

# MASTERMIND

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Mastermind* campaign module compatible with SWADE. Changes are highlighted in red.

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### HIT THE STREETS

Lord Leohn claims to know very little about Scorpion. He does know they've been harassing, and sometimes killing, his and other corporations' mercenaries. Before the characters can get started in their hunt, they must first call on any contacts they have to learn more about Scorpion. Ensure they are specific about where they look to gather information.

While the characters may search through local or planet-wide media to discover more, that turns up red herrings and wild speculation, rather than any facts. Let them turn to their contacts to gather information, using **networking**, other applicable skills, and role-playing. A success provides the following information:

- At least five corporations have seen their mercenary force harassed by some unknown band of criminals.
- These criminals have broken into houses or stolen equipment from warehouses/storage.
- At least two mercenaries have been killed in ensuing firefights.
- The criminals appear to choose their targets at random with little significance to each one.
- The criminals appear to have a lot of intelligence regarding mercenary forces.

Contacts within the main layers of Machenko provide the following:

- A new band of criminals has been reported throughout Machenko.
- Rumors state the criminals have been spotted with similar tattoos on their necks or shoulders.
- The criminals sometimes employ the use of cybernetics.
- The criminals were involved in a large shoot-out with extremely powerful weapons.
- The shoot-out killed five officers from the local authority and the criminals got away with a cache of weapons.
- The criminals seem to target weapon and armor depots.
- It is said the criminals even robbed a bank.

Contacts within the lower layers of Machenko provide the following:

- There's a new criminal ring called the Scorpions.
- The Scorpions have scored some big jobs and gotten their hands on some nasty weapons.

- Members of the Scorpions have exotically shaped tattoos on their necks or shoulders (think Chinese symbols).
- The Scorpions were targeting weapons and armor to pull off bigger jobs.
- The Scorpions have started hunting mercenaries.
- The Scorpions are led by someone called The Mastermind.
- The "big thug" of the Scorpions seems much stronger than the others.

Should the characters decide to go into Machenko's underground city, they can gather much of the above information through other means such as Gambling (at the Fighting Pit for example) or by using Vigor to represent drinking at the local bar and socializing with the other patrons. However, if they go into the underground city, all weapons and armor need to be removed, lest they be mistaken for bounty hunters and find nothing but tight lips (-4 to **Persuasion** rolls). Allow the characters to find creative ways to gather this information from the underground city.

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### FIND THE SCORPIONS' LAIR

Once the characters have devised a plan to lure the Scorpions into their trap, they then need to find the Scorpions' hideout and bring the fight directly to the criminal organization. This part of the investigation is possibly the most tedious as it involves a number of decisions depending on how the characters are planning to find the hideout.

If the characters plan on using a frontal assault against the Scorpions after luring them in, they need to dispose of all but one member for the purpose of interrogation. However, before that can happen, they need to ensure the Scorpions are duped by the ruse being established. Characters choosing to hide and surprise the Scorpions must succeed on an opposed roll using their Stealth against the Scorpions' Notice. If any character fails, the Scorpions spot them and begin shooting (they typically shoot first and ask questions later). The Scorpions are a suspicious lot and are usually on edge and can easily be set off.

If the characters are successful in their opposed roll, the Scorpions continue their efforts without noticing them hidden within. A second opposed roll is required using the characters' Stealth against the Scorpions' Notice. Those that succeed gain Surprise against each Scorpion that failed. However, due to their current cautiousness, the characters are unable to obtain The Drop on the Scorpions.

- Scorpion Soldiers (two per character) – see page 70

Standard combat ensues and the characters need to avoid killing at least one Scorpion should they wish to interrogate

him. Interrogating a Scorpion requires an opposed roll of the character's Intimidation against the Scorpion's Spirit. If the character chooses to rough up the captive, he receives a +1 bonus to Intimidation. Allow the characters to attempt other creative ways to get the captive to talk.

If the characters choose a surveillance solution and decide to follow the Scorpions instead of directly confronting them, they must track the Scorpions vehicle through the streets of Machenko. Already cautious about this big find, the Scorpions are using evasive maneuvers while driving back to their hideout to avoid being tailed. This requires a Dramatic Task using the **Survival** skill, requiring eight actions and ten successes. All other characters may make cooperative rolls using Driving (or Piloting, depending on what vehicle they are in), Notice, **Electronics** (think in-car computer tracking), and **Survival**. This should not be handled as a chase scene as the Scorpions would simply flee somewhere else instead of leading the characters back to their hideout.

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#### 1. SECURITY CAMERAS

At night, while the Scorpions attend to their equipment cache and make further plans, the security cameras are deactivated. The cameras are not very high quality or advanced technology and thus cannot truly see anything when it's dark. As such, the Scorpions simply disable the cameras when they arrive as part of deactivating the security system. This also means they can play around in the warehouse yard (such as driving the forklift erratically) without the Mastermind catching them.

Characters wishing to fully disable the cameras, so that they never come back on, may do so on successful **Athletics** and **Repair** rolls (to climb up and break the camera) or with a successful **Hacking** roll (to disable them electronically as the computer is not actively monitoring that security feature).

#### 2. WAREHOUSE YARD GATE

The gate leading to the warehouse yard requires a valid keycode to gain entrance. While the security system is disabled, this gate doesn't trigger alarms should an incorrect code be entered. While the security system is active, an incorrect code automatically alerts whoever is monitoring the alarm system (most likely the Scorpions in another hideout). Overcoming this keycode, while disabled, can be done on a successful **Thievery** or **Hacking** roll. While the security system is active, only successful **Hacking** rolls work as the keypad too has a tamper detection circuit.

#### 5. WAREHOUSE ENTRANCES

There are two entrances into the warehouse, both at the top of a short flight of stairs. These doors are thick but fairly quiet. They close slow enough to avoid being heard over any other commotion inside and opening them makes barely any sound at all. Both doors lock automatically and require a keycode to gain entrance. This can overcome through one of three methods:

- **Hacking** (with no penalty)

- **Thievery** (with a -2 penalty)
- **Strength** (with a -4 penalty)

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#### LOCATING

Regardless of which warehouse the characters find the entrance to the tunnels, they are led to the same hideout housing a number of Scorpion soldiers and Mitch Liber along with his new puppet Rex Hubbard, "The Mastermind." If the characters are lost as to how to find this main hideout, Lord Leohn informs them of his suspicions regarding Rex Hubbard and has them speak to Hubbard's wife. Hubbard's wife tells the characters about the aforementioned story, presenting them with little to no information.

After a series of **Research** and **Persuasion** rolls, the characters can gather that no such discussions exist nor have there been any pressures from any corporation on Machenko as of late. Should they need to take this avenue to find the main hideout, tracking down the whereabouts of Rex Hubbard requires a Dramatic Task using **Survival** with eight actions requiring ten successes. Other characters can perform Cooperative rolls using **Research**, **Persuasion**, **Survival**, or **Notice**. If they are still unsuccessful, suggest going back to the warehouse to investigate. At some point, they need to travel into the underground areas and locate the main hideout.

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#### REX HUBBARD

*Rex Hubbard is under the hypnotic spell of Mitch Liber, with the augmentation of powerful mind-numbing drugs. He fights simply because he's told to and has no control over his own actions.*

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

**Skills:** **Academics** d10, **Fighting** d4, **Notice** d6

**Armor:** Body Glove (All 4)

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#### LEOHN'S MEETING

Although it may strike the characters as too coincidental that they were ambushed on their way to Leohn's meeting, he has absolutely nothing to do with the attack. In fact, this meeting is a regular meeting to gather new assignments and report on any ongoing ones. It is due to Dark Factor's superior surveillance that allowed them to time this attack accordingly and wait until all the characters were together.

Leohn is completely taken aback by any information regarding the attack and the obvious setup to the attack. He assures the characters their driver had (or has if he's still alive) been a member of the corporation for many years and was a trusted confidant of Leohn's (this is true; the driver knew nothing). He is very suspicious about the nature of the attack and how coordinated it appeared to be.

Leohn orders the characters to investigate the attack and has some suspicions that it may have been orchestrated by Dark Factor. Seeing them as a terrorist organization, they are the only ones on the planet capable of getting that close to a mercenary force and being equipped with the necessary weapons to make an attack. Not knowing much else about Dark Factor, Leohn is terrified at the prospect that he is also being targeted by the organization due to the fact he is the head of the mercenary force. This throws him into a bit of a panic as he begins incoherently muttering under his breath about bugs and undercover jobs. Leohn then follows-up his orders with those to have the corporate offices scrubbed for possible surveillance devices and employees that might be Dark Factor agents.

Searching the corporate office for surveillance devices is a cooperative Notice roll. One character should take the lead while all others serve as companion rolls. Companion rolls can be made using Notice, **Thievery**, or Hacking. Each success and raise on the final Notice roll results in 1 surveillance device being found. There are at least 10 surveillance devices to be found, but the Notice roll should only be made once. If the mercenaries wish to perform this check once per day, each subsequent day after the first incurs a (-2) penalty to that main Notice roll, with the penalty growing by (-2) with each subsequent search. Thus, if the mercenaries spend four days searching, the fourth day carries a (-6) penalty to Notice.

Checking all corporate office employees to find an undercover agent is done with a cooperative Intimidation roll. One character should take the lead while others serve as companion rolls. **Companion rolls can be made using Intimidation and Persuasion.** However, none of Drake's employees are undercover agents as Dark Factor doesn't use undercover agents. They prefer to set up surveillance and keep their agents out of the actual corporate offices.

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#### SURVEILLANCE EQUIPMENT

Dark Factor's surveillance equipment is sophisticated and unique. They have designed their own equipment not sold through any channels as a purchasable item. Characters are free to examine the equipment looking for markings or any indication of who manufactured it. Instead of finding any markings, they discover a complete lack thereof which should lead to the knowledge that these devices are completely custom or hand-made.

A successful **Thievery** roll allows the characters to open the device, without breaking it, and inspect its components. An Investigation roll is required to research the different components comprising the surveillance device. These parts are fairly common either on the open or black market and can be purchased with little to no hassle. An additional **Thievery** roll allows the characters to further inspect the device for functionality and see that it doesn't conform to any standard, known device and definitely appears to be hand-made.

#### DARK FACTOR TATTOO

Information on the tattoo is available if the characters dig through the archives of corporate or mercenary news. A successful **Research** or **Electronics** roll provides little information other than the tattoos belong to agents of a terrorist organization known as Dark Factor that has plagued corporations for around fifty years. Every agent has this tattoo located in the same spot on their neck, but no one can properly identify the agents (the ones unlucky enough to end up dead). This is due to Dark Factor's ability to virtually erase a member's past.

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#### DARK FACTOR INVESTIGATION

To get all available information about Dark Factor, as recorded in mercenary archives, a successful **Electronics** roll at (-2) is required. Optionally, this can be a Dramatic Task to define how many pieces of information the characters find, but either way they should be given the most important information.

- Dark Factor is a terrorist organization that targets major corporations.
- They have been known to confront mercenary forces without hesitation.
- They often employ the use of sophisticated equipment to perform surveillance.
- They have a history of espionage and infiltrating extremely secure networks.
- Agents are not afraid to perform frontal assaults.
- Without knowing why, Dark Factor has never employed assassins. (**GM's Note:** Dark Factor is not in the assassination business. They prefer to expose the truth to crush corporations, not kill their executives only to have them replaced with another corrupt individual.)
- They are believed to have killed a number of mercenaries whose corporate employers were later exposed for corruption.
- Rumors abound that corporations hire Dark Factor to attack rival mercenary forces. (**GM's Note:** This is completely false. Dark Factor only takes orders from within.)
- Local authorities have failed to locate Dark Factor. All investigations have been handed over to the mercenary forces and later expunged from government records.
- Mercenary forces have never been able to interrogate a Dark Factor agent.

Dark Factor agents are very resourceful and do everything they can to expunge any records concerning their organization. While complete removal of everything is next to impossible, they are able to infiltrate networks with ease to remove the most damning material. Often times they leave bits and pieces behind to add to their mysterious ways and seed panic within corporate executives and foolish mercenaries.

Finding information about Dark Factor should prove difficult, but not impossible. It is imperative the characters know enough to continue their investigation or find creative ways to either discover additional information or attempt their own espionage. Other attempts to locate additional information always incurs a (-2) penalty due to the steps Dark Factor takes to avoid discovery. This may include Intimidation or Persuasion rolls to speak with mercenaries known to have encountered Dark Factor and lived. Another option includes **networking** to find rumors floating through the underground city. Allow the characters creative ways to discover the information, but make it difficult to embrace how secretive the organization is.

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## ESPIONAGE

Some characters are really good at hacking and have a knack for espionage. Although probably one of the most difficult ways of getting deeper into Dark Factor, it means the characters can remain out of sight, possibly making things a bit safer. Establishing a connection into Dark Factor's network can be done by modifying one of the surveillance or tracking devices. Doing this requires a successful **Thievery**, **Repair**, and **Hacking** roll. These rolls do not need to be made by the same character and can be cooperative. Each roll is done with a penalty of (-2).

The amount of time given to the characters is at the discretion of the GM. However, three failures on any combination of rolls (except the cooperative companion roll) results in the device being damaged and unusable. As long as the characters have additional surveillance or tracking devices, they may repeat the process. At least one success is required using each skill. If successful, they now have limited access to the Dark Factor network via the transmitter in the device they jacked into.

Once this connection is established, the characters may attempt to hack the network and look for additional information. Although this isn't the main network for Dark Factor, the potential to find additional information is there and thus a viable avenue.

Searching Dark Factor's network via this connection requires speed and finesse to avoid detection. This perusal of the network requires a Dramatic Task using Hacking, requiring ten successes on five rolls. This task can be managed cooperatively, but only a single character's Hacking roll counts toward the Dramatic Task. Due to the nature of the task, only cooperative rolls using Hacking or Investigation are allowed. This Dramatic Task can only be performed once. Any failure results in the connection being detected and forever being severed. Optionally, GM's may allow this task to be performed again on another functional device on the following day.

If they succeed, they locate the following information:

- Leohn, Tibbert, and the characters are all targets for Dark Factor's activities.
- They have pictures of the interior of Drake's corporate office. (The view from these pictures can be used to find any unfound surveillance devices.)
- They have records of Leohn and Tibbert's movements along with the limousine that picked up the characters.
- They have pictures of the exteriors of each character's home.
- They have pictures of each character.
- They have pictures of the characters dealing with the Scorpions.
- They have pictures of the characters infiltrating Egress Labs.

It should be made very clear that the characters have been under surveillance, from afar, by Dark Factor for quite some time. They can use the vantage point apparent in the pictures to discern where the surveillance is coming from, or at least the general area of where it's coming from. Additionally, they can use this opportunity to plant any false leads to lure the Dark Factor agents into some type of trap.

Locating the vantage points where the pictures were taken requires a series of **Notice**, **Research**, and **Persuasion** rolls. Any character is allowed to make these rolls, although they should be sprinkled across all participants. Using any combination of those three skills, they must achieve four successes before rolling two failures to locate one of the vantage points. A different vantage point is available for each character, and the task may be performed by each character or cooperatively, regardless of success or failure. One or more raises provide +1 success to the roll. The time required is mostly irrelevant.

Role-play the activities being performed. For example, a successful **Persuasion** roll has the characters speaking to someone on the street, showing them a picture, and the individual points them to where that location is. Successful **Research** rolls have the characters comparing the pictures to those from the city archives to find where those locations are.

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## INVESTIGATION

Once the characters have spoken to everyone they deem necessary and collected all the information they want or need, it's time to hit the computers and administrative files. Characters with the **Electronics** skill can search the computers for hidden bits of information while those with the **Research** skill can search the administrative files. Here's a list of clues to be found:

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## FINDING THE CULPRITS

Kevin and Thomas are stranded on the moon until the next personnel shuttle arrives, which isn't due for four days. They

both live in a dorm within P-273 and continue working for Drake, performing their construction duties. Characters can peruse the employment files further using **Electronics** or **Research** to find the two unaccounted for employees according to Drake's employee manifest. Hacking should take significantly less time than Investigation.

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**KEVIN ASILDA**

*Kevin Asilda is a House Koresh mercenary and an expert with computers.*

**Attr:** Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Skills:** Athletics d8, Electronics d10, Fighting d8, Hacking d10, Notice d6, Research d8, Shooting d10, Thievery d8

**Edges:** Combat Reflexes

**THOMAS HARALD**

*Thomas Harald is a House Koresh mercenary and an expert in demolitions.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8  
**Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

**Skills:** Athletics d10, Fighting d10, Notice d6, Repair d10, Research d6, Shooting d10, Survival d8

**Edges:** Luck, Marksman

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## FINDING THE SPACECRAFT

After receiving their briefing, regardless of where the characters are, they need to travel to Dansk's planetary system to follow the flight path of DMM1042. This requires a successful Navigation roll to understand the path the craft was taking from the space station to Dansk. Once the characters discern the correct path, they can begin searching the area. This can be done using Investigation and the ship's scanners or Notice (at -2) for a visual scan. It should take the characters at least a day of searching, represented by a single roll. If they fail, they can roll again, but this represents another day of searching and the p'tarian swarm on the ship should grow increasingly larger (as eggs are hatching and swarms are becoming larger).

The characters finally find the spacecraft crashed into an asteroid that happens to be orbiting one of the outer planets (a large gas giant). There is space to land the characters' spacecraft, but this requires a successful Piloting roll to avoid damaging the ship.

The characters will need to walk from their spacecraft to DMM1042 across the surface of the asteroid. This requires proper protective gear. Once they reach DMM1042, a successful Notice roll allows them to spot the hole in the side of the spacecraft near the bridge, large enough for a gemini to walk through. A successful Common Knowledge (at -2) or **Xenology** (with no penalty) allows the characters to discern the general properties of the hole. It's very reminiscent of

holes made by p'tarians when they chew through the side of a spacecraft if they're unable to ram and breach it.

## STEP INSIDE

As the characters step inside, the environment within the ship is very hazy, almost as if a fog has developed and refuses to conform to physics given the fact that the ship's interior is exposed to space through the hole. If the characters look toward the ceiling, or succeed on a Notice roll to hear it, they see the source of the haze: a swarm of p'tarians clinging to the ceiling.

- Large p'tarian swarms (two) – see page 80

After dispensing of the first two swarms, the characters spot much larger p'tarian warriors approaching from the rear of the spacecraft.

- P'Tarian warriors (three per two characters, rounded up) – see page 80

The characters may choose to either head toward the rear of the spacecraft or investigate the bridge. If they investigate the bridge, they see the black on the windows is actually ichor left behind by more swarms of p'tarians.

- Small p'tarian swarms (four) – see page 80

Once the characters travel to the rear of the spacecraft, a pair of warriors leap at them from the opening to the cargo pod.

- P'Tarian warriors (two) – see page 80

With the main areas of the spacecraft cleared out, the characters can follow the trail of debris and ichor leading to the cargo pod. If they're not aware of it, a Notice roll allows them to hear noise from the cargo pod. Alternately, by accessing a computer or handheld device, a **Research** roll, tells them that the spacecraft has a cargo pod underneath.

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## ARRIVING AT X12A

Almost as soon as the characters reach the X12A planetary system, the ship's sensors pick up a short-range distress signal (a simple Mayday) from Jangala – or more specifically, from the station orbiting Jangala. A successful Smarts roll tells the characters the signal is too weak to be the system's distress beacon. In fact, the station's beacon would have been picked up by other remote Alliance bases.

Using the scanners on board *Genesis*, a character can attempt an **Electronics** roll to locate the beacon's specific location. A Success pinpoints it in Airlock 3.

**Electronics** or Hacking can also be used to attempt a remote access of the station's main frame, although this can be time-consuming (as Hacking symbolizes advanced computer skill, provide a +1 bonus to all Hacking rolls). Should the team decide they want to try this, treat it as a Dramatic Task. Don't let them know the penalties though: every round they take to

accomplish the task costs them one survivor from the Bio-Containment Lab and if they get a Failure on the draw of a Club, events move immediately to the Self-Destruct Sequence (see below).

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#### DR. ALBERT JORDAN, THE MOTHER'S CONSORT

*Dr. Jordan is now something of an anomaly. He realized what would happen when he became infected with X12A-P13, and tried to quickly concoct a cure, but he only succeeded in keeping some semblance of his intellect intact as he joined the hive mind. As a result, he believes himself to be the 'Chosen Mate' of 'The Mother' (X12A-P13), but does what any other JP:13 symbiot does: he serves the main plant.*

**Attr:** Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

**Charisma:** 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

**Skills:** Fighting d6, Notice d10, Science d12, Shooting d6

**Hindrances:** Delusional ("The Mother's Chosen One"), Loyal ("The Mother")

**Edges:** Scholar (Science)

**Gear:** Lab coat, flamethrower (2d10; Cone, Ignores Armor)

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#### JHET CHAMPION RACER

**Attr:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Pace:** 7; **Parry:** 2; **Toughness:** 5

**Skills:** Athletics d8, Driving d8+2, Notice d8, Survival d8, Taunt d6

**Edges:** Ace

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#### NOVICE AGENT – ASSAULT

*Assault agents specialize in medium range assault weapons.*

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Driving d4, Fighting d8, Notice d6, Riding d6, Shooting d8

**Hindrances:** Curious, Loyal, Vow (Dark Factor)

#### NOVICE AGENT – BREAKER

*Breaker agents specialize in explosives and flushing enemies from cover.*

**Attr:** Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

**Skills:** Athletics d6, Fighting d6, Notice d6+2, Repair d8, Riding d6, Shooting d6, Taunt d6

**Hindrances:** Bloodthirsty, Loyal, Vow (Dark Factor)

#### NOVICE AGENT – EXTRACTION

*Extraction agents specialize in quick, short ranged attacks, using hit and run techniques and dual-wielding.*

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Fighting d8, Notice d6, Riding d6, Shooting d8, Stealth d6, Taunt d4

**Hindrances:** Bloodthirsty, Loyal, Vow (Dark Factor)

#### NOVICE AGENT – LONG RANGE SUPPORT

*Long range support agents specialize in long range, high-powered weapons.*

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d6, Driving d4, Fighting d8, Notice d8+2, Riding d6, Shooting d8

**Hindrances:** Arrogant, Loyal, Vow (Dark Factor)

#### NOVICE AGENT – MELEE

*Melee agents specialize in hand-to-hand combat.*

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

**Skills:** Athletics d6, Fighting d8, Notice d6, Riding d6, Shooting d6, Taunt d8

**Hindrances:** Arrogant, Loyal, Vow (Dark Factor)

#### SEASONED AGENT – ASSAULT

*Assault agents specialize in medium range assault weapons.*

**Attr:** Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 9 (4)

**Skills:** Athletics d10, Driving d6, Fighting d8, Notice d6, Riding d6, Shooting d10

**Hindrances:** Curious, Loyal, Vow (Dark Factor)

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#### SEASONED AGENT – BREAKER

*Breaker agents specialize in explosives and flushing enemies from cover.*

**Attr:** Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d6

**Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

**Skills:** Athletics d8, Fighting d6, Notice d6+2, Repair d8, Riding d6, Shooting d8, Taunt d6

**Hindrances:** Bloodthirsty, Loyal, Vow (Dark Factor)

#### SEASONED AGENT – EXTRACTION

*Extraction agents specialize in quick, short ranged attacks, using hit and run techniques and dual-wielding.*

**Attr:** Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 7; **Toughness:** 9 (4)

**Skills:** Athletics d10, Fighting d10, Notice d6, Riding d6, Shooting d10, Stealth d8, Taunt d4

**Hindrances:** Bloodthirsty, Loyal, Vow (Dark Factor)

#### SEASONED AGENT – LONG RANGE SUPPORT

*Long range support agents specialize in long range, high-powered weapons.*

**Attr:** Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Driving d4, Fighting d8, Notice d10+2, Riding d6, Shooting d10

**Hindrances:** Arrogant, Loyal, Vow (Dark Factor)

#### SEASONED AGENT – MELEE

*Melee agents specialize in hand-to-hand combat.*

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

**Pace:** 6; **Parry:** 9; **Toughness:** 10 (4)

**Skills:** Athletics d8, Fighting d10, Notice d6, Riding d6, Shooting d8, Taunt d8

**Hindrances:** Arrogant, Loyal, Vow (Dark Factor)

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**HOUSE CHELLOW ENFORCER**

*House Chellow employs a large number of enforcers to protect their Visen operation.*

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, Driving d8, Fighting d8, Notice d6, Piloting d8, Shooting d8, Survival d6

**Edges:** Block

**HOUSE CHELLOW ENFORCER CAPTAIN**

*Each enforcer team is led by a single captain.*

**Attr:** Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d10

**Pace:** 6; **Parry:** 8; **Toughness:** 9 (2)

**Skills:** **Athletics** d10, Driving d8, Fighting d10, Notice d6, Piloting d8, Shooting d10, Survival d8

**Edges:** Block, Nerves of Steel

**HOUSE CHELLOW RANGER**

*House Chellow employs its own settlement rangers to deal with creature threats to the harvesting area.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, **Fighting** d8, **Notice** d10+2, **Riding** d6, **Shooting** d10, **Stealth** d8, **Survival** d8

**Edges:** Alertness, Danger Sense, Marksman

**HOUSE EISNER GUARD**

*House Eisner employs a number of guards to keep their gambling operations safe and free from prying eyes.*

**Attr:** Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

**Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

**Skills:** **Athletics** d10, Fighting d10, Intimidation d8, Notice d10, Persuasion d6, Shooting d6

**Edges:** Brave, Bruiser

**HOUSE EISNER LEAD GUARD**

*Each group of guards is led by a single lead guard.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10

**Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

**Skills:** **Athletics** d10, Fighting d10, Intimidation d10, Notice d10, Persuasion d8, Shooting d8

**Edges:** Brave, Bruiser, Command

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**HOUSE EISNER HANDLER**

*House Eisner employs handlers to capture and manage the native beasts used in the Gladiator Pit.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, **Fighting** d10, **Notice** d10+2, **Riding** d10, **Shooting** d8, **Stealth** d6, **Survival** d10

**Edges:** Alertness, Beast Bond, Combat Reflexes, Danger Sense

**HOUSE SEN MERCENARY**

*House Sen hires its own mercenaries to search for ancient and xenos artifacts.*

**Attr:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

**Skills:** **Fighting** d8, **Notice** d8+2, **Persuasion** d8, **Research** d8, **Shooting** d8, **Stealth** d6, **Survival** d6

**Edges:** Alertness, Brave

**HOUSE SEN SOLDIER**

*House Sen soldiers are trained to protect the company's assets, and little else.*

**Attr:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** **Athletics** d8, **Fighting** d8, **Notice** d6, **Shooting** d8, **Stealth** d6

**Edges:** Combat Reflexes

**HOUSE SEN CAPTAIN**

*Each group of soldiers is led by a single captain.*

**Attr:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, **Fighting** d10, **Intimidation** d8, **Notice** d10, **Shooting** d10, **Stealth** d8

**Edges:** Combat Reflexes, Command, Command Presence, Natural Leader

**HOUSE STANTON RANGER**

*House Stanton employs their own settlement rangers to assist the corporations and monitor their activities.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, **Fighting** d8, **Notice** d10+2, **Shooting** d10, **Stealth** d8, **Survival** d8

**Edges:** Alertness, Danger Sense

**HOUSE STANTON GUARD**

*House Stanton employs a number of guards to protect the underground excavations, particularly the secret ones.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2) [9 (2) when inside the Lead Guard's command radius]

**Skills:** **Athletics** d8, Fighting d10, Intimidation d8, Notice d10, Shooting d8

**Edges:** Bruiser

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**HOUSE STANTON LEAD GUARD**

*Each group of guards is led by a single lead guard.*

**Attr:** Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** **Athletics** d8, Fighting d10, Intimidation d10, Notice d12, Persuasion d8, Shooting d10

**Edges:** Bruiser, Command, Command Presence, Hold the Line!, Inspire

**JP:13 INFECTED TECHNICIANS**

*These poor souls look similar to the mercenaries, except the tendrils sprouting from their bodies attach to the main plant.*

**Attr:** Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

**Pace:** 6, **Parry:** 4, **Toughness:** 5

**Skills:** Athletics d4, Fighting d4, Notice d6

**Hindrances:** Loyal ("The Mother")

#### SCORPION SOLDIER

*Scorpion soldiers are dedicated to their lifestyle of thefts and killing, desiring nothing more than to rid the planet of mercenaries and amass a large cache of weaponry.*

**Attr:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

**Skills:** Athletics d8, Fighting d10, Notice d8, Shooting d10, Taunt d6

**Armor:** Body Glove (All+4)

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#### CARCINOTAUR

*Carcinotaur are patient creatures that primarily live off eating fish.*

**Attr:** Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d12

**Pace:** 6; **Parry:** 6; **Toughness:** 14 (6)

**Skills:** Athletics d12, Fighting d8, Notice d8, Stealth d8

**Armor:** Exoskeleton (Torso +6)

**Weapons:** Bite (Str+d8)

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#### VELOCAUR

*Velocaur are small, athletic creatures that hunt in packs.*

**Attr:** Agility d12, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

**Pace:** 10; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Fighting d8, Notice d10

**Armor:** Scaly Skin (All +2)

**Weapons:** Bite/claws (Str+d6)

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#### HUNTERS

*P'Tarian hunters are the egg layers within the horde whose appendages are razor sharp and can be used as natural weapons.*

**Attr:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

**Pace:** 7; **Parry:** 6; **Toughness:** 10 (2)/16 (8) back

**Skills:** Athletics d6, Fighting d8, Notice d8, Survival d8

**Armor:** Thick skin (All +2), reinforced exoskeleton (Back +8)

**Weapons:** Razor-sharp appendages (Str+d6+2; AP 2), Bite (Str+d8)

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#### BEETLE SWARM, SMALL

*Beetles are the size of a gemini's fist when first born. They swarm together and grow as a group.*

**Attr:** Agility d10, Smarts d4, Spirit d4, Strength d4, Vigor d4

**Pace:** 9; **Parry:** 4; **Toughness:** 4

**Skills:** Athletics d10, Notice d6, Survival d4

**Armor:** None

**Weapons:** Bite (Str+d6; bypasses armor)

#### BEETLE SWARM, LARGE

*Beetles grow rapidly but remain together as a swarm.*

**Attr:** Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Pace:** 8; **Parry:** 8; **Toughness:** 6 (1)

**Skills:** Athletics d6, Fighting d8, Notice d8, Survival d8

**Armor:** Thick skin (All +1)

**Weapons:** Bite (Str+d6; bypasses armor)

#### WARRIORS

*P'Tarian warriors are the xeno's basic fighters before becoming hunters.*

**Attr:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

**Pace:** 10; **Parry:** 6; **Toughness:** 6 (1)/9 (4) back

**Skills:** Athletics d8, Fighting d8, Notice d6, Survival d6

**Armor:** Thick skin (All +1), reinforced exoskeleton (Back +4)

**Weapons:** Razor-sharp appendages (Str+d6+1; AP 1), Bite (Str+d8)

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#### SENTINEL

*Sentinels are smaller than sentries and built for ranged attacks.*

**Attr:** Agility d6, Smarts d4 (M), Spirit d4, Strength d8, Vigor d8

**Pace:** 5; **Parry:** 5; **Toughness:** 10 (4)

**Skills:** Athletics d8, Fighting d6, Notice d10, Shooting d10, Survival d8

**Armor:** Solid metal (All +4)

**Weapons:** Plasma pistol (12/24/48; 2d6+1; RoF: 1; Shots: 6; AP 4, SBT), large warhammer (Str+d8; AP 1 vs. rigid armor, Reach 1), coilgun (30/60/120; 2d8+3; RoF: 1; Shots: 2; AP 6, Snapfire)

#### SENTRY

*These things are big, and built for defense.*

**Attr:** Agility d6, Smarts d4 (M), Spirit d4, Strength d8, Vigor d10

**Pace:** 5; **Parry:** 6; **Toughness:** 12(4)

**Skills:** Fighting d8, Notice d10, Survival d8

**Armor:** Solid metal (All +4)

**Weapons:** Molecular halberd (Str+d8+2; AP 4, Reach 1, 2 Hands)

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#### TITAN

*Titans are very large and built for combat.*

**Attr:** Agility d8, Smarts d4 (M), Spirit d4, Strength d10, Vigor d8

**Pace:** 5; **Parry:** 7; **Toughness:** 12 (4)

**Skills:** Fighting d10, Notice d10, Survival d8

**Armor:** Solid metal (All +4)

**Weapons:** Molecular sword (Str+d8+2; AP 4), molecular axe (Str+d6+2; AP 2)