

# HASTILION EXPANSE

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

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### WARTHOG

*Warthog is an underground thug who has taken too many drugs, including steroids.*

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

**Pace:** 6; **Parry:** 6; **Toughness:** 7; **Language:** Argosian

**Skills:** Athletics d8, Fighting d8, Gambling d8, Intimidation d8, Notice d6, Taunt d8

**Edges:** Brawler, Brawny, Improvisational Fighter

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### BECK (NOVICE)

*Beck is a male l'nel bounty hunter working in the underground.*

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

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

**Language:** L'Nel, Argosian

**Skills:** Fighting d8, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d8, Survival d10

**Hindrances:** Mean (Minor), Arrogant (Major), Cautious (Minor), Greedy (Minor)

### UNWELCOME PARTY

Rodie Tibbert is now a disheveled man struggling to survive in the underground. He is wary of the characters' approach and even more if Beck is at their side. He has heard stories of the l'nel bounty hunter and fears for his life as he sees Beck drawing near.

Rodie loudly protests the presence of Beck as the bounty hunter explains that he's only assisting the characters. Beck will attempt to calm Rodie, but remains as passive as possible, handing the conversation over to the characters.

The conversation that ensues depends on what questions the characters ask and what direction they give Rodie. Here are some possible answers:

- Yes, I am Rodie Tibbert; at least I used to be.
- Drake exiled me after finding some compassion when I tried to right what I wronged.
- I have no intention of returning to Drake.
- Living in the underground sucks, but I'm getting by.
- Yes, I remember Leohn. He was a close personal friend of mine.
- Leohn always helped me out and I have always wished to return the favor.
- There's no way I'm returning to work for Drake.

If the characters pressure Rodie to return to Drake with them, he runs and attempts to reach the surface. The area is crowded so using ranged weapons could cause innocent bystander death. If this occurs, the characters are branded as criminals and handed over to the local authorities. Beck may even help the authorities.

If the characters chase Rodie, use his stats to run a chase with the understanding that the area they're running through is full of people. If the characters walk away, Rodie disappears.

Rodie Tibbert is panicking and flees to the surface, hoping to find transport off-world. Upon arriving at the surface, the detection ring trips his collar and alerts Recover of his escape from the underground. Recover agents begin searching for Rodie alongside the characters. Additionally, Beck joins the search putting his **Persuasion** and **Survival** skills to full use. The Recover agents wish to avoid a firefight and will attempt to subdue Rodie without killing him. They're not against causing harm, but it's better to take Rodie alive than to explain to their superiors why they killed a man. The Recover agents have **Survival** d6 for finding Rodie.

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### RODIE TIBBERT (SEASONED)

*Rodie Tibbert is a former executive from Drake Mining and Manufacturing expelled to a life in the underground city.*

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

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Language:** Argosian

**Skills:** Academics d10, Driving d6, Fighting d6, Persuasion d6, Piloting d6, Research d10, Stealth d4, Streetwise d6, Survival d6

**Hindrances:** Habit [Narcotics] (Major), Overconfident (Minor), Stubborn (Minor), Yellow (Major)

**Edges:** Attractive, Linguist, **Scholar (Academics)**

**Armor:** None

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### TROUBLESHOOTING

Characters that don't pick up on the hints to speak with Beck instead find him looking for them. Word spreads throughout the underground that a group of outsiders is looking for someone and Beck decides to investigate. His intentions are monetary as he's hoping to land another job, but he remains friendly and helpful if the characters don't actually need his services.

If the investigation appears to be too quick, allow the characters to wander throughout the underground searching through dive taverns and immoral places looking for Rodie Tibbert. **Persuasion** and **Survival** rolls are allowed but force

the players to roll at least one Raise before actually finding any signs of Rodie Tibbert.

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##SIDEBAR##

#### **HACKING VS. INVESTIGATION**

~~Hacking was introduced in Mercenary Breed to represent someone with advanced skills in computer and handheld computing device usage. When searching for data in this fashion, the Investigation skill can locate that data, but it requires hours of time. The Hacking skill, on the other hand, represents a character locating that same data in minutes instead of hours or traversing a secure network. To avoid detection by security, Hacking should be the skill of choice. If none of the characters have the Hacking skill, the extra amount of time needed draws the attention of security.~~

##END SIDEBAR##

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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).

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### 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.

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### 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)

## 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.

## 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.

## 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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## RECRUITMENT

Lord Leohn has done an incredible job of creating a public past for the characters' false identities as they get into Gobai with ease and without question. Finding a way into Qatil, however, proves to be a bit more challenging.

Finding a way to be considered for recruitment into Qatil requires a Dramatic Task using **Persuasion**. The characters are allowed five actions (each action takes one day) and must make five successes within this time. The penalty starts at (-2) with the beginning of the Dramatic Task, but any failure received increases that penalty by 1 (to a maximum of -4). Each success and Raise counts as +1 successes and a Raise (regardless of how many) decreases the penalty by 1 (to a minimum of 0). Upon completing the Dramatic Task, the characters are brought into contact with Qatil's recruiter, Araimir Xildon. Cooperative rolls are allowed as normal.

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### ARAIMIR XILDON

*Araimir Xildon is a ruthless gemini and the current recruiter for Qatil.*

**Attr:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6  
**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (4)

**Skills:** Fighting d8, Intimidation d8, Notice d8 (+2),  
Persuasion d8, Piloting d6, Shooting d8, Survival d8, Taunt d8

**Edges:** Alertness, Command, Command Presence, Danger Sense, Extraction, Shock Trooper

## SORTING

Qatil has a number of new recruits besides the characters. On the day the characters are requested to return, they find themselves surrounded by a dozen other new recruits, all looking to join Qatil's cause. They spend the first hour being berated by Xildon and ends with an explanation that their first day at camp is to sort the warriors from the 'pansies' (as he calls it, they're actually the group's support network which are vital to their operation). This is done by testing each recruit's capabilities to see where their strengths and weaknesses are.

