
Infantry Squad – 175 points

The initial driving force of Blitzkrieg, German infantry were a strong component in subduing nearly all of continental Europe.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Obergefreiter	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Team 1: Unteroffizier (unit leader) with Kar-98k rifle and 8 Soldiers with Kar-98k rifle.

Team 2: Obergefreiter with Kar-98k rifle, 2 Soldiers with Kar-98k rifle and Soldier with MG-34.

Teams: The Obergefreiter may act as unit leader to Team 2, splitting off to act as a separate unit.

Options: Drop Team 2 for –50 points.

Infantry Squad (1941) – 145 points
As the war progressed, infantry squads were reorganised, becoming smaller and less resource hungry.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Obergefreiter	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Team 1: Unteroffizier (unit leader) with Kar-98k rifle and 6 Soldiers with Kar-98k rifle.

Team 2: Obergefreiter with Kar-98k rifle, Soldier with Kar-98k rifle and Soldier with MG-34.

Teams: The Obergefreiter may act as unit leader to Team 2, splitting off to act as a separate unit.

Options: Drop Team 2 for –40 points. The Unteroffizier may replace his Kar-98k rifle with an MP-40 SMG for +5 points.

Support Assets
The following are all the Support Assets available to an Early War German Infantry force.

8.8cm FlaK 35/36 Heavy AA/AT Dual Purpose Gun – 140 points
First used in the Spanish Civil War, this dual purpose gun gained a serious reputation for both anti-aircraft and anti-tank work.

Type	Size	Move	Close Combat	Target	Armour	Kill	Traits
Commander	1	4"	D6	4+	6+	6+	Immovable
Soldier	1	4"	D6	4+	6+	6+	Immovable

Unit: Commander (unit leader) with Kar-98k rifle, Soldier with 8.8cm FlaK Heavy AA/AT Gun (FaF), 4 Soldiers with Kar-98k rifle.

Crew Weapon: The 8.8cm FlaK Heavy AA/AT gun can only shoot if at least one crew member is in base contact with it.

Dual Purpose Weapon: Dual Purpose Guns fulfilled two roles, designed as a compromise between the heavy main armament of an anti-tank gun and dedicated anti-aircraft gun.

Before the battle, the player fielding this unit must decide whether it will be used in the anti-tank or anti-aircraft roles. If used as an anti-aircraft gun, the 8.8cm FlaK Heavy AA/AT gun gains the AA-Only trait. To change role during the battle, two consecutive Ready actions must be performed.

Gun Shield: The Unteroffizier and Soldiers count as being in Medium Cover when shot from the Forward facing.

Fearless: This unit can ignore the first Suppression dice it suffers every turn.

Anti-Tank Rifle Team – 50 points
In the absence of towed guns and armour, it is up to these teams to engage enemy armour and destroy it, a hazardous duty.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Unteroffizier (unit leader) with Kar-98k rifle, Soldier with Panzerbuchse 39.

Options: The Unteroffizier may replace his Kar-98k rifle with an MP-40 SMG for +5 points.

Machine Gun Support Team – 70 points
Though essentially the same weapon used within infantry squads, the MG 34 within this unit was belt-fed and mounted on a tripod, allowing it to deliver a fearsome hail of fire.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Unteroffizier (unit leader) with Kar-98k rifle, Soldier with MG 34 MMG, Soldier with Kar-98k rifle.

Options: The Unteroffizier may replace his Kar-98k rifle with an MP-40 SMG for +5 points.

Mortar Team – 50 points
Quickly setting their mortars up during an advance, these teams can lay down heavy salvoes on very short notice.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Unteroffizier (unit leader) with Kar-98k rifle, Soldier with 5cm Mortar, Soldier with Kar-98k rifle.

Options: The Unteroffizier may replace his Kar-98k rifle with an MP-40 SMG for +5 points.

Motorcycle Rifle Squad – 150 points
Able to cover vast distances, motorcycle squads tended to operate as scouts and courier but remained fully trained in the use of their rifles.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	12"	D6+1	4+	5+/6+	6+	-
Obergefreiter	1	12"	D6+1	4+	5+/6+	6+	-
Soldier	1	12"	D6+1	4+	5+/6+	6+	-

Team 1: Unteroffizier (unit leader) with Kar-98k rifle and 4 Soldiers with Kar-98k rifle.

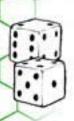**Team 2:** Obergefreiter with Kar-98k rifle and 3 Soldiers with Kar-98k rifle.

Teams: The Obergefreiter may act as unit leader to Team 2, splitting off to act as a separate unit.

Rifles: The squad must dismount before able to fire their rifles effectively. The Kar-98k rifles carried by this unit are therefore counted as being Ready weapons.

Options: Drop Team 2 for –70 points.

Opel Blitz Medium Truck – 50 points
This 3 ton truck was used extensively by German forces to ferry both men and equipment.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Medium Truck	4	7"	D10	6+	6+	7+	Hits/3, Lumbering, Wheels/14"

Unit: Opel Blitz Medium Truck.

Transport: The Opel Blitz Medium Truck can carry up to 10 Size points of models (each maximum Size 1).

PaK36 Anti-Tank Gun - 75 points

The main anti-tank weaponry used by German infantry battalions, the Pak36 provided vital battlefield support when Allied tanks were known to be in the area.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Unteroffizier	1	4"	D6+1	4+	6+	6+	-
Soldier	1	4"	D6+1	4+	6+	6+	-

Unit: Unteroffizier (unit leader) with Kar-98k rifle, Soldier with PaK36 anti-tank gun, 2 Soldiers with Kar-98k rifle

Crew Weapon: The PaK36 anti-tank gun can only shoot if at least one crew member is in base contact with it.

Cumbersome: A Ready action must be taken before the PaK36 Anti-Tank Gun may be moved. The Move score of all models in the unit depends on the number of models still manning the weapon.
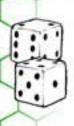
4 crew = 4" maximum move,
3 crew = 3" maximum move,
2 crew = 2" maximum move and
1 crew = No movement possible.

If the crew choose to abandon the PaK36 anti-tank gun, they may move normally.

Gun Shield: The Unteroffizier and Soldiers count as being in Medium Cover when shot from the Forward facing.

Options: The Unteroffizier may replace his Kar-98k with an MP-40 SMG for +5 points. The Pak36 anti-tank gun may be upgraded to a PaK38 anti-tank gun for +15 points.

SdKfz 251/1 Halftrack – 80 points

An armoured fighting vehicle designed and first built by Nazi Germany's Hanomag Company during World War II, it was intended to transport a squad of infantry to the battlefield protected from enemy small arms fire.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
SdKfz 251/1	2	5"	2xD10	Front	7+	5+	9+	Hits/2, Lumbering, Tracks/11"
				Sides	6+	6+	8+	
				Rear	6+	6+	7+	

Unit: SdKfz 251/1 with Pintle MG.

Transport: The SdKfz can carry up to 10 Size points of models (each maximum Size 1).

Options: A Pintle MG (FaA) may be added for +25 points.

SdKfz 251/10 Halftrack – 110 points

A variant of the standard halftrack, the 251/10 was equipped with a PaK36 Anti-Tank Gun.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
SdKfz 251/10	2	5"	2xD10	Front	7+	5+	9+	Hits/2, Lumbering, Tracks/11"
				Sides	6+	6+	8+	
				Rear	6+	6+	7+	

Unit: SdKfz 251/10 with PaK36 anti-tank gun (FaF).

Transport: The SdKfz can carry up to 7 Size points of models (each maximum Size 1).

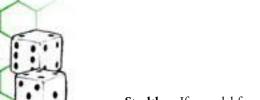**Options:** A Pintle MG (FaA) may be added for +25 points.

Sniper Team – 40 points

Operating apart from the rest of their company, sniper teams provided vital support to infantry, whether on the attack or defence.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Soldier	1	5"	D6+1	4+	6+	6+	-

Unit: Soldier (unit leader) with Scoped Kar-98k, 1 Soldier with Kar-98k rifle.

Stealthy: If a model from this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed.

Armour Assets
The following are all the Armour Assets available to an Early War German Infantry force.

Panzer (35)t – 130 points
A Czech design, this light tank was used in German forces during the first phases of the war.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer (35)t	3	5"	3xD10	Front	7+	5+	9+	Lumbering, Multifire/2, Tracks/10"
				Sides	7+	5+	8+	
				Rear	7+	5+	7+	

Unit: Panzer (35)t with 3.7cm L46.5 anti-tank gun, MG.

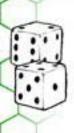### Panzer (38)t – 135 points
Serving well in the Polish and French campaigns, the Panzer (38)t was another Czech design used by Germany.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer (38)t	3	4"	3xD10	Front	7+	5+	9+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	7+	5+	8+	
				Rear	7+	5+	7+	

Unit: Panzer (38)t with 3.7cm L46.5 anti-tank gun, MG and MG (FaF).

Panzer I – 110 points
A light tank in every sense, the Panzer I was best used in numbers, though it remained dominant on the battlefield when no enemy armour presented itself.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer I	3	6"	3xD10	Front	7+	5+	8+	Lumbering, Multifire/2, Tracks/12"
				Sides	7+	5+	8+	
				Rear	7+	6+	8+	

Unit: Panzer I with two MGs.

Panzer II – 130 points
The Panzer II saw a great deal of service at the beginning of the war and was instrumental in Blitzkrieg tactics across Europe.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer II	3	4"	3xD10	Front	7+	5+	9+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	7+	5+	8+	
				Rear	7+	6+	8+	

Unit: Panzer II with 2cm L55 gun and MG.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun.

Panzer III – 150 points
Originally designed to be Germany's main battle tank, the fast-paced development of armoured vehicles throughout the war soon left it behind. During the first phases of the war, however, it was a solid choice.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer III	4	4"	4xD10	Front	8+	4+	10+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	7+	5+	9+	
				Rear	7+	5+	9+	

Unit: Panzer III with 3.7cm L46.5 anti-tank gun, MG and MG (FaF).

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun.

Ausf. F: The Panzer III may be upgraded to Ausf. F standard. This costs +15 points and replaces the 3.7cm L46.5 anti-tank gun with a 5cm L48 anti-tank gun.

Panzer IV Ausf. D – 190 points
Intended for use against soft targets, the Panzer IV was quickly upgraded when it became clear it faced regular armoured opposition.

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Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer IV D	4	4"	4xD10	Front	8+	4+	11+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	7+	5+	10+	
				Rear	7+	5+	10+	

Unit: Panzer IV D with 7.5cm L24 anti-tank gun, MG, and MG (FaF).

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun.

Ausf. E: The Panzer IV may be upgraded to Ausf. E standard. This costs +25 points and upgrades Front Kill to 12+ and Side Target to 8+.

Sturmgeschütz StuG III Assault Gun – 195 points
Built on the chassis of the Panzer III tank, the StuG III was widely employed as a tank destroyer.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
StuG III	4	4"	4xD10	Front	9+	3+	12+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	8+	4+	11+	
				Rear	7+	5+	10+	

Unit: StuG III with 7.5cm L24 anti-tank gun (FaF) and Pintle MG (FaF).

Air Assets
The following are all the Air Assets available to an Early War German Infantry force.

Junkers Ju 87 Stuka – 135 points
The instrument of Blitzkrieg, the Stuka was a superb dive bomber, able to closely support advancing tanks with devastating dive bomb attacks. However, it proved vulnerable to enemy fighters.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Ju 87	6	Loiter Cruise	5xD10	6+	5+/6+	9+	Hits/3, Multifire/all

Unit: Ju 87 with MG17 (FaF) and MG17 (FaA).

Dive Bombing: The Ju 87 may perform the Shoot (Dive Bomb) action.

Options: The Ju 87 may be given a single 500 lb. bomb for +40 points.

Messerschmitt Bf 109E – 95 points
Equal to any Allied fighter at the outbreak of hostilities, the 109 was successfully developed throughout the war, proving itself to be agile, versatile and thoroughly dangerous.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Bf109E	5	Loiter Cruise	4xD10	6+	5+/4+	8+	Hits/2, Multifire/all

Unit: Bf109E with 2 MG FF 20mm cannon (FaF) and 2 MG 17s (FaF).

Options: The Bf109E may be given a single 500 lb. bomb for +40 points.

Early War German Armoury

Weapon	Range	Damage	Traits
2cm L55 gun	48"	D6+2	Lethal Zone/2", Slow
3.7cm L46.5 anti-tank gun	36"	D6+2	Lethal Zone/1", Piercing/1, Slow
500 lb. bomb	Dropped	D10	Lethal Zone/6", Multihit, One Shot
5cm L48 anti-tank gun	40"	D6+3	Lethal Zone/1", Piercing/1, Slow
5cm Mortar	48"	D6	Artillery, Lethal Zone/2", Ready, Slow
7.5cm L24 anti-tank gun	48"	D10+1	Lethal Zone/1", Slow
Heavy Artillery	Special	2xD6+1	Artillery, Lethal Zone/4", One-Shot

Weapon	Range	Damage	Traits
Kar-98k rifle	24"	D6	-
Light Artillery	Special	D6	Artillery, Lethal Zone/4", One-Shot
MG	24"	3xD6	Auto
MG17	24"	2xD6	Auto
MG-34	48"	2xD6	Auto, Prone
MG-34 MMG	48"	3xD6	Auto, Prone
MG FF 20mm cannon	30"	D6+2	Auto
MP-40 SMG	12"	3xD6	-
PaK36 anti-tank gun	48"	D6+3	Lethal Zone/1", Ready, Slow
PaK38 anti-tank gun	48"	D10+1	Lethal Zone/1", Ready, Slow
Panzerbuchse 39	12"	D6+3	Lethal Zone/1", Piercing/1, Slow
Pintle MG	24"	3xD6	AA, Auto
Scoped Kar-98k	36"	D6	Accurate

2cm L55 gun: Utilising high explosive shells, this weapon is lethal against infantry and light vehicles alike.

3.7cm L46.5 anti-tank gun: Capable of engaging most armoured vehicles before the war, the outbreak of hostilities showed how far tank defences had come.

500 lb. bomb: The standard medium-bomb used by fighter-bombers, accurate delivery could destroy armoured vehicles and tear apart bunkers.

5cm L48 anti-tank gun: A natural replacement for the earlier 3.7cm guns, the addition of this weapon kept the Panzer III a viable choice.

5cm Mortar: Intended to provide light artillery support to rifle companies, the 5cm mortar was finally judged too heavy for the benefit it provided.

7.5cm L24 anti-tank gun: Effective against both tanks and fortifications, this was the main armament of the Panzer IV early in the war.

Heavy Artillery: At the call of platoon leaders, heavy artillery could literally blast infantry out of cover and was effective against all but the heaviest of armoured vehicles.

Kar-98k rifle: Simplified from pre-war designs, the Kar-98k was the standard bolt-action rifle for the Wehrmacht.

Light Artillery: Using smaller and short-ranged guns, light artillery is primarily an anti-infantry weapon, forcing enemy troops into cover and disrupting their attacks as an assault is launched.

MG: Covering a wide variety of weapons, machine guns were commonly used as light or defensive weapons by many vehicles.

MG 17: Appearing on many German aircraft of the war, the MG 17 was of a relatively light calibre but its accuracy and rate of fire enabled it to keep pace.

MG-34: Designed as a general purpose machine gun, able to be used as a drum-fed bipod weapon or belt-fed from a tripod.

MG-34 MMG: Essentially the same weapon as the more portable version of the MG-34, this weapon was drum fed and mounted on a tripod, allowing for sustained fire.

MP-40 SMG: With a relatively low rate of fire, the MP-40 was a manageable submachine gun and was widely used as a squad leader's weapon.

MG FF 20mm cannon: Though a solid airborne weapon, the FF was all but completely replaced by the MG 151 by the end of the early war period.

PaK36 anti-tank gun: The standard anti-tank weapon for German forces for the first half of the war, it was initially a potent weapon but quickly became ineffective against later models of tank.

PaK38 anti-tank gun: A versatile and effective weapon, the PaK38 was a useful replacement for the PaK36, and served well on all fronts.

Panzerbuchse 39: An early anti-tank weapon carried by infantry, the Panzerbuchse was manufactured in great numbers, though it was alter replaced with more effective designs.

Pintle MG: When seated on a pintle mount, a machine gun gains a greater field of fire and elevation, allowing it to be used to engage low-flying aircraft.

Scoped Kar-98k rifle: The addition of a scope to the basic Kar-98k made the weapon into a solid sniper rifle.

New Air Unit Action

Shoot (Dive Bomb): The use of dive bombing gave aircraft greater accuracy when delivering ordnance, though they were relatively easy targets when making their run. Designated Air Units may perform a Shoot (Dive Bomb) action. The action is performed in the same way as a Shoot (Bomb) action, except the aircraft may not be travelling faster than Loiter speed, and it may not benefit from a Dodge Save in the Air Phase the action is performed. However, the Impact Point of its ordnance will only be moved by D6" rather than D10".

The Levall Affair – Part One

A Traveller Adventure by Paul A. Dutton

Introduction

This adventure is designed so that a Referee may drop it into an existing campaign. The PCs need to be travellers who scratch a living from taking whatever jobs will pay the bills. Whether trading, ferrying, smuggling, mercenary work or in this case – bounty hunting.

It is assumed that the PCs have a starship. If the Referee invents a reason to provide one, then a 200 ton Fast Trader would be the most ideal.

Setting

The worlds presented in this short adventure are not the primary planets of their system; therefore this adventure may conceivably be placed in almost any appropriate star system. Many of the scenes give minimal information of their immediate surroundings in order that all of the "fluffy" details of the setting may be filled out from the Referee's imagination to suit his or her campaign style.

Background

Elliot Powell is on the run. He was convicted of murder on his home world and sentenced to death for his crime. After the trial, he managed to escape off world. Powell is an innocent man, wrongly convicted. The true murderer is the local Police Chief who, in cahoots with his two senior officers, Piers Dugarry and Robert Dawns, is smuggling drugs onto the planet of Levall and forcing a string of petty crooks to peddle his illegal wares on the streets of Dassas. Chief Round exerts threats of violence and blackmail on the crooks to ensure their compliance. Once smuggled onto Levall, Round used a warehouse owner named Ambas Lazarczuk to store his drugs near to Dassas Starport. One day Lazarczuk, tired of Round's constant threats, made the fatal error of threatening to expose Round to his superiors in government. Round stabbed Lazarczuk in the chest and left him to bleed to death. Round and his officers were still in the vicinity when the unfortunate Elliot Powell discovered Lazarczuk's body. Powell made the perfect scapegoat when Round's officers arrested him at the scene. Now that Powell has escaped, Chief Round is desperate for a sense of closure on this whole affair. He is employing bounty hunters to bring Powell back to face his sentence. Enter the PCs.

The Adventure

Act One

Levall   UWP D553734-10
Port   D, poor starport; **Size** 5, medium (8,200 km); **Atmosphere** 5, thin (breathable, 0.55ATM); **Hydrographics** 3, wet world 32%; **Population** 7, (45 million); **Government** 3, self perpetuating oligarchy; **Law** 4, moderate law; **Tech Level** 10 (early stellar).

Levall is a planet that lays 0.85AU from its primary star. Unrefined fuel and limited repair services are available at its starport and some of its municipal spaceports. Scooping from open bodies of water is prohibited by law as this deprives the government of fuel taxes. The air and temperature are pleasant in the Polar Regions, which boast rugged mountain ranges, dark forests and many large lakes. Yet the equatorial zone is mainly arid, dry-rock desert with soaring temperatures during the summer months. There is no human habitation in the equatorial zone.

Apart from the small cities and towns of its northern hemisphere, Levall remains largely undeveloped. Its government is a forum whose members are selected from among the rich land-owning families rather than being democratically elected. Positions of power and officialdom are meted out amongst the members of the richer classes. Prejudice against the lower classes is commonplace. Levall's judicial system allows defendants to be judged by appointed forum officials. How fair the trial might be depends upon the prejudices of the judges. Most of Levall's towns are dusty, fly-speck mining settlements and farming communities. Many towns have seen little change since the time of the first prospectors arriving to colonise the world. In contrast, Dassas, the capital and largest city of Levall, is a shining jewel of commerce and modern living.

Employment on Levall

Julius Round is the Chief of Police in Dassas. A stocky man of about 50 years with a balding head and a piercing stare in his eyes that makes most

people feel uncomfortable in his presence. His office is located on the first floor of the Dassas Police Bureau building in the heart of the city. His demeanour tells of a man who enjoys his position of power and yet loathes the work responsibilities that come with it. Though he recognises the importance of hiring experienced personnel with the necessary skills to complete the job, he none the less finds it difficult to hide his arrogance and disdain toward the working classes when interviewing them. A fact not lost on the PCs gathered in his office. Chief Round briefs the PCs of the situation: An escaped criminal convicted of murder. After sentencing at his trial he managed to overcome his guards when being transferred back to gaol. This was five days ago. Powell is described to the PCs as a dangerous killer who cannot be allowed to escape justice. The PCs are one of a small group of bounty hunters hired to find Powell. Each group receives a retainer of 5,000 Cr for expenses to undertake the job but only one group will receive the full bounty of 50,000 Cr for the return of Elliot Powell to justice on Levall.

Chief Round refuses to be drawn on how many bounty hunters are already on the case. He does though furnish each PC with temporary credentials. These credentials, until revoked, will afford minor privileges to the PCs in their pursuit of Powell. The status bestowed upon the PCs by these credentials is ambiguously termed 'Agent of Law'. The credentials may allow PCs to enter and search Powell's home, access shipping lists at the starport or may be produced as a warrant if arresting Powell on another world with which Levall has an extradition treaty. The credentials will not allow PCs to poke their noses into official police records or business.

Chief Round will inform the PCs that Powell's last reported sighting was four days ago at Dassas Starport where he was caught on security camera. The port is located just 8km south of the city. Powell is assumed to have evaded security and smuggled himself on board a vessel to escape off-world.

Investigations

Though Powell may conceivably have smuggled himself aboard any random starship, he has actually headed to Eca IV, a mining colony in-system where his sister lives and works. The PCs can learn of the existence of Powell's sister from investigations at his home. This is the only lead they will have and should be enough to send them on their way. If PCs decide to investigate the crime scene, the Referee should make sure that the PCs do not gain easy access until much later, when investigations here play an important part in Act Four of this adventure.

Work – F. J. Sai Storage Company

Powell worked as a warehouse labourer near to Dassas Starport. He travelled to work on public transport (wheeled vehicle, bus). The warehouse hires storage space to merchants operating from the port itself. Powell's boss, Folson Sai, regards Powell as an honest and diligent worker. Sai was truly shocked when Powell was arrested; he adds that "*It just goes to show, you just can't tell about some people*". Powell's work colleagues all agree that Powell was a popular guy, everybody seemed to like him.

When talking with any of Powell's work colleagues, a *Streetwise* check (8+) reveals that they believe Powell is an innocent man. PCs will learn that another colleague claims to have witnessed what really happened. The witness is Arran Kitzler who can be found hard at work in the warehouse. Kitzler is initially reluctant to talk to the PCs but some good roleplay and a *Persuade* check (10+) is enough to prize information out of Kitzler: He was with Powell when the murder occurred:

"We were walking by Lazarczuk's warehouse when we heard the sounds of a scuffle. Elliot went in to investigate and found Lazarczuk lying dead already. I looked in to see Elliot holding a knife but I can assure you he didn't have the knife when he went inside. Then the police arrived and arrested him. But Elliot would never do such a thing. I filed a full witness report but it was never submitted in defence at the trial because they say I didn't see the actual murder".

Kitzler is holding information back. A few days after Powell's arrest, one of Round's officers approached Kitzler and warned him not to speak with Powell's lawyer. Kitzler was not to become a witness for the defence. Although a *Deception* check (8+) will allow a PC to realise that Kitzler is holding back, no amount of coercion will convince Kitzler to reveal this.

Development If PCs approach the authorities regarding Kitzler's story they will get nowhere. Police will dismiss Kitzler's original statement as inconclusive evidence. Kitzler will mysteriously disappear the next day, never to be seen again.

Trade If the PCs wish to engage in trade, they may broker a deal with Folson Sai. Most of the stored goods belong to merchants but Sai has 20 tons of basic consumables available for 1,200 Credits per tonne and 15 tons basic manufactured goods at 8,000 Cr per ton. A PC can barter with a successful *Broker* check (8+) to reduce the price by 100 Cr per tonne for every 1+ of effect on the check. *For resale value - see base price on p165 of the Traveller Core Rule book.*

Home – 89b Lingholme Apartments, Sector 19, Dassas.
Powell lived with his wife, Mina and young son, Parker, in a small apartment in a run down

tenement block in a poor sector of Dassas. Mina is at her wits end with worry. Her husband is on the run from a death sentence. The media, the authorities and even her neighbours are making her life a misery and without an income she and Parker are struggling to get by. Mina will not be happy to receive the PCs, especially if she finds out that they are bounty hunters.

She has received no contact from Elliot and does not know of his whereabouts.

If PCs search the apartment an *Investigate* check (6+) is enough to find several letters addressed to Elliot from off-world. The letters are from Elliot's sister, Hannah Graveson who corresponds every few months to keep in touch with her brother. Her return address is given as Habitation Block 2, Station 23, Eca IV. On a *Persuade* check (8+) Mina will confirm that apart from her and Parker, Hannah is Elliot's only living relative. She is married to a mine worker on Eca IV.

Crime Scene   - Lazarczuk Storage
More than two months after the murder, this small warehouse is still sealed off as a crime scene. Round has ordered it so. PCs will be prevented from entering by a security patrol or night watch. If PCs do enter and attempt a search they will be interrupted by the arrival of police called by someone who witnessed them breaking in. PCs will be ushered away from the crime scene. If the PCs return here in Act Four of the adventure they may get luckier.

Defence Lawyer
Kal Persalis is a forum appointed yes man. As a defence lawyer his job is to make the Levall judicial system look fair instead of the class prejudiced farce that it truly is. Persalis did little to no work on providing any sort of defence for Powell. He is only

ever appointed to defend the poorer classes and in his entire career he has never won so much as a single case, nor does he ever expect to. Persalis' offices can be located on an *Admin* or *Streetwise* check (8+). The stencilled letters on the glass-paned door of his private office read '*K.J.Persalis. Attorney at Law.*' Kal is a lanky, frail looking man who will be flustered by a visit from the PCs and if necessary will contact Chief Round directly to have someone come round and remove them. Persalis will refuse to engage with the PCs stating that client confidentiality prevents him from entering into any discussion of individual cases. Persalis's case files on Powell were confiscated by Chief Round. The PCs will learn nothing here.

The Starport
Starport records list 171 vessels departing Dassas on the day that Powell was last sighted. This is narrowed down to 18 departures within the hour or so immediately after Powell was filmed on security camera. All vessels on arrival are required to state their last port of call and on leaving to state their intended destination. If PCs cross reference departures for Eca IV, they will find only one flight listed: A free lance trader called the Vogel. An *Admin* (6+) locates the Vogel's manifest. It was carrying a cargo of fabrications required for essential repairs to one of Eca IV's mining stations.

Eca IV
Once PCs discover that Elliot Powell has a sister on Eca IV, it will provide the only clue as to where he may have headed. One of the moons of Eca, Eca IV is a mining colony with several corporate owned mining stations. It lays some 450 million km from Levall, an approximate journey of some 50 hours at thrust 4 or 80 hours at thrust 2.

Rival Bounty Hunters
There are three rival groups of bounty hunters to the PCs. Each has conducted their own investigation to find clues that may lead them to Powell. Only the Delgado brothers, Tye and Kanwar Delgado and their crew hands have learned about Powell having a sister – information they discovered from threatening Mina Powell. For now they remain one step behind the PCs but they'll soon catch up on Eca IV.

Act Two
Eca IV   UWP X224300-9
Port X, no starport; **Size** 2, small (2,900 km); **Atmosphere** 2, very thin, tainted, 0.35ATM; **Hydrographics** 4, ice world 44% (frozen); **Population** 3, (3,700); **Government** 0, no government; **Law** 0, no law; **Tech Level** 9 (early stellar).

Laying 4.7AU from the system star, Eca IV is the fourth of 11 moons orbiting the huge planet Eca. Eca IV is a fledgling colony being established only in the last 60 years. The colony is only habitable due to its proximity between the main planet and another moon, Eca IX. Both worlds exert a gravitational influence on Eca IV, which results in Eca IV having a decidedly elliptical shape and the conflicting forces serve to warm the world's core. Small mining settlements of colonists huddle together on the equatorial belt to harvest as much surface warmth as possible, though at its best it hardly rises above freezing. It takes a hardy or desperate kind of fool to wish to settle on Eca IV. Most of the inhabitants are employed by various off-world corporations who own the mining stations. Daylight is dim due to its distance from the system star and its slow rotation means Eca IV's day and night cycle lasts 52 standard hours.

Mining settlements, termed stations, operate landing strips that are often little more than a clearing on the rock bed. Corporate freighters bring

in essential supplies and take out unrefined minerals and ores. Large freighters remain in orbit and use shuttles to ferry cargo from the surface. There is no government, each station is autonomous and managed by a corporate appointed governor. There is no recognised law, only company rule.

The surface is a barren and frozen wasteland of rock formations. A typical mining station consists of a clump of buildings in near proximity to a quarry or drilling facility. Residents live in steel structures known as habitation blocks, their private quarters separated from each other across corridors. There may be as many as four or five habitation blocks in a station, each housing up to 100 people. Outbuildings may include small temples and bar-diners, as well as power terminals, water processors, food vats, recycling plants and storage silos for ore, minerals and fuel.

The average temperature at the equator is a cool -15°C (258K), though at the Polar Regions it dips significantly further. Volcanoes occasionally spew plumes of frozen sulphurous dioxides into the thin atmosphere, requiring a respirator and filter to aid in breathing. Any character exposed to the air without a respirator and filtration mask can breathe satisfactorily for a short while but must make an *Endurance* ability check (8+) every minute. On the first failed check, the body's respiratory system begins to fail and the character begins to suffer 1d6 damage every minute.

Station 23

With sensors, it is not hard to locate Station 23 on the world surface. Winds in Eca IV's thin atmosphere pick up speed quickly and can blow flurries of sulphur dioxide frost which obscure vision. Landing in such conditions requires a *Pilot* check (8+) to set down without causing damage to the ship. Any damage incurred is largely superficial and fixed after two successful *Mechanic* checks

(8+) taking 1d6 hours per check. On arrival the landing strip is vacant but station workers will attempt to open comms and hail the PCs in their approaching vessel. The PCs are not expected and landing permission is denied. PCs may attempt to smooth things over and with a plausible reason, gain permission to land on a *Comms* check (10+). However, in the end, the station has no way of stopping determined PCs from landing anyway. Station workers may own a few side arms between them but are not in the habit of carrying them around.

Trade opportunities

If PCs landed without permission then trade is refused. Otherwise they might be able to broker a deal to buy and sell cargo. Available cargo, priced per ton: uncommon ore 4,000 Cr and uncommon raw materials at 17,000 Cr. A PC can barter with a successful *Broker* check (8+) to reduce the price by 200 Cr per tonne for every 1+ of effect on the check. *Base prices for resale value are on core rulebook p166.*

Governor Zak Carver

Zak Carver is Governor of Station 23, appointed by its owner - the Metallia Corporation. On arrival, PCs will be escorted to Carver's office. He will act decidedly disgruntled towards the PCs if they landed at the station without permission. However, if PCs did gain permission then Carver will be far more respectful in greeting his visitors. Station 23 has a community of 228 inhabitants and Carver knows them all well. He is very aware that Elliot Powell came to visit his sister. He is also aware that Powell left again shortly after. PCs can search the station if they wish and may interview Hannah and her husband Grieg Gravesson once they finish their shift at the rock face. As the investigation continues Carver will be begin to co-operate more with their

requests as he comes to realise it is the quickest way of getting the PCs to leave again.

Hannah Gravesson, Habitation Block 2, Station 23, Eca IV.

Hannah may once have been described as pretty but since working here her looks have become rugged, her skin coarse from exposure and frost burns. Hannah was most surprised to see her brother. She had no idea of what had happened to him on Levall. She confides that Elliot suffered severe culture shock at the conditions on Eca IV and was heart broken to find his sister labouring at the rock face to eke out a meagre living. He stayed only a couple of standard days before chance arrived to secure passage on a freighter by working as a volunteer deck hand. He had no wish to endanger his sister in case the likes of the PCs were to trace him here, so he moved on.

Vessel Log

PCs will be shown the station's vessel log, at the end of which they will note the name of their own vessel has been added. The last freighter to be recorded in the log was a Metallia owned heavy freighter called the Tregarn. The freighter held in near orbit whilst its shuttle ferried cargo. Carver assures the PCs that Elliot Powell boarded the Tregarn as a deck hand. The Tregarn left orbit 50 hours before PCs arrived. It will have taken about 25 hours to reach the planet Eca's 18 million km jump limit before making the jump 1 journey to Balfor, an industrial world in the next system. If the PCs check the log for a vessel called the Vogel it is listed as arriving on the day Powell arrived. It first dropped its cargo at another station before ferrying Powell to station 23.

The Delgados arrive on Eca IV

The Delgado brothers with two crew members arrive at Station 23 shortly before the PCs make ready to leave. Amid the frost flurries, the Delgados and PCs share an uneasy look across the landing strip. The Delgados are engaging the landing strip workers in conversation. Over the sound of the wind, a *Recon* check (10+) is enough for a PC to overhear a worker saying out loud, "*That Powell must be a popular fellow, those folks over there have been asking about him too*".

PCs may decide to confront the Delgados or simply ignore them and board ship to leave Eca IV. If they confront their rivals, the two brothers stand tall and arrogant whilst their two crew hands stand back. The elder brother, Tye Delgado, does the talking. He will warn PCs to back off: "*Elliott Powell and the bounty for his head belong to us*". If a fight breaks out now the PCs may avoid having to battle it out in space. If the PCs simply leave, the Delgados will soon follow. There are ample crates and outbuildings around the landing strip to provide cover in a fire fight. The weather too contributes to cover with obscured visibility due to the dimness of Eca IV's daylight and the almost constant wind-driven flurries of frost. If PCs are forced to finish repairs to their ship, the Delgados may leave Eca IV first. The Delgados, seizing an opportunity to remove their rivals, will wait in space using another of Eca's moons as cover from which to ambush the PCs – run the *Space Engagement*.

Tyrone Delgado

Str 8, **Dex** 8, **End** 10, **Int** 10, **Edu** 8, **Soc** 7; Deception 1; Drive 0; Engineer (electronics) 1; Gun Combat (slug pistol) 2; Pilot (spacecraft) 1; Recon 1; Stealth 1; Streetwise 2; **Gear**: auto pistol (3d6-3), armour –cloth (5), respirator/filtration (mouthpiece), wrist restraints, a photograph of Elliot Powell; 800 Cr;

Kanwar Delgado

Str 7, **Dex** 8, **End** 8, **Int** 10, **Edu** 9, **Soc** 6; Admin 0; Astrogation 1; Comms 1; Computers 1; Drive 0; Engineer 0; Gun Combat (slug pistol) 1; Gunner (turret) 1; Pilot 0; Recon 1; Streetwise 1; **Gear**: stunner (energy pistol, 2d6+3 non-lethal), armour –cloth vest (3), respirator/filtration (mouthpiece); 500 Cr;

Delgado Crew Hands (x2)

Str 7, **Dex** 7, **End** 8, **Int** 6, **Edu** 7, **Soc** 6; Engineer (jump drive 1); Gun Combat 0; Gunner (turret) 1; Mechanic 0; Melee (blade) 1; **Gear**: auto pistol (3d6-3), dagger (1d6+2), respirator/filtration (mouthpiece); 120 Cr;

Development If the Delgados are losing in a fire fight they will retreat to their ship and lift off in a hurry. Unless severely injured or under-crewed they will re-engage the PCs, this time in a space battle. If the Delgados are alive but severely wounded they will withdraw from the competition for Elliot Powell's bounty. The PCs though have gained an enemy. If the PCs left Eca IV without fighting with the Delgados, the brothers will be quick to find the leads they need and will hasten after the PCs and engage them in a space battle. Either run *Space Engagement* or move directly on to *The Tregarn* as appropriate.

Space Engagement

The Delgado's ship is an A3 Fast Trader named the Medusa. Depending upon the type of vessel the PCs are using, Referees should feel free to replace the Medusa with another ship if more appropriate for game balance. The Delgado's ship must be jump capable and at least match the PC's vessel in tonnage and thrust.

Moments after leaving orbit from Eca IV the sensors on the PCs' vessel will pick up a contact. It is the Medusa. The Delgados hail the PCs on comms to warn them off. If the PCs don't withdraw, a space engagement ensues at short range (<1250km).

Tactics The Medusa will be quick to fire missiles to force PCs onto the defensive. The Delgados will not think twice about leaving defeated foes dead-in-the-water or even destroyed. The PCs simply must win this engagement. If things go badly for the Delgados they will withdraw from combat and from the race to bring in Elliot Powell but the PCs will gain the Delgados as an enemy.

The Medusa - Fast Trader, Type A3 - 200 tons
Hull 4, **Structure** 4; streamlined (aerofins); **Armour** titanium 2 ; **Jump Drive** B, jump-2; **Manoeuvre Drive** D Thrust 4; **Power Plant** D, rating 4; **Bridge: Computer** model/2 (rating 10); **Electronics** basic military +0 DM; **Fuel** 48 tons (1xjump-2 & 2 weeks of ops); **Cargo** 42 tons; **Staterooms** 8; **Low Berths** 6; **Extras**: air/raft; fuel scoop, fuel processors (20t/day); **Software**: maneouvre/0, library; jump control/2 (rating 10); intellect (rating 10); **Weapons Systems**: 2 Hardpoints, #1 double turret (pulse laser x1/ sandcaster x1) #2 double turret (pulse laser x1/ missile rack x1). **Ammunition** 20 sandcaster barrels; 12 basic missiles. **Crew** 4; **Crew Skill** Average +1DM;

Pulse Laser fires bursts of energy; optimum range is short, -2 DM to hit, (damage 2d6). **Basic Missile** thrust/5, endurance/10, (damage 1d6).

To be concluded in Part Two…….

What's in a Codename?

A Supplement for Spycraft By Robert Mueller

Introduction

Historically speaking, codenames only came into their own in the 20th century, with the rise of large-scale operational bureaucracies that grew around military and intelligence work. Previously, missions and agents were utilized too narrowly to warrant official monikers and counter-intelligence efforts were not organized well enough to necessitate a step between plain text and encrypted messages. Yet codenames have become a staple in popular media, as ubiquitous in movies, TV and books as spies themselves.

A codename is a compound of one or more phrases used as a single chunk of information, often as a single word. It refers to a person, an item, a location, an organization or an operation and it is almost always disconnected from the subject's real name and background. It is a shared secret that lets a closed group of people refer to the subject anonymously.

Building a Codename

An effective codename balances security with ease of use. When conceiving one, important factors include length, complexity, themes and rotation.

Long codenames are difficult to work with and memorize. Worse yet, they become a constant stream of repeated characters in encrypted messages, making them easier to decipher. Generally you want to use short codenames whenever possible.

Fortunately, a codename's security can be improved by increasing the number of words or phrases involved (otherwise called your "codename dictionary"). This can also increase the number of available options in a family of related codenames. Memorization and ease of use suffer, of course and so few codenames exceed three words or phrases.

Codename families often revolve around themes, which makes them more memorable. For example, British Rainbow Codes used a two-part system, the first a colour of the rainbow and the second chosen from a list of nouns. NATO vehicle reporting names start with a certain letter (e.g. H for helicopter — thus the Hind, Hip and Helix). When considering a theme, keep length and commonality in mind. Does it require long and complicated words that are not widely used? Then it should be discarded for something easier.

Rotation is another concern and a common cause for confusion. When a codename family's options are used up, previously used codenames can be assigned to new assets. This can frustrate enemy intelligence but also increases the burden on intended users as well. In general the rotation in any codename family should be slow enough that the same assets are not using the same terms twice, at least not in the same operational theatre.

Given all these factors, it is a good idea to consider the number of codenames needed before settling on a family pattern. The Reservoir Dogs robbers got by just fine with colours as there were only a handful of them but the same scheme would collapse if used by the U.S. military. Not only would it result in constant rotation but it would demand much greater detail to keep operations straight, defeating the purpose of using a codename.

For a number of basic codename themes and words, see Table 1: Codename Themes .

Table 1: Codename Themes

Theme	Example Words
Anatomy	Shoulder, Foot, Finger
Birds of prey	Eagle, Falcon, Egret
Bladed weapons	Kukri, Nodachi, Broadsword
Chess pieces	Bishop, Queen, Knight
Clothing	Hat, Coat, Boot
Colors	Green, Blue, White
Drinks	Screwdriver, Mojito, Vesper
Fish	Bass, Salmon, Tuna
Food	Lasagna, Steak, Noodle
Furniture	Table, Closet, Lamp
Months	February, June, October
Musical instruments	Guitar, Saxophone, Cymbal
Planets	Neptune, Venus, Saturn
Sports equipment	Football, Shuttlecock, Racket
Weather	Sunny, Cold, Foggy

Compromising a Codename

Codenames are not secrets; they are used in "casual" conversation, always with the expectation that the enemy is listening and keeping notes. This is why codenames should not contain sensitive information. They shield assets from discovery, acting like linguistic disguises and most of the techniques used to maintain a disguise also apply here. Avoid references to times, places and people when using a codename. Calling an Egyptian contact "Cairo" might be useful shorthand but it also gives listeners solid information about him. Similarly, a mid-day attack should not be codenamed "High Noon," any more than an airborne attack should be codenamed "Skyfall." Deliberately misleading references are helpful, of course and can help throw observers off your asset's scent.

You might expect common sense to prevail but real-life codenames often have less obvious yet easily exploited flaws. Consider Nazi Germany's predilection for Norse and historical codenames, which its soldiers could easily understand and spell. Unfortunately, this scheme also invited obvious applications, such

as Wotan, a codename used for a classified single-beam radar system. It was a cute name but also trivial for others to see through, given Wotan was a god famous for having only one eye.

Always consider how a codename's use might compromise your asset, even just by sending a message. When a radio transmission is intercepted, those listening do not just learn what was said. They also know the frequency across which it was said and when, not to mention the area where, it was picked up. All of these details can betray obvious codename meanings, as can the sender and recipients of an email or the servers through which it was sent. Remember that no information exists in a vacuum — the same links that make a codename easier to remember also make it easier to compromise.

Operational Use

At least codenames are easy to use, right? Just replace the asset's name with the codename and you are good to go. Sadly, this only works when a codename sounds natural in context. "Purple Duck met with Rotunda 7 at Bestseller" might be random enough to keep the assets disguised but the agents who just said it probably stick out like a sore thumb.

Deep-cover operatives in particular need to be careful when using codenames, as they cannot easily be replaced and frequently cannot cleanly withdraw either. It is generally better for them to fall back on pseudonyms and code phrases, which can be engineered specifically for their mission.

Another danger is that your Agency might become known for its codename system. It might not reveal every codenamed asset but it would certainly point them out, which can be disastrous.

Reporting Names

Similar to codenames, reporting names are official nicknames, often given to weapons and vehicles. For example, efforts were made during the Pacific Campaign of the Second World War to compile a definitive list of Japanese aircraft. Fighters were assigned boy's names and though there was little accounting for variants and widespread mislabelling the system led to spotting guides that made identification of enemy aircraft much easier and faster. Operational planning greatly improved as a result.

Another system of reporting names started with the foundation of NATO, this time focusing on Eastern Block equipment. The scheme utilized both themes (starting letters for equipment types) and versions (appended letters in alphabetical order for vehicle variants). The scheme was not perfect; it relied heavily upon observation and had little official nomenclature to fall back on. Variants were lettered in order of their discovery, not when they entered service and different variants wound up with the same reporting name.

History lesson aside, reporting names can inject a little techno-thriller flavour into modern campaigns. You could use existing names or just make up your own system following the NATO standard. Just take its category and follow the formula. A compact overview of important categories can be found on Table 2: NATO Reporting Names.

Example: A new Russian anti-tank missile has been discovered. It is a surface-to-surface weapon, so its reporting name should start with S. You might call it "Skylight."

For added authenticity, lists of known NATO reporting names are freely available on the Internet. Using one not only expands your options but also avoids doubling up with a historically accurate name.

Table 2: NATO Reporting Names		
Category	Theme	Examples
Aircraft — Bombers	Name begins with B	Bear, Badger, Blackjack
Aircraft — Cargo	Name begins with C	Cart, Cooker, Colt
Aircraft — Fighter	Name begins with F	Foxtrot, Fulcrum, Fishbed
Aircraft — Rotary-wing Aircraft	Name begins with H	Helix, Hook, Hokum
Aircraft — Other	Name begins with M	Maxdome, Mermaid, Mystic
Missile — Air-to-Air	Name begins with A	Acrid, Atoll,Arrow
Missile — Surface-to-Air	Name begins with G	Gecko, Gaskin, Gadfly
Missile — Air-to-Surface	Name begins with K	Kingfish, Kangaroo, Koala
Missile — Surface-to-Surface	Name begins with S	Scud, Sturgeon, Switchblade
Most submarines	NATO Phonetic Alphabet	Golf, Juliet, Papa
Radar systems	Two one-syllable words	Tomb Stone, Land Roll, Fire Dome

I Need a Codename Now!

When you are in desperate need for a codename without any preparation, just roll 1d100 twice and find each result on a different column of Table 3: The Codename Generator. This quickly produces a two-word codename.

Example: With rolls of 43 and 50, Operation: Hungry Justice can begin!

You can of course build your own codename generators using whatever scheme works for your organization. Aim for short, clear, unmistakable words. Vocabulary lists for English learners make an excellent source of widely-used terms.

Table 3: The Codename Generator

Line Number	Code Word	Code Word	Line Number	Code Word	Code Word
1	Able	Acre	33	Foxtrot	Gas
2	Alert	Anger	34	Gamma	Ground
3	Alpha	Archer	35	Gnarly	Gun
4	Angry	Asset	36	Golf	Harp
5	Argent	Ball	37	Great	Hitch
6	Beta	Basket	38	Green	Hole
7	Big	Beach	39	Harmless	Hook
8	Blue	Bike	40	Hidden	Horror
9	Bold	Budget	41	High	Hound
10	Bright	Cake	42	Hot	Idea
11	Broken	Cheese	43	Hungry	Idol
12	Brown	Cinch	44	Ideal	Industry
13	Calm	Concrete	45	Ill	Information
14	Charlie	Corporal	46	India	Ink
15	Cheap	Desert	47	Instant	Jerk
16	Cool	Dial	48	Iron	Journey
17	Cream	Disco	49	Jive	Jump
18	Yellow	Doodle	50	Jubilant	Justice
19	Dark	Door	51	Juliet	Karma
20	Delta	Dusk	52	Just	Kick
21	Direct	Elk	53	Kilo	Knowledge
22	Down	Exchange	54	Lost	Lark
23	Eager	Exile	55	Long	Light
24	Early	Extra	56	Lucky	Link
25	Easy	Falcon	57	Maroon	Lord
26	Echo	Fish	58	Mighty	Master
27	Empty	Five	59	Mike	Microphone
28	Evil	Flow	60	Mixed	Monk
29	Fake	Form	61	Naughty	Mortgage
30	Far	Fort	62	Nice	Mouse
31	Fit	Game	63	Night	Nemesis
32	Found	Garden	64	Old	Nicotine

ine Number	Code Word	Code Word
65	Only	Night
66	Orange	November
67	Original	Oil
68	Pink	Online
69	Peachy	Owl
70	Quantum	Papa
71	Quiet	Parade
72	Red	Park
73	Righteous	Pilgrim
74	Rich	Pork
75	Zesty	Power
76	Short	Quebec
77	Sierra	Rear
78	Silent	Record
79	Sunny	Rice
80	Super	Rigor
81	Tough	Road
82	Thin	Saw
83	Thirsty	Shame
84	Tight	Shark
85	Timeless	Sister
86	Top	Sugar
87	Torn	Target
88	Ultra	Tile
89	Uniform	Tourist
90	Vague	Trouble
91	Zulu	Trust
92	Venerated	Uncle
93	Victor	Vice
94	Vigorous	Void
95	Yankee	Wall
96	Wild	War
97	Wicked	Water
98	X-Ray	Wolf
99	Vital	Year
100	Young	Zebra

Book 8 The Jungle of Horrors, the latest instalment from Joe Dever's Lone Wolf Series.

Coming March 2009, only from Mongoose Publishing.

The Type-S Scout Deck Plan:

A Product Review by Bryan Steele

When the fantastic people over at Dragonfire Lasercrafts (www.dragonfiresigns.com) stopped by at our GenCon Indianapolis booth in 2007 with a large, flat white box; I was intrigued. When they opened it to reveal the first of the *Traveller* laser-cut deck plan maps they are making for us, I could not have been happier to get my hands on them. Specifically, the Type-S Scout ship. Ever since I had a chance to take a look at the deck plan maps, I have wanted to add them to my own collection of useful *Traveller* resources.

Acquiring one of the Type-S plans, I sent out some important feelers to the local *Traveller* gaming community and invited them over to play a short little combat scenario on the deck plans – getting their opinions and thoughts on the product itself. I figured that by running a small combat between some pre-made characters and some interesting antagonists on the Type-S, I could help show you (the readers) just how great a product this truly is.

Product Information

Scout, Type-S – 28mm (1 inch) scale
Dragonfire Lasercrafts
Retail: $60.00

Dragonfire's first ship plan designed for the *Traveller* roleplaying system. This ship was designed on the blueprints from *Traveller* for a Scout, Type S. This ship has 1" grid lines to work with most miniatures in the 1", 25mm and 28mm scales. The multiple decks have a screw-threaded pin that holds them together to show where they go in relation to each other and for easier transportation. The plans are made of 1/8" thick metallic engraving laminate to be durable, scratch resistant and dry erase marker-friendly. The Scout, Type S deck plan map measures 20" long by 11" wide (51 cm x 28 cm). It has an upper turret and a lower deck.

The Scenario

The set up for this product test is an easy enough idea. Four crewmen on the Type-S are beset upon by a small band of raiding pirates looking to steal the information cores in the ship's primary computer. This means that the protagonists will need to stop the invading boarding party before they can reach the bridge and make off with whatever data they think this ship has.

The Antagonists

The invading pirates consist of four lightly armoured soldiers, one technologically-advanced computer hacker, and the better equipped, better-trained commando that leads them.

Pirate Soldiers (4): TL8 Flak Jackets, Dagger, Autopistol
Computer Hacker (1): TL7 Flak Jacket, Electronics Kit, Autopistol
Pirate Commando (1): TL11 Combat Armour, Cutlass, Gauss Pistol

The Protagonists

The Type-S's crew consist of the following characters:

Aslan Star Marine
Human Smuggler
Human Merchant

Barbarian Naval Crewman

How it Begins…

The four protagonists are in their staterooms or on the bridge (the green starting squares on the inserted map) when their engines are blasted and the airlock blown open. The pirate team then gets one full round of movement to get into the ship with weapons drawn from their entry point (the blue arrow on the inserted map). Once they have arrived the ship's crew can begin to act, with all combatants rolling for initiative as normal.

The rest of the combat-test of the Type-S deck plan runs like a single combat; moving forward round to round until either the pirates are defeated by the crew or they manage to complete 3 significant actions at the ship's computer (see the red 'X' on the inserted map). These actions require a successful use of the Computers skill with a -1 DM due to the anti-hacking software on the Type-S.

How the Combat Test Unfolded

The battle was extremely one-sided in favour of the protagonists. Due to an ingenious use of the ship's computer to close and seal the bay door

to where the pirates had to enter, the invaders had a very difficult time getting around the bottleneck of that first main hallway. Add to that the use of a fragmentation grenade by the barbarian that seriously injured four of the pirates, a laser rifle shot that spanned the main corridor that burned down the pirate leader and a broadsword that seemed like it was some kind of +5 versus Pirates thing out of D&D…my poor pirates only managed to inflict a couple of points of damage before getting torn apart by some very well-planned tactics on the protagonists part.

The Type-S is a small enough ship that a boarding action is tough to pull off without heavy armours and some way of blasting *through* sealed doors instead of having to try and computer-hack them open against a merchant with Computers 3! If I run this little combat scenario again, the pirates get det-charges, that is for certain.

Eventually it ended up with the protagonists cornering the pirate hacker down in the cargo bay (where the hacker retreated to in order to avoid gunfire) thinking briefly about surrendering just before she was skewered by the smuggler's cutlass.

It was fun; maybe not as evenly sided as I had thought – but fun!

User Thoughts on the Type-S Scout Deck plan Map by *Dragonfire Lasercrafts*
The following are the collected post-test thoughts concerning the product being reviewed; including my own.

Product Reviewer: Bryan Steele; Professional Gaming Writer/Designer
"I went into the product test knowing that I liked what Dragonfire Lasercrafts creates, so my review is more about how it worked during the combat. My wet erase markers wiped right off with a wet napkin (or a licked finger, as it turns out), it packs away perfectly and most commonly used sci-fi miniatures/figures worked perfectly well on the squares. There are a few places that a single figure will sit sort of 'between squares' but it is easily dealt with and not much to worry about.

"My personal opinion is that the Dragonfire Lasercrafts' products might be a little expensive for the individual gamer to pick up, especially when taking into consideration that Dragonfire has mentioned that they will do some *much* larger ships in the future. The key words are – *individual gamer*. A gaming group of 6-7 people could easily all pitch in a few dollars or pounds and get these deck plans for their groups…which I would definitely encourage *Traveller* gamers to do."

Product Reviewer: Carlos Fernandez; Game Store Chain Manager/Avid Gamer
"This is a high quality gaming supplement. As a purchaser of terrain products, like *Dwarven Forge*, in the past, this is well within my disposable income for games. I like how water-based pens can be used to work in game effects and the like. If I was running a *Traveller* game, this would be a must buy. I Can't wait to see future products."

Product Reviewer: Riley Vickery; Game Store Employee/Writer
"Much sturdier than cardstock. The layout is easy to see and read. I loved the way the doors and hatches lined up precisely on the different levels. Great futuristic look, with the metallic surface. Hatches and doors are clearly differentiated. I want these maps!"

Product Reviewer: Curtis Goble; Student/Experienced Game Demo Team Leader
"A little hard to read if you're sitting at an angle to the board. The metallic reflection is hard to adjust to. Nice construction and the durability seems to be good. I like its portability. The scout is compact and I would gladly use it for future demos. It's about $15 - $20 more than I'd want to pay as a GM but still seems an acceptable extravagance if I knew players wouldn't be trading ships on a session to session basis."

Product Reviewer: Matthew Holmes; Retail Manager/Gamer
"Being relatively new to gaming, I think the deck plans are great. They look nice and seem to save valuable setup time. I believe the price is way too steep for the casual gamer. Perhaps a group pitch-in for a campaign that incorporates the plan frequently. I've used battlemats before and they seem to work just as well. The deck plans offer much more durability but much less customisation."

Closing Thoughts…

The product test was a good night of *Traveller* shoot 'em up (and cut 'em up, as it proved to be) but I would say my final thoughts on the Type-S Scout deck plan map by Dragonfire Lasercrafts can be summarised as such:

Pros:
- Extremely durable
- Perfectly suited for the ship(s) represented
- Marker-friendly and easily cleaned for multiple uses
- Attractive and eye-catching even to non-*Traveller* fans
- Good for any sci-fi game in 28mm scale

Cons:
- Slightly expensive for single gamer budgets
- Not customisable
- Glare on surface at particular angles

All in all, I would definitely give this product two big thumbs up and recommend it highly to *Traveller* gaming groups out there. Dragonfire Lasercrafts – keep up the good work and I cannot wait to see some of the other ships or ship add-ons you have available in the future!

The Sad Death of Sadder Villin

By Gareth Hanrahan

The new *Traveller* adventure, *Prison Planet*, describes the hellish Tarkwall Prison. Player Characters convicted of a crime may be condemned to that irradiated pit and forced to remain there for long years until they escape (or die and are buried in the yard). Most Player Characters commit enough crimes to warrant a prison sentence six times before breakfast but if your group are morally upright and law-abiding and then the first part of this adventure will get them sent to Tarkwall.

In the second part, the character's erstwhile patron is murdered and the characters must find the killer before he comes for them, too. You can run the second part of the adventure for a group who are already in Tarkwall, in which case they may befriend Sadder Villin and then investigate his death.

Introduction

This adventure takes place in the Lanth and Rhylanor subsectors of the Spinward Marches (*The Spinward Marches*, pages 82 and 86 respectively). Tarkwall Prison is located on Keanou (0801/Lanth), an obscure desert world on the edge of Lanth, Rhylanor and Regina subsectors. It is assumed that the Player Characters have their own spacecraft and are looking for employment. Skills like Pilot, Sensors, Zero-G and Vacc Suit are needed in the first part of the adventure.

The Macene Bureau

The Macene civilisation is a ring of high-technology settlements carved out of the rocky asteroids. The belt's shipyards produce a sizeable proportion of the new civilian ships and high-tech components for Rhylanor and Lanth subsectors, especially jump drive cores (the belt is high in lanthanum deposits, a vital part of the drive). The system is home to several naval bases, including the sector reserve fleet. Macene is a key factor in the security of the whole Spinward Marches. The outer reaches of Macene have a less salubrious reputation – the belter population of the system were once involved in piracy and some older rocks in Macene still welcome raiders and 'ethically challenged merchants'.

Ishta Rahm is a naval counter-intelligence agent; her primary duty is to ensure that nothing interferes with naval operations. The Zhodani have tried to infiltrate Macene in the past; especially daring Vargr raiders covet the wealth and technology of Macene and there are always ambitious local nobles who might make trouble. Six months ago, Rahm discovered evidence of a conspiracy; old, worn-out naval components including weapons are vanishing from the Macene shipyards instead of being destroyed. This is a serious security breach – someone could be building their own warships or gathering information about the capabilities and readiness of the Sector fleet.

She was about to bring this information to her superior Hoster, when she noticed an alarming correlation between transactions in a watched bank account and Hoster's movements around the belt. If an Intelligence bureau's chief is corrupt, then… well, Rahm sleeps with a body pistol under her pillow, just in case.

Before she can make any such accusation, though, she needs proof of the conspiracy. Her mole inside the conspiracy has passed on a shipping schedule. A consignment of naval parts has been transferred to an old storage depot on the edge of the Macene belt. According to the computer records, these should be junk parts, useless to anyone. Rahm suspects that the computer records have been tampered with and that the parts in the depot are actually weapons components. With her superior under suspicion, she cannot use agency resources, so she has to use other avenues of investigation – specifically, a contact of hers named Sadder Villin.

Sadder Villin

Sadder Villin is an old spacehand a former merchant whose battered old free trader, the *Lunion Queen,* finally gave up the ghost ten years ago. He now lives in the remains of his ship, which is permanently stuck in orbit of a planet that the Player Characters regularly visit (Risek is a good choice). Villin makes a living as a broker

and informant. He has dozens of friends in spaceport bars across the Marches and he can put free traders in touch with patrons who need goods moved discretely. Villin has spent 50 years living on board the *Lunion Queen and* has grown rather eccentric. He sometimes has conversations with long-departed crew members and has a paranoid terror of leaving the confines of the ship. When he has to go planetside for business, he wears a vacc suit and takes sedatives and whiskey. Despite his obvious quirks, Villin has a reputation for honesty and an encyclopaedic knowledge of the tramp ship network in the Marches.

Rahm has hired Villin to get a non-traceable ship and retrieve the components from the depot. If the cargo stored in the depot really is junk, then she's on the wrong trail. If Villins recovers weapons parts, though, then she has proof that there is a conspiracy afoot.

Ideally, the Referee should introduce the wreck-dwelling hermit to the campaign several sessions before running this adventure. The players should know and trust Villin before he contacts them with a new and curious mission.

Sadder Villin
STR4 DEX8 END6 INT9 EDU7 SOC6
Skills: Broker 3, Pilot (spacecraft) 1, Streetwise 2, Vacc Suit 1, Zero-G 1

Villin contacts the characters by radio if they jump into the same system as the *Lunion Queen* or else by leaving messages for them at the starports they frequent. He informs them that if they visit him in the next few weeks, he can put a highly profitable piece of work their way. He can't say any more except in person.

The Macene Run
When the characters arrive at the drifting hulk of the *Lunion Queen*, Villin signals for them to come aboard. He greets them in what was the common area of the ship, back when it was a ship and not a wreck. He keeps the gravity switched off to save power. The bulkheads are covered with star charts, notes on shipping timetables, computer screens and unidentifiable stains. Villin floats some foil squeeze-bottles of booze over to the Player Characters and pulls a sheaf of printouts out from what used to be an engineering access panel.

'*Don't ask too many questions about this job, all right? The patron wants it kept very dark, very very dark. It's in the Macene system. There's a small rock there called, er, M129-AP-299. I guess that's a name if you squint at it. The patron's got a load of cargo sitting in a vault there. She needs someone to pick up the cargo and drop it here, without going through a starport or running into any patrols. I know the patron and the cargo's not illegal, just... it has to be handled discretely, understand?*'

The fee is Cr. 5,000 per ton per parsec and Villin says there should be around 10 tons of cargo at M129-AP-299.

A quick check of Library Data will alert the characters to the fact that Macene is primarily a naval outpost and that avoid patrols might be difficult. Villin replies that M129-AP-299 is on the fringes of the system and should be far from any naval patrols. The only tricky bit will be refuelling; Villin suggests either visiting Macene port first and filling up there or else skimming from the gas giant before heading into the belt. Either way, they should be ready to jump out immediately after loading up at M129-AP-299.

If the characters agree to the job, Villin gives them a data cassette with a code on it. This code will open the dock at M129-AP-299. Villin again emphasises that the job is totally legitimate and that he trusts the patron, although he will not reveal her name. Paranoid players may assume they are being set up, which is accurate up to a point – neither Villin nor Rahm is planning to betray the characters but events are about to overtake everyone.

A successful Difficult (-2) Comms check suggests that the code on the data cassette looks like an old naval code, probably years out of date.

Jump In...
The voyage to the Macene system is uneventful. If the characters refuel at either Macene starport or the gas giant, Hau, they spot several huge naval warships that dwarf their own vessel hundreds of times over, as well as dozens of smaller escorts and patrol boats. Most of the activity in Macene is concentrated around the moons of the gas giant and at the Trojan points.

...Grab The Cargo...
M129-AP-299 is 45 million kilometres from the starport, so it will take several days to reach the asteroid. It's a lonely speck of matter, a mix of ice and rock, sitting well outside the orbit of Hau. As the characters approach, they detect no other ships nearby but sensors do pick up a structure within M129-AP-299. The asteroid has been partially hollowed out to serve as a depot. There are two airlocks, one standard size and one larger portal for loading cargo. Transmitting the code on the cassette opens either airlock.

Inside, the asteroid base consists of only a few rooms. It is obvious that the base was carved out of the rock centuries ago and has been visited only a few times since then.
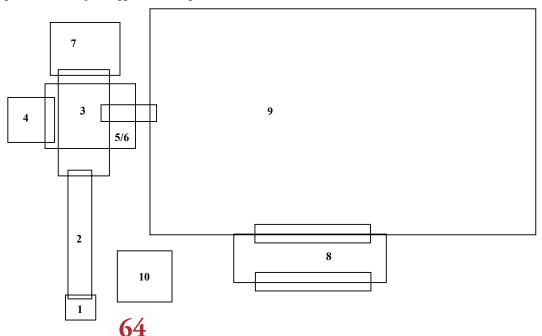
1. **Small Airlock.** This airlock can only be opened if the characters transmit the code from the data cassette. The airlock bears the words 'NAVAL PROPERTY – DO NOT ENTER WITHOUT AUTHORISATION'.

2. **Access Corridor.** The walls of this corridor are polished stone. There is no gravity but there are metal plates glued to the floor and walls every metre or so, allowing a character wearing magnetic boots to walk. There is no heat or atmosphere when the characters arrive but as soon as the airlock is activated, the environmental controls in room 4 switch on, heating the rooms and filling them with a breathable mix of gases. It will take several hours for the environmental adjustments to be completed.

3. **Central Chamber:** There are six exits from this cubic room, one in the centre of each wall. There are also vacc suits and a pair of unloaded accelerator rifles in a locker next to the access corridor entrance, along with extremely out-of-date medical kits and rations. While the equipment is functional, the lockers and other fittings are obviously very old.

4. **Fuel:** This automated fuel cracker melts the ice of the asteroid and converts it into hydrogen and oxygen, which are then stored in the fuel cells surrounding the cargo bay.

5. **Security:** This upper chamber contains a security robot, an autonomous combat drone equipped with an accelerator rifle. The drone will attack any trespassers unless the code from the

data cassette is transmitted to it. The droid uses a small thruster pack to move; the port-side thruster is damaged and fires with much less force that its counterparts, so the droid has trouble turning in zero gravity.

6. **Environmental Controls:** This chamber contains a small fusion reactor and other life-support systems. Hydrogen fuel cells are honeycombed into the rock around this room. The equipment here is also centuries old but still works.

7. **Computer Control:** The computer system in this chamber logs visits to the depot. A quick check shows that after the depot was constructed 310 years ago, there was approximately one visit per decade – up until two years ago. Since then, robot tugs have been showing up every few months and depositing cargo. There are also records of the main airlock being used, usually a week after the tug's visit. No ship is logged as having arrived at

those times. (The smugglers have not bothered to log their illegal visits to the depot.)

8. **Large Airlock:** There are two automated cargo-handling robots waiting in this airlock. If commanded, they will move cargo containers from the bay to a docked ship.

9. **Cargo Bay:** This cavernous zero-g cargo bay is filled with one-dton cargo containers. There are obviously two groups of containers. One set of containers are stacked at the edges of the bay and have not been touched in centuries. The second set of a dozen containers is in the middle of the bay and is much newer. This second set of containers holds the stolen naval components.

10. **Fuel Umbilical:** This tube can be connected to a ship to tap the asteroid's hydrogen reserves. The asteroid has 50 tons of fuel available.

...and Jump Out

Soon after the characters arrive at M129-AP-299 (ideally, while the characters are loading cargo), the smuggler ship arrives. The smuggler vessel is a Far Trader that just made a Jump-1 in from Kinorb. Their plan is to pick up the cargo and jump out again, as their ship still has the fuel to make a Jump-1 back.

Far Trader

Hull 4, **Structure** 4
Double Turret: Two Beam Lasers (2d6 each)
Double Turret: One Beam Laser (2d6), Sandcaster

Pirate Crew

STR6 DEX8 END7 INT6 EDU7 SOC7
Skills: Pilot (spacecraft) 1, Gunnery (turret) 1, Gun Combat (rifle) 1, Engineering 0, Mechanic 1, Recon 1
Vacc Suit (Armour 6), **Accelerator Rifle** (3d6)

This plan does not include another ship sitting right on top of the asteroid. The smugglers' reaction depends on that of the players. They will ignore any attempts at negotiation and instead attempt to threaten them using the turret-mounted laser cannons. However, the last thing the smugglers want is a firefight right on the doorstep of their secret drop-off point. Therefore, after a few rounds of combat, the smugglers will jump away unless the Player Characters surrender.

If there are characters on M129-AP-299 when the smuggler vessel arrives, they may have to fight off boarders.

Searching the Cargo Containers

Inquisitive Player Characters will doubtless search the cargo containers. According to the electronic manifest on each container, they all contain 'scrap and salvage' recovered from decommissioned naval vessels. If the crates are opened, they are found to contain naval weapons components. There are no complete weapons here but there are parts for meson guns and other alarming weapons (these count as Illegal Weapons for the purposes of trade).

Return to Villin

Assuming the characters recovered any cargo from the asteroid, their next step should be to return to the *Lunion Queen* and collect their payment from Sadder Villin.

Unfortunately for the characters, Hoster the corrupt intelligence agent is no fool. He suspected someone in his organisation was onto him and made a list of likely pawns who might be used to sabotage his smuggling ring. Sadder Villin was one of the top names on that list. A military vessel, the *Kestrel*, has been dispatched from Macene to the *Lunion Queen*, with orders to capture Villin and the characters. (The ship dispatched should be big enough to overpower the Player Characters' vessel – a *Gazelle* class escort should be more than enough in most cases).

Dead or Alive, You're Coming With Us

The *Gazelle* may be waiting for the characters, lurking in a powered-down state in orbit or it could jump in as the characters are meeting with Villin on board the *Lunion Queen*. The characters are hailed: '*LUNION QUEEN, [PLAYER CHARACTER VESSEL], THIS IS THE IMPERIAL SHIP KESTREL. IN THE NAME OF THE EMPEROR YOU ARE ORDERED TO SHUT DOWN ALL DRIVES AND WEAPONS AND PREPARE TO BE BOARDED. ANY RESISTANCE OR SUBTERFUGE WILL BE MET WITH LETHAL FORCE!*' The *Kestrel* closes in and launches a squad of Imperial marines in grav-assisted battle dress armed with gauss rifles.

Villin signals his surrender – he's got friends in Naval Security or so he thinks. He's gotten out of scrapes before thanks to his naval allies. The Player Characters can fight back if they want but their chances of survival in a stand-up fight should be slim. If they flee, they become wanted criminals.

Part 2: Tarkwall

After their capture, the characters are transferred – without trial – to a prison transport. Their ship and any weapons, armour or other notable equipment is impounded at Macene. The characters spot Villin in another cell on board the transport but are unable to speak to him. After several weeks of confinement aboard the prison transport, the characters find themselves in the Keanou system.

The transport lands at Keanou spaceport, where the prison shuttle waits to bring them to Tarkwall Prison. Protestations that they have not had a trial are ignored – Hoster has enough sway with the Ministry of Justice to have the characters and Villin quietly buried at Tarkwall Prison. Hoster wants to find out who hired Villin to hire the Player Characters and Tarkwall is the best place to do so.

The First Weeks

The first weeks in Tarkwall should unfold as normal. Prison hits Villin hard – he is not used to either high gravity or open spaces. His new cellmate is 1119 Morian Gosh, a violent thug who is spending 20 years in Tarkwall for murder. Gosh is trying to curry favour with 7057 Big Rolf.

Villin initially assigned to light work in the Upper Mining Level but then 9047 Rand Gurish recognises Villin; he claims that Villin ratted him out five years ago to the authorities and attacks Villin with a mining pick.

If the characters do not intervene, then Gurish beats Villin hard enough to send the old spacer to the infirmary for a month. If they do save Villin, then he is reassigned to the machine shop as it is clear that he is in no condition to survive the mines (and he has yet to incur the dislike of a prison official who would send him back to the mines regardless of his survival chances).

Guirish spreads the rumour that Villin is a snitch and untrustworthy bastard; several other prisoners, including 1215 Ward Stamboul, 1217 Talbot Vinge, 1935 Felip Karageorge, 8046 Satoshi Honig and 3064 Berndt Khanugir listen to this rumour and also take a dislike to Villin.

If the characters ask Villin about his connection to 9047 Rand Gurish, he admits that he did know Gurish out in the real world; Gurish was part of a pirate crew who raided shipping on the fringes of Lunion subsector. Gurish approached Villin, looking for a fence to shift some stolen cargo but Villin reported Gurish to the authorities. The rest of the pirate gang escaped but he was pleased to see Gurish put away for thirty years. Villin's obvious distaste for piracy may be surprising to the Player Characters, given the job he hired them to do.

In the machine shop, Villin tries to befriend 3006 Azax Hamid, believing that the clerk can get a message out to Rahm. Unfortunately, Hamid charges Cr. 500 to even attempt sending a message and Villin has no cash. He asks the characters to help him gather the money but refuses to tell them what he wants it for (to preserve Rahm's secrecy). In fact, Azax is scamming Villin – he is pocketing the cash and telling Villin that his contact in Circle City will relay the messages 'any day now'.

Villin also befriends 6724 Jaime Giligis, who comes from an asteroid colony and shares Villin's problems with high-gravity. Giligis has a stash of bone-density drugs which he shares with Villin. Characters who investigate may come to the conclusion that Villin has become addicted to drugs supplied by Giligis.

A Visitor

The next incident occurs several weeks later, when Hoster visits the prison. This is an unofficial visit – Hoster is not here in his capacity as director of security for Macene, he is simply popping in to have a little chat with the prison warden. Warden Grice is quite star-struck by his visitor and is so awed that he will do anything for Hoster's approval.

The characters may glimpse Hoster as he lands in a private shuttle. He is a fat man with a florid, multi-coloured moustache and cybernetic eyes. He is well dressed and pops vitamin tablets constantly. He speaks very quietly, in a voice just above a whisper.

Hoster interviews Villin privately but Villin refuses to tell him who ordered the break-in.

Characters with connections among the guards will learn that a secret interview took place and that no-one in the prison knows what the strange visitor wanted.

Breaking Villin

Having failed to extract the information he needed from Villin, Hoster departs, leaving instructions with Assistant Warden Voller to break Villin's will. The old spacer is reassigned to the Danger Zone and the word goes forth that it is open season on Sadder Villin. Those who make Villin's life hell – without killing him – will be rewarded. If anyone does kill him, though, then they will answer to Assistant Warden Voller. All the major gangs start hunting Villin. If the spacer is caught, they beat him, he is carted off to the Infirmary and goes from there to the Hole.

Once he is out of the Hole, it starts again. The guards only intervene to keep Villin alive. His every waking moment – and those of the Player Characters, if they help him – is a nightmare. His food in the canteen is unimaginable slop. His cell is sabotaged, spilling the contents of the chemical toilet everywhere. In the repair shop, his equipment is smashed, every day's work ruined. Anyone who publicly associates with Villin suffers the same fate.

The one advantage of all this is that Rand Gurish can no longer threaten Villin. The ex-pirate complains about the warden's 'favouritism' of Villin to anyone who listens, insists that Villin is actually a snitch and claims that the attacks on Villin are all faked to give him some credibility among the prison population.

Villin holds out for a few weeks. By the end, his nerves are frayed to the verge of insanity and he is

skeletally thin. Death hangs on him like a shroud – but he has not given in.

Villin's Plea

Sadder Villin knows that he can't endure much longer – either he will be killed by the torments of the other prisoners or he will crack and give in, revealing Ishta Rahm's identity to Hoster. He still believes that if he can only get word to Ishta Rahm, she will be able to rescue him from prison. He sends word to the characters by bribing G10 Semyon Wainrite, telling them that he wants to meet them in Area I of the Danger Zone tomorrow. It is vitally important that they meet him, if any of them are to escape Tarkwall.

The Murder

When the characters make it down to the Danger Zone, they find Villin's body lying in the dirt. He's been brutally beaten, his head smashed against the wall over and over until his skull fractured. It's a horrible, bloody way to die and whoever did it must have been remarkably quick and strong. A quick Investigate check shows that Villin's body was searched after he died – his pockets were inside out and his boots were stolen.

If the characters linger here too long, they will be discovered by the guards and possibly blamed for the murder.

What Really Happened: Gurish could not attack Villin directly, because of the Assistant Warden's proclamation that anyone who killed Villin would be punished. Therefore, Gurish approached the insane 1470 Jack Shansir and told Jack that Villin was actually a Zhodani spy who was broadcasting thoughts into Shansir's head. The crazed Shansir tried to break into Villin's cell that night but

couldn't get through the bars and was beaten back by 1119 Morian Gosh.

Shansir tracked Villin down the next day in the Danger Zone and murdered him, smashing him against the walls until the older man went limp. Shansir then wandered off into the caves, talking to himself. He claimed, when asked by the guards, to have cut his hands on sharp rocks and bled all over his clothes. A few minutes later, 8144 Eneri Shadashi found the body and he looted everything he could find.

The characters will presumably investigate Villin's death – during this investigation, Hoster will show up again, in *You're Next!*

Investigating the Death

There are several routes that the characters can take when investigating the death. Warden Voller is also investigating the death and will dispatch G4 Cesmo Wallenstein and G3 Gorod to find the killer. Cesmo begins by bringing the body to the infirmary and having the doctors perform a full autopsy. Gorod just beats people up.

Within a week, Cesmo will identify 1470 Jack Shansir as the killer and the psychopath will be thrown in the hole to rot.

Witnesses: No-one is willing to admit they saw anything initially. A few bribes, threats or rumour gathering gets the following information:

- There was a furious racket outside Villin's cell last night (caused by Shansir's attack on the cell)
- Villin obtained pen and paper from 3006 Azax Hamid during the week and the two had a fierce argument (Villin wanted the paper to write a note, explaining the situation to the

characters; he took the opportunity to berate the clerk about his failure to pass messages onto Rahm)
- Rand Guirish has been spreading rumours about Villin
- 8144 Eneri Shadashi has been lurking around the mining level lately, he is probably trying to steal gemstones
- One of the guards visited Villin's cell yesterday.

Villin's Autopsy: If the characters obtain a copy of Villin's autopsy, they learn that the body was disturbed at least once after the death. Furthermore, there were traces of a second blood type on the body, suggesting that the killer was injured in the struggle.

Villin's Cell: His cellmate reports that Jack Shansir tried to break into their cell the night before the murder. Shansir was raving that Villin was 'in his damn head'.

Villin's Boots: Eneri sells Villin's heavy magnetic boots to 6724 Jaime Giligis; the boots have good ankle support, necessary for those who have bone density problems. Characters who know Giligis or are searching for Villin's boots will discover this and Giligis will inform them where he got the boots.

The Note: Eneri Shadashi has the note he stole from Villin's corpse. He will give up this note with a bribe of a few hundred credits or the threat of violence. The note reads, simply 'ISHTA RAHM, MACENE TRANSIT – CONTACT HER.'

You're Next!

As soon as news of Villin's death reaches Hoster, he returns to Tarkwall. He is furious – few visitors

have both the authority and the courage to berate both Warden Brice *and* Assistant Warden Voller. After castigating the prison authorities for losing an important prisoner, Hoster calls any Player Characters who is a known associate of Sadder Villin for an interview.

If the characters played through the first part of this adventure, then Hoster demands they reveal who hired them to steal from asteroid M129-AP-299. If they have not, then Hoster asks if Villin told them anything about M129-AP-299. If the characters refuse to answer or lie (and as the characters have no idea who hired Villin, those are the only two options), then Hoster sighs and releases them.

If the characters have found Villin's note, they can give Hoster Rahm's name. If they do this, then Hoster leaves Tarkwall forever; Rahm is spaced in a convenient accident and the smuggling ring continues.

Otherwise, after failing to get an answer from the characters, Hoster departs. He orders Assistant Warden Voller to do to the characters what he did to Villin – make their lives hell until one of them cracks and talks. Hoster makes it clear that a few casualties are permitted this time, as long as one of the characters survives long enough to breathe the name of Villin's contact within Hoster's organisation.

Contacting Rahm

At this point in the scenario, the characters are in big trouble in Tarkwall. Any attacks on them have Voller's blessing, so they will be assaulted, stolen from, insulted and threatened by every other prisoner. Anyone who injures them will be rewarded by the prison authorities. Every minor infraction on their part, by contrast, will result in vicious beatings by the guards, a spell in the Hole or both.

Hoster will return to the prison after six months. If the characters have survived to this point, then he will question the characters again and if they still do not know who hired Villin, he will finally believe them and give up on this route of investigation.

If the characters can get word out of the prison through a more reliable channel than 3006 Azax Hamid, then Rahm will visit the prison after a few weeks. She will pose as Sister Mari, a nun from a charitable organisation that sponsors promising inmates for eventual release and redemption. She seeks out the characters and has a private interview with them; during this interview, Rahm reveals who she is and asks the characters about Villin's death.

If the characters have made contact with Rahm, then she will aid in getting them released (if they were illegally incarcerated because of Hoster) or in aiding them otherwise (if they were in prison for other reasons). Once the characters are eventually released, Rahm may even employ them in other schemes to bring down Hoster.

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