This sorting activity is done with a series of Dramatic Tasks of which every new recruit is required to perform. Which 'bucket' they're placed in depends on which task they perform

the best. Each character is required to perform the following Dramatic Tasks with each one requiring five successes in six attempts with a (-2) penalty. Cooperative rolls are not allowed but failure simply means the character is weak in that function.

- Fighting
- Shooting
- **Research** (or Hacking)
- Stealth

If a character succeeds at more than one task, they are essentially assigned to special duty (for example, succeeding at Fighting, Shooting, and Stealth means the character will be an assassin). Succeeding at a single task means the character is assigned to simple duty (for example, succeeding at only **Research** means the character will perform research for the group). If the character fails all the tasks, they are assigned support duty such as carrying equipment during attacks.

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### VUTUNSI DUGGAN

*This rugged gemini is the current leader of Qatil. A scar across his right cheek, acquired during a raid on a corporate facility, is a constant reminder of his devotion to the organization.*

**Attr:** Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8  
**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Skills:** Fighting d8, Intimidation d10, Notice d8, Persuasion d10, Shooting d8, Stealth d4, **Streetwise** d6, Survival d8, **Tracking** d6

**Edges:** Charismatic, Combat Reflexes, Command, Command Presence, Danger Sense, Elan, Fervor, First Strike, Inspire

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## OBJECTIVE ROLES

While attempting to complete this objective, each character is designated a vital role. During the planning stages, players must choose what role their character will fill during the course of achieving the objective. When the action begins, characters will then make rolls according to the role they've chosen to determine if the mission is successful. Each character should assume a different role, although doubling-up for making cooperative rolls is allowed for all roles other than infiltration. The roles are as follows:

- **Distraction:** The distraction role places the character within the president's estate, mingling with the other guests and making sure none of them get too curious about any activities that are going on. This role requires a character with strength in socializing (Persuasion ~~or Streetwise~~).
- **Extraction:** The extraction role places the character near the infiltrator, serving as protection if the infiltrator is discovered by the guards. This role requires a character with strength in combat (Fighting or Shooting).
- **Infiltration:** The infiltration role places the character in the president's room where the intelligence is being

gathered and fed back to the other characters. This role requires a character with strength in Stealth.

- **Observation:** The observation role places the character away from the action, monitoring traffic across the airwaves and computer networks. This role requires a character with strength in **Electronics**.
- **Surveillance:** The surveillance role places the character away from the action, monitoring the live feed from the president's security system. This role requires a character with strength in Notice.
- **Translation:** The translation role places the character away from the action, translating the information received from the infiltrator. This includes translating from other Alliance languages, decrypting encoded messages, or locating vital information. This role requires a character with strength in computers (**Knowledge (Computers)**, **Research** or **Hacking**).

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### ROUND 1

**Infiltrator:** The infiltrator character must succeed on a Stealth roll to enter the mansion undetected. Failure increases the Threat Level by 1.

**Extraction:** The extraction character must succeed on a Stealth roll to enter the mansion undetected and position himself to provide back-up if the infiltrator needs it. Failure means it takes him 1 additional round to assist the infiltrator should combat break out.

**Surveillance:** The surveillance character must succeed on a Notice roll. Although he doesn't see anything, a success grants him a +1 to future Notice rolls for this task. Failure has no additional side-effects.

**Distraction:** The distraction character must succeed on a Persuasion or **Streetwise** roll if the infiltrator character failed. If he succeeds, the Threat Level decreases by 1. Failure has no additional side-effects.

**Observation:** The observation character must succeed on an **Electronics** roll. On a success, he's able to gather that a lot of important people, with a lot of guards, are at J'Sepp's mansion.

### ROUND 2

**Infiltrator:** The infiltrator character must succeed on a Stealth roll to traverse the hallway. Failure increases the Threat Level by 1.

**Extraction:** The extraction character has no rolls needed at this time, unless he decides to move. If he does, a Stealth roll is required. Failure means it takes him 1 additional round (cumulative with the first, when applicable) to assist the infiltrator should combat break out.

**Surveillance:** The surveillance character must succeed on a Notice roll. If the Threat Level has reached 2, he sees the

guards looking around. Otherwise, he sees nothing. Failure has no additional side-effects.

**Distraction:** The distraction character must succeed on a Persuasion roll if the Threat Level has reached 2, or a Persuasion or **Streetwise** roll if the Threat Level is 0 or 1. If he succeeds, the Threat Level decreases by 1. Failure has no additional side-effects.

**Observation:** The observation character must succeed on a **Electronics** roll. If the Threat Level is 2, he sees chatter that the guards look on edge. Otherwise, he sees nothing else of importance. Failure has no additional side-effects.

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### ROUND 3

**Infiltrator:** The infiltrator character must succeed on a Stealth roll to enter the president's office. Failure increases the Threat Level by 1.

**Extraction:** If the extraction character chooses not to move, no roll is necessary, but it takes him 1 additional round (cumulative with the others, when applicable) to assist the infiltrator should combat break out. If he chooses to move, he must succeed on a Stealth roll. Failure increases the Threat Level by 1.

**Surveillance:** The surveillance character must succeed on a Notice roll. If the Threat Level has reached 3 or more, he sees the guards beginning to move. Otherwise, see above. If he fails, he doesn't notice anything out of the ordinary.

**Distraction:** If the Threat Level has reached 3 or more, the distraction character must succeed on a Persuasion or Intimidation roll. If he succeeds, he's thrown out of the party, but the Threat Level drops to 1.

**Observation:** The observation character must succeed on an **Electronics** roll. If the Threat Level has reached 3 or more, he sees chatter about the guards moving about the party guests. Otherwise see above. If he fails, he doesn't find anything out of the ordinary.

### ROUND 4

**Infiltrator:** The infiltrator character must succeed on a Stealth roll to search the office without being heard. Failure increases the Threat Level by 1.

**Extraction:** The extraction character has no rolls needed at this time.

**Surveillance:** The surveillance character must succeed on a Notice roll. If the Threat Level has reached 5, he sees the guards walking down the hallway, toward the direction of the infiltrator. Otherwise see above. If he fails, he doesn't notice anything out of the ordinary. (The guards need 3 rounds to reach the infiltrator.)

**Distraction:** If the distraction character is still at the party, see above for what he's able to do.

**Observation:** The observation character must succeed on an **Electronics** roll. If the Threat Level has reached 5, he sees chatter about a few guards leaving down a hallway. Otherwise see above. If he fails, he doesn't find anything out of the ordinary.

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### ROUND 5

**Infiltrator:** The infiltrator character must succeed on a Stealth roll to begin gathering intelligence without being heard. Failure increases the Threat Level by 1, although it can't increase above 5. Gathering intelligence is a matter of using a special, handheld scanning device that relays the information back to the translation character's computer.

**Extraction:** If the extraction character is told the guards are on the move, he can try to create a distraction elsewhere in the mansion to keep the guards' attention away from the infiltrator. This doesn't require any rolls, but it does require him to move, increasing the time required to reach the infiltrator by 1 round.

**Surveillance:** See above for what the surveillance character can do.

**Distraction:** If the distraction character is still at the party, see above for what he's able to do.

**Observation:** If the guards are on the move, the observation character must succeed on an **Electronics** roll at (-4) to create his own chatter about a disturbance outside. If successful, the guards stop to contemplate investigation, increasing the time required to reach the infiltrator by 1 round.

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### NAVIGATING THE NETWORK

After the characters have hacked into Losal's network, they can easily navigate it to search various documents regarding the underground complex. This Dramatic Task is performed using **Research**. Failure means they found nothing before the line is lost. They can attempt this task again, but they will have to once again hack the network before being able to navigate through it.

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### EXTRACTING THE DATA

Once the characters have located documents or other data regarding the underground complex, they must extract it to decipher the layout of the complex and where the desired documents and recorded data are located in the complex. This Dramatic Task is performed using **Research** or a related **Knowledge skill**. Failure means infiltrating the underground complex and moving throughout it incur an additional (-1) penalty to all rolls.

### FINDING THE UNDERGROUND COMPLEX

With a plan in place, the characters must find the underground complex. This Dramatic Task is performed using

**Research**, **Persuasion**, or **Notice** depending on what route the characters take. Failure means they are unable to locate the complex and must go back to **Hacking the Network** to get better data.

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### PERFORMING A TASK

Each character performs their own task. If the equipment necessary to perform that task is not listed within the *Mercenary's Handbook*, create it so that the character can continue with that task as if they already had that new piece of equipment available.

Here is a list of possible tasks and an associated skill.

- **Intercepting telephone calls:** Phone calls are all wireless and the right equipment can listen to those telephone calls when they happen. This can be done using **Hacking**.
- **Download text messages:** Handheld devices are secure, but still open to invasion. Because they connect through a large wireless network, they can be reached through bugs in that network. This can be done using **Hacking** or **Thievery**.
- **Eavesdropping on conversations:** A character could walk throughout the crowds of people, listening to their conversations and knowing which ones to record. This can be done using **Stealth** or **Persuasion**.
- **Recording conversations from afar:** Long-distance listening devices are available, as long as a character knows how to properly use it and which conversations are of interest. This can be done using **Notice**.
- **Pickpocket:** Particularly devious characters may walk through the crowds lifting wallets from pockets to steal something from inside. This can be done using **Stealth**.
- **Socialite:** Charismatic characters may simply wish to involve themselves in conversations, hoping bits of information slip out. This can be done using **Persuasion** or **Streetwise**.

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### PROTESTOR

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

**Pace:** 6; **Parry:** 4; **Toughness:** 4

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

**Armor:** None

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### REBEL, ASSAULT

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

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

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

**Armor:** Tactical suit (All +4; helmet 50% versus called head shot)



## REBEL, EXPLOSIVES

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

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

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

**Armor:** Tactical suit (All +4; helmet 50% versus called head shot)

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## REBEL, SUPPORT

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

**Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

**Skills:** Athletics d6, Fighting d8, Notice d10, Shooting d12

**Armor:** Tactical suit (All +4; helmet 50% versus called head shot)

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## SET UP

Before Lord Leohn arrives, the characters need to establish a safety zone free from explosives, traps, and possible locations for assassination. Due to the reclusive nature of the island, guns are a rarity. Instead of finding a shoot-out, the characters need to use their investigative skills to locate all potential threats. Due to the delicate nature of affairs throughout the world and the calm nature of those in Miragas, all non-combat skill rolls incur a (-2) penalty (not cumulative if choosing to perform a Dramatic Task). This is due to how careful the characters have to be to avoid upsetting the population.

The characters have three days to perform their investigation before Lord Leohn arrives. Each task they perform requires 1/2 day, and thus six tasks are possible. The characters must succeed at five out of six tasks to prevent further complications upon Lord Leohn's arrival.

The available tasks should be customized according to what skills the characters possess. Each one should be fairly dramatic and can be combat or non-combat oriented. However, each one must have a defined purpose for the sake of keeping Lord Leohn safe. The five out of six requirement simply means the characters found all possible attempts to thwart Lord Leohn's efforts. If five are not met, then Lord Leohn is met with complications when he arrives. This may include an assassination attempt or even kidnapping. The complication is at the GM's discretion, but use the Rebel stats from page 13. Here is a list of possible tasks to be performed:

- **Bomb Squad:** The characters may use **Repair or some equivalent skill** to search the city-state for bombs or any type of explosive device planted to thwart Lord Leohn's campaign efforts. This can be done as a Dramatic Task or combat if the characters catch the individual planting the explosives. This can be used in conjunction with information gathering, such as Investigation or Streetwise, leading the characters to the location(s) of the bomb.
- **Communication Scrub:** It's feasible that someone could have installed intercepting devices throughout the island to

retrieve messages from Lord Leohn's (or his administrations') handheld device. This could be a Dramatic Task using **Thievery** or Hacking from an electronics viewpoint or using **Research** or Notice as the characters search the island looking for mounted devices that don't belong or people with technology that could intercept phone calls.

- **Frontal Assault:** A group of rebels could have acquired an abandoned warehouse down by the docks and are storing equipment to make a frontal assault against Lord Leohn's guards (i.e. the characters). Information gathering could lead the characters to the warehouse where they storm the door and dispose of those inside.
- **Follow the Trail:** For particularly sloppy rebels, they may be wandering the streets, quite obviously, completely oblivious to the fact that the characters are there ahead of Lord Leohn's arrival. The characters could follow them, using a Dramatic Task with Tracking or a car chase, and apprehend the rebels before a fight breaks out.
- **Undercover:** The characters may choose a Stealth route and go undercover to infiltrate a group of rebels or lure them out into the open. Using a bit of subterfuge, the characters are able to locate the rebels and arrest them before any further action can be taken (such as planting explosives).
- **Abandoned Buildings:** Every city-state on Dansk has at least one abandoned building, if not dozens. These buildings make optimal places for snipers or rebels planning something big. The characters could use **Research** or **Persuasion** as a Dramatic Task to find these abandoned buildings and board them up before the rebels can use them.

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## SET UP

The characters arrive three days before Lord Leohn and have already been "volunteered" to help President Keueitt win back his military compound. The group of rebels within this compound is the only thing that stands in the way of keeping Lord Leohn safe for his campaign stop.

Mechanically, this is a Mass Battle. From a flavor standpoint, the characters have been recruited to aid in military tactics to lead whatever force Keueitt has left against the much larger force holding the military compound. If none of the characters have **Battle**, Keueitt offers his best commander to lead the battle, seeking tactical advice from the characters.

Fifteen of the original guerilla warriors joined the rebels. However, the rebel force is significantly larger, and the total number of soldiers at the compound now numbers 100. Including the characters, Keueitt is able to field a force of 40. Here's the Mass Battle set-up:

- Keueitt's force has a minor terrain advantage. This is due to the cover provided by the trees and the large clearing the military compound resides in. The rebels thus incur a (-2) penalty due to terrain.

- Unless the characters provide it, neither side has artillery or air support. However, the characters can requisition this before combat begins.
- For each tactical plan the characters come up with, they receive a +1 bonus to the **Battle** roll until Keueitt's force is reduced by 50%. After that, the bonus is halved, rounded down.

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#### REBEL COMMANDER

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

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

**Skills:** **Battle d6, Fighting d8, Notice d8, Shooting d8, Taunt d6**

**Edges:** Command, Fervor

#### L'NEL GUERRILLA COMMANDER

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

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

**Skills:** **Battle d8, Fighting d10, Intimidation d12, Notice d8, Shooting d10, Taunt d10**

**Edges:** Command, Command Presence, Hold the Line!, Natural Leader

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#### SET UP

Three days before Lord Leohn arrives, the characters have a mighty task on their hands. There are numerous rebel organizations to quell in Ethium, and the mental state of the population is currently very volatile. If someone says the wrong thing, riots will most likely break out, leading to another burst of violence.

Because the characters are so incredibly outnumbered by rebels in Ethium, they are walking an extremely fine line and must use diplomacy to secure an area for Lord Leohn's rally. This diplomacy could come in many forms, and mechanically this stop is much like the first.

The characters must perform various tasks to convince the population to put down their weapons and listen to what Lord Leohn has to say. Each task they perform requires 1/2 day, and thus six tasks are possible. The characters must succeed at five out of six tasks to prevent the rebels from once again rioting in the streets each day Lord Leohn speaks to the public.

The available tasks must be diplomatic in nature and should match what skills the characters possess, possibly the incorporation of their Edges, and whatever creative means the players can come up with. Each task is performed as a Dramatic Task with the standard (-2) penalty using an appropriate skill and creating an outcome that would favor Lord Leohn's campaign rally. Here is a list of possible tasks to be performed:

- **Advertising:** The characters may use **Research** to create an advertising campaign that can run for the three days leading up to and running during Lord Leohn's political rally.

These advertisements should provide hope for the population and show Lord Leohn as a type of savior for all citizens of Dansk.

- **Inspect the City:** The characters may use **Notice** to travel throughout Ethium to get a feeling for what the city is like and what truly needs to be addressed. This can be translated into important aspects of Lord Leohn's speech that in turn speaks "to the heart" of the citizens. This way, Lord Leohn has an idea of what Ethium needs from the government. An example could be discovering that a central railroad station is in desperate need of repair and updating to provide ample transportation to a large portion of the city's inhabitants.

- **Hit the Streets:** The characters can use **Persuasion** to speak with the citizens and find out what their concerns are. This can then be relayed to Lord Leohn who can incorporate it into his speech and touch on subjects that are most important to the citizens of Ethium. Maybe the citizens are most concerned with government-funded health care.

- **Miniature Rallies:** The characters can use **Persuasion** to do their own miniature rallies where they build trust between the citizens and Lord Leohn. This allows the citizens to open their minds to what Lord Leohn has to say. This can also be used in conjunction with other tasks to reiterate what the citizens truly want from a new planetary governor.

- **Eavesdropping:** Although not exactly diplomatic, eavesdropping using **Notice** or **Stealth** is non-confrontational and can be done to overhear conversations regarding the government. Maybe the characters learn more about the rebels and their motivations, or maybe they learn why so many citizens are quick to join the rebellion instead of siding with the planetary governor. Lord Leohn can use this to put their minds at ease.

- **Media Outlets:** The characters can use **Research** or **Hacking** to peruse the various media outlets to determine what headlines appear and what subjects are discussed the most often. This can be translated into understanding the citizens' concerns and what worries them the most.

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#### SET UP

The characters need to sweep the rally perimeters to find explosives hidden throughout. There are five land mines and the characters are allowed ten **Notice** rolls at (-4) to find them (they are hidden quite well). Group rolls are allowed, although only the lead character's **Notice** roll counts toward the ten. If a character has **Repair**, they may use that instead.

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#### DARK FACTOR ASSASSIN

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

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

**Skills:** Athletics d8, Fighting d8, Intimidation d8, Notice d10, Shooting d10, Stealth d8, Taunt d6  
**Edges:** Alertness, Assassin, Level Headed, Marksman, Steady Hands

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#### THEODORE WORSHU

*Theodore Worshu is a former military officer who became greedy as an executive.*

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

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

**Skills:** Athletics d8, Fighting d10, Notice d8, Persuasion d8, Shooting d10, Stealth d10, Taunt d8

**Edges:** Command, Command Presence, Fervor

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## GEOGRAPHY

ATP 0125 is dominated by a large landmass in the northern hemisphere with periodic islands nearby. The southern hemisphere contains very little land, but underwater volcanic activity is slowly forming islands dotting the large ocean. The most prominent feature of the planet is the color of the water. As the characters draw near, they see a planet-spanning ocean colored green in the southern hemisphere, giving way to a pinkish-hue as it draws nearer any land. The shoreline along the large landmass is mostly pink with a hint of green.

As they enter the planet's atmosphere, the ship's scanner detects breathable air and an average gravity. The atmosphere is thick enough to hold in all necessary gases and a magnetic field repels the harmful rays from the local star. So far, the planet appears inhabitable. Additionally, no signs of defensive measures are attacking the ship, nor have any escorts appeared in the sky. Birds can be seen flying about, but none of them are so large as to be a concern.

Exploring a new planet entails standard Alliance requirements, of which the characters are made aware of before landing:

- Define the gases within the atmosphere. (This is usually done automatically by the ship's computer as they land.)
- Define the composition of major water sources.
- Establish a generalization of the geology.
- Document a sample of the local flora and fauna.
- Search for indigenous species.
- Scout for resources or areas good for agriculture.
- Provide any additional notes relating to possible exports.

The order in which the characters perform these activities is not important as long as they do them all. However, the ship they travel in analyzes the atmospheric gases as they enter the planet's atmosphere. While the characters can make discoveries in any order, the information is listed in the order of the preceding list. How the characters proceed will be mostly up to them and where they are located. For instance, if they land near the water, they will probably investigate the

massive ocean first. However, if they decide to travel inland and explore the region, allow them to come back to the ocean. If they leave without covering all Alliance requirements, they will not receive payment and their efforts will be wasted (although the Alliance will use that information and finish the exploration themselves). Remind them of this before leaving the planet if they haven't finished the mission.

Once the characters land and take off their helmets, they realize the air is very warm and extremely humid. It's breathable, and the characters don't incur any penalties, but xeno species susceptible to the effects of heat may find it unbearable.

ATP 0125 is a timed mission. For simplicity's sake, the characters have 16 hours to complete this mission. Each ~~Tracking or~~ Survival roll uses thirty minutes of traveling, exploring, and surveying. Group Rolls only count as one roll, but each character's ~~Tracking or~~ Survival roll counts as one 30-minute block. A Raise counts as two successes and only consumes a single 30-minute block (regardless of how many Raises were achieved). Thus, the characters can make a total of 32 rolls before having to return to the spaceship. This is due to the fuel capacity of the ATVs and the amount of time allotted by Lord Leohn.

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## WATER

Unless the characters explicitly state they land the spaceship on the shoreline, the best places to land are near the coast. Reaching the large ocean requires one successful ~~Tracking or~~ Survival roll. (Remember, each roll consumes 30 minutes of the 16-hour total. The characters may make as many as necessary, but keep track of how much time is spent before achieving the required number of successes.)

The water appears harmless, although its bed is filled with a reddish moss. As the moss grows farther away from the coastline, its hue changes from red to green (from the sky, the hue is altered by the water). This is caused by the amount of sunlight the moss receives. Those in shallower water turn from green to red as they receive more sunlight piercing the water. Where the sunlight barely makes it to the seabed, the moss is completely green.

This moss is caused by the high volcanic activity throughout the ocean. Additionally, the volcanoes heat the ocean to a fairly high temperature, causing the air to be quite warm and humid. This keeps snow from developing anywhere on the planet as the ocean is so vast and a fairly uniform temperature. However, the water is also toxic.

Any character that tastes the water must immediately make a Vigor roll or gain one level of Fatigue due to the toxins in the water. If any character fully submerses themselves in the water (as in swimming), the Vigor roll is made at (-2) as the toxins surround the body. If any character fully drinks the water, the Vigor roll is made at (-4). If, for some reason, the character doesn't learn the first time and makes the mistake a

second time, they gain two levels of Fatigue. This Fatigue remains for 1d6+3 days and is akin to having influenza.

Any characters familiar with detecting poisons, testing water, or discerning a planet's composition may make a Common Knowledge or Science roll to determine the water is toxic. Those without this familiarization may make a Science roll at (-2). A subsequent roll at (-2) allows the character to discern that the toxins could probably be filtered to make the water drinkable.

#### **GEOLOGY**

Either from their landing spot or the coast, the characters need to succeed on five ~~Tracking or~~ Survival rolls to survey the general geology of the planet.

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#### **FLORA AND FAUNA**

Along the coastline and further inland, the characters can survey the indigenous flora and fauna. This requires five successful ~~Tracking or~~ Survival rolls. If a character attempts to use Shooting to hunt an indigenous creature, they are allowed to do so, but the time spent hunting increases the success requirement from five to six. (Basically, one 30-minute block is consumed hunting.)

ATP 0125's flora and fauna are fairly common for a landmass of this type. There are insects, insectivores, herbivores, and carnivores. There doesn't appear to be any piscivores, but that's only because they are so rare. The fish in the toxic ocean are toxic to most creatures and only a couple rare species of animals can tolerate those fish toxins. If the characters investigate the fish, they will quickly find that the scales of the fish cause exposed skin touching it to become irritated. No Vigor rolls are needed unless the character eats the fish. Then, and only then, a Vigor is required at (-2) or gain one level of Fatigue. This Fatigue lasts for 1d4+2 days and is akin to having the stomach flu.

If the characters do hunt one of the animals, most likely an observed herbivore, they find succulent meat that is quite hardy and healthy. This can be done after the required five ~~Tracking or~~ Survival rolls without affecting the time consumed. A standard Shooting roll allows the character to take down one of these animals.

Creatures can simply be observed to detect their natural habits and possibly spot their habitats; discerning whether plants are poisonous or not is a little more difficult. Characters with **Science familiarization** in herbalism or botany can make a roll to distinguish poisonous plants from those that aren't. Additionally, Notice rolls can be made to watch the herbivores to find what plants they prefer to eat. Either way, the characters find that poisonous plants are rare, although the occasional carnivorous plant can be found (and probably avoided).

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#### **INDIGENOUS SPECIES**

Finding the indigenous species is the most difficult task the characters face. They are being watched and the local inhabitants are making all efforts to avoid them. They need to succeed on ten ~~Tracking or~~ Survival rolls to find a group of inhabitants or their village. However, once they do, the characters will be pleased to find a timid, but intelligent, species.

#### **RESOURCES AND AGRICULTURE**

During the course of their exploration, the characters are probably making mental, or even physical, notes about the planet's resources and possible agriculture. They need to succeed on five ~~Tracking or~~ Survival rolls to finish their investigation, test the soil, and assemble any notes they've taken.

#### **POSSIBLE EXPORTS**

The characters can't really discern what the possible exports are, but their spaceship is equipped with a computer system to do the analysis. This requires the characters to collect additional samples, make notations about additional observations, and follow-up on any possible input the computer system needs (such as a sample of the underwater moss). This requires four successful ~~Tracking or~~ Survival rolls to finish and should be done at the end of the full exploration and survey (as the characters are getting ready to wrap-up the mission). The computer system comes up with the following list of possible exports: fruit, moss (for possible medicinal purposes), water (after filtering), obsidian, iron (from flecks found in the soil), and lumber.

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#### **FIRST LANDING**

Tholgar has a single spaceport on the surface of the water. A large elevator brings the mercenaries to the main atrium where visitors are required to register.

Life underwater is truly exotic, especially with the facilities the golgosh are able to build. The sunlight above turns into a faint glow piercing the clear water as the characters travel down the elevator. Under the water, Tholgar is filled with pleasant lighting and amenities for visitors' and residents' comfort. There are many pools fed from the ocean waters. As the water can get frigid, they are heated, creating a tropical ambiance like that of a coastal paradise.

The upper level of every facility is equipped with a large glass dome to view the underwater world. Creatures and plant-life of all types can be seen through these windows, including the enormous whulnor, an oddly gentle oceanic creature that exceeds the size of a single facility.

After a lengthy wait, the characters are escorted to a room to speak with Raf Kuldra, the Tholgar Ministry's head official. Raf attempts all types of pleasantries to avoid upsetting his new



guests and offers each one a chair across from his desk. He has little desire for further idle chatter and immediately begins business discussions.

Raf is aware that the characters are there to secure permission to begin mining one of the planet's islands. However, he does not think it's a good idea and tries to convince the team that life under the water is the preferred locale. Raf has a Persuasion of d6 and the characters should attempt to persuade him to their cause. This is a Dramatic Task requiring 3 successes within 5 rounds (assuming none of the characters have a very high Persuasion skill). If one of the characters happens to have a high ~~Charisma and~~ Persuasion, increase the difficulty to 5 successes in as many rounds.

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## ISLAND FOUR

The characters have to use their skills and intelligence to properly survey the island for undesirable land formations or possible threats. They must make **Survival** rolls to find suitable land. Notice rolls are allowed but with a (-2) penalty as the search requires more than just simply scanning the environment. Any character that grew up on a jungle, mountainous, or volcanic landmass gains a +2 bonus to either roll.

Upon establishing a suitable location, the characters are asked to scan the rest of the island for possible hostilities. They make additional **Survival** or Notice rolls and find only small insects and a few suspicious plants (as their color mimics poisonous plants on other planets). Successful **Survival** rolls with a (-2) penalty allows the characters to locate faint footprints in the rocky ground. Following them produces nothing as they disappear after 100 feet, but they are definitely there.

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## SABOTAGE

The sumenskers are wary of the island visitors and very cautious to avoid encounters during the day. During the night on day four, a small party of six sumenskers ventures to the settlement. They see a lava-resistant platform 30 feet above the ground.

Regardless if the characters are asleep or awake, they hear (or are startled awake by) loud shouting from one of the construction areas as three workers are complaining about their equipment not working. At least one character should investigate to find a power source running from the construction area to the ground where a large generator is being stored.

After climbing down the ladder and approaching the air compressor, a successful Repair or Notice roll shows the air line running from the compressor to the construction workers

has been removed. The line has not been cut or maliciously destroyed; it has simply been pulled out of the air compressor.

The sumenskers' wandering group of six approached the air compressor, completely unaware of its purpose. Through curiosity, they pulled the air line on the generator and fled once the workers above started yelling. However, instead of fleeing to their home, they decided to continue investigating the curious platform being built on their territory.

Considering it's dark and the precautions the sumenskers are taking, the characters are unable to follow any tracks but are able to easily repair the air line. On the other side of the platform, they hear more shouts about equipment failure and investigate.

A successful Repair or Notice roll shows another air line removed from another generator on the opposite side of the platform. Again, no tracks are found, and the sumenskers have fled the area. At this time, the characters should choose to either ignore the situation, as nothing was damaged, or investigate the island. If they choose to ignore the situation, suggestions should be made to move the generators to the platform as soon as space becomes available.

If the characters choose to investigate the island, Notice rolls are needed to hear the sumenskers shuffling away approximately 50 feet from the platform. Further **Survival** rolls can be made to follow the sound and look for clues of the sumenskers (such as a dropped item or scratch mark from moved rocks).

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## AN INOPPORTUNE MEETING

Assuming the characters have shared their findings of the sumenskers with the heads of the settlement construction, all workers are advised to stay on the platform during the night and to remain cautious during the day. By day six, the workers shrug off the information and venture out after working so hard to get the platform finished.

Two workers walk across the island to get closer to the volcano and come upon two sumenskers. The workers and sumenskers all scream in terror, which can be heard with a Notice roll at a (-2) penalty for distance. Unfortunately, one of the sumenskers becomes so frightened that an involuntary reaction occurs, shooting heat (in the form of the burst spell) at one of the workers. The worker dies instantly while the other one flees after throwing rocks at the creatures.

The worker that lives returns to the settlement and forms a posse to hunt down the sumenskers. The characters are unaware of this unless a **Research** or **Persuasion** roll may prove otherwise. If the characters succeed with the roll, they are able to follow the workers as they track down a small group of sumenskers, out foraging for food, attack them, and return with a body in hand. If the characters are unsuccessful in their rolls, they are completely unaware of what's

happening and don't see the workers until they return with a dead native.

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### CLINT CAVALIERO

*Clint is the newest member of the unit. He just passed boot camp and the Guzzler is his first assignment. Something of a science wiz, he is the unit's demolitions expert.*

*Clint is naïve, not having seen much of the galaxy outside of the classroom. He joined a mercenary force because he was enamored with tales of their daring when he was a boy. As a consequence, he finds his squad mates to be something of a letdown. They are just as normal as all the other people he's met, not the shinning heroes of fiction. Despite this realization, he does his best to live up to his imagined ideal of what a mercenary should be.*

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

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

**Skills:** Driving d6, Fighting d6, Notice d6, Repair d8, Research d6, Shooting d6

**Armor:** Leather covering (Torso, Arms, Legs +2)

### CAPTAIN KAI ZOLLOTA

*Kai Zollota began her career as a pilot and worked her way up to being the captain of her own ship. She feigns disgust at the ship's name, lamenting the superstitions around changing a ship's name, but secretly is amused by the fact that she works for a fuel company while captaining a ship called Guzzler. She runs a tight ship, but permits her crew certain liberties as long as it doesn't interfere with efficiency.*

*Kai is not a tall woman and she wears her hair short; her brown locks hang just below her ear. Her uniform is always in order, with her badge of command displayed prominently. Kai always speaks matter of factly, cutting straight to the matter at hand, and usually does so while pacing back and forth with her hands clasped behind her.*

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

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

**Skills:** Fighting d8, Navigation d10, Notice d6, Piloting d10, Shooting d8

**Edges:** Ace, Command, Command Presence, Inspire, Leader of Men, Natural Leader

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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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### BRAUK KIRISH

**Attr:** Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10  
**Pace:** 5; **Parry:** 4; **Toughness:** 11(4)  
**Skills:** **Fighting d6, Repair d6, Science d8, Survival d8**  
**Armor:** Tactical jacket (Torso +4)  
**Weapons:** Pick-axe (Str+d8; 2-hands, Parry -1)

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## PERFORMING COUNTERINTELLIGENCE

What the characters do for counterintelligence is in the hands of the players and how it affects Allen's spies should be appropriate to what the characters choose to do. These tasks should be performed using skills in conjunction with a Dramatic Task. Instead of defining every possible action or railroading the characters' creativity, here are some examples:

- **Create False Rumors:** Using Persuasion or **Research**, the characters could create rumors about a product being manufactured on Colossus. They could create fake articles about how the product has failed initial field trials, produce fake return authorizations, or even create fake video calls from customers supposedly angry with the product. Allen's spies will find this information and move toward heavily considering other products instead.

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**RESEARCH**

In addition to speaking with Governor Trio, the government center in which his office resides has a large facility for research. In this library-styled repository, the characters can search through newspapers, audio recordings, videos, electronic storage, and books to gather the information they need on the various noble houses and all public aspects of Helioside. Use of any of these mediums requires a successful **Research** roll modified for how public and common the information is.

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**SMEAR CAMPAIGN**

Jeffrey Mathias is running against David Browning in a race for the position of city planner. David Browning is the current city planner and has been for eleven years. This year is an election year with Jeffrey Mathias being the new opponent (all other opponents are a non-threat politically). While Browning wishes to retain his seat, he needs to produce a smear campaign against Mathias but knows virtually nothing about him.

The characters are tasked with running down information about Mathias, finding that even he has secrets to keep. The characters need to gather 10 Influence Points within 10 Rounds to produce a proper smear campaign that will aid Browning in winning the race. Only one task may be attempted per round.

The following information can be discovered using **Research** or **Persuasion**. Each one provides +1 Influence Point and requires 1 Round to do so. This information is relatively easy to obtain, thus no penalties apply.

- Very few people know who Jeffrey Mathias is.
- Jeffrey Mathias originally hales from off-world.
- Jeffrey Mathias has no experience in Helioside politics.

The following information can be discovered using **Research** or **Hacking**. Each one provides +2 Influence Points and requires 1 Round to do so. This information is difficult to obtain and imposes a (-2) penalty to all rolls.

- Jeffrey Mathias has lied about his off-world schooling.
- No one has actually verified Jeffrey Mathias's ability to be a politician, let alone a city planner.

- Jeffrey Mathias has lied about his age and is actually five years younger than previously stated.
- Jeffrey Mathias has claimed to be of noble descent but is actually a former production worker.
- Jeffrey Mathias fled his home world to avoid persecution for perjury.

Citizens of Malsk can be convinced to provide false or misleading information about Mathias if properly persuaded. The following statements can be made using Persuasion. Each one provides +3 Influence Points and requires 2 Rounds to do so. Convincing others to lie or embellish the truth is very difficult and imposes a (-2) penalty to all rolls.

- Jeffrey Mathias is only concerned with ruining the city to make way for more corporations.
- Jeffrey Mathias is a thief and fled his home world to avoid prison time.
- Jeffrey Mathias is an enemy to the noble houses.
- Jeffrey Mathias is a known opponent of Governor Trio's.

These are just examples and GMs are free to create their own methods of building a smear campaign. In addition to the above mentioned skills, the following skills can be used as Cooperative rolls for applicable situations.

- Hacking (in conjunction with **Research**)
- **Electronics** (in conjunction with **Research** or Hacking)
- **Academics** (in conjunction with **Research**)
- Notice (in conjunction with **Persuasion**)
- Persuasion (in conjunction with **Research**)

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**PLANT EVIDENCE**

For fun, Brown Channing wishes to implicate a rival noble in the activities of Jungle Rescue. While this implication will not hurt the rival noble's reputation, it will most definitely bring about a lot of inquiries from the law and the media, which Channing finds amusing. Channing enjoys seeing his fellow nobles in the limelight, spending their hard-earned money (some harder earned than others) on clearing their names.

The challenge is somewhat simple in that the characters have been asked to take pictures and deliver them to Channing. A day later, Channing will provide them with an envelope they are required to deliver to other noble houses. All of this is to be done without being seen and is under the guise of simple surveillance. (Channing doesn't lead on that he's planting evidence.)

The Plant Evidence challenge is a fairly straight-forward skill challenge. In total, the characters must make 20 successful skill rolls without receiving 6 failures. Skills may be used more than once, although a failed roll imposes a (-1) penalty to the next roll when using the same skill. Cooperative rolls are



suggested and the characters should be as creative as possible when making a Cooperative roll. Raises are ignored.

Part one of the challenge is to capture evidence concerning Jungle Rescue. This is done by researching the group and ultimately taking the incriminating photos or something that is easily altered (the specifics are not important). In addition, the characters must research and take photos of the rival noble. Choose a noble listed here or create your own. Choosing a noble listed here may open up additional challenges from the rival noble. Part one requires 10 successful skill rolls before receiving 3 failures. To capture evidence, **Research**, Hacking, ~~Streetwise~~, Intimidation, and Persuasion apply. To take the photos, Stealth, **Survival**, and Notice apply.

Part two of the challenge is to plant the evidence implicating the rival noble's association with Jungle Rescue. This is done using altered photographs and placing evidence of his supposed involvement within his possession (again, the specifics are not important). Part two requires 10 successful skill rolls before receiving 3 failures. To plant the evidence, Stealth, **Survival**, Notice, and Persuasion (to get someone else to do it) apply.

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#### ACQUIRE SECRETS

Continuing with his interest in Jungle Rescue, Brown Channing wishes further investigations into their operations for his personal entertainment and for possible future espionage activities. This challenge involves researching Jungle Rescue in every way possible. The characters need to gather 10 Secret Points within 10 rounds to give Brown Channing enough information to satisfy his hunger. Only one task may be attempted per round.

The following tasks can be performed using **Research**, Hacking, **Persuasion**, or **Survival** to acquire information. Each one provides +1 Secret Point and requires 1 round to do so. Due to their ease of locating, rolls do not suffer any penalties.

- Locations of their most recent sightings.
- Possible sightings of locations they are currently working on.
- Sabotage throughout the jungle that does not appear to be caused by natural creatures or disasters.

The following tasks can be performed using **Intimidation** and **Persuasion**. Each one provides +2 Secret Points and requires 1 round to do so. These tasks are a little more difficult and suffer a (-2) penalty to all rolls.

- Possible whereabouts of their secret meetings.
- Possible listing of their members.
- Possible listing of their supporters.

- Confirmed sightings not tied to incidences reported by the media.

The following tasks can be performed using Intimidation, Persuasion, and **Survival**. Each one provides +3 Secret Points and requires 2 rounds to do so. These tasks are difficult and suffer a (-2) penalty to all rolls.

- Track down the location of their warehouse, housing all supplies they use.
- Locate at least one member and find evidence of their involvement.
- Implications of a noble house backing Jungle Rescues' activities.
- Implications of a crooked law figure aiding Jungle Rescues' activities.

As before, Cooperative rolls are suggested and the characters are free to create any number of ways how these can be possible. One example is using **Academics** to enhance Survival rolls. Another is using **Academics** to enhance Persuasion or Intimidation rolls.

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#### COMPETITION

The athletic competition is a big ordeal in Malsk and brings on a large crowd with many competitors. The winner of the competition is simply the one who scores the most points. Points are awarded by the judges according to one's performance and time. There are a number of competitions available, each one requiring a Dramatic Task. At least one mercenary needs to succeed at four of the competitions available.

- **Competition #1** is a marathon. This Dramatic Task uses Vigor with five actions requiring as many successes, and a difficulty of (-2).
- **Competition #2** is rock climbing. This Dramatic Task uses **Athletics** with five actions requiring as many successes, and a difficulty of (-2).

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#### RECOVER WEAPON

Delmore Greyson has received word of a possible relic hoard within a mountain range on the continent Typius, home to the latharians. She wishes for the characters to recover any weapons in that hoard without disturbing the latharian population. Disturbing a latharian population is frowned upon by everyone on Helioside. While a more common-person would be prosecuted for such an offense, a mercenary would be reprimanded and hopefully let off without any prosecution.

The characters must sneak onto the continent, locate the mountain, find the hoard, and remove any weapons in the hoard (of which there are two). This requires a series of

successful skill rolls following a specific order. Failure does not mean the challenge ends, but it does mean subsequent rolls become more difficult.

For each failed roll, subsequent rolls receive a cumulative (-1) penalty. Thus, if two rolls are failed, every roll after it receives a (-2) penalty. The most important roll is the final one, determining the outcome of the challenge.

- The characters must succeed with a Persuasion roll to convince a pilot to take them to the continent.
  - Alternatively, the characters could rent their own plane or helicopter and would instead need to make a Piloting roll.
- The characters must sneak onto the continent without drawing the watchful eye of the latharians. This requires a Stealth roll.
  - A Cooperative roll may be made using **Survival** to avoid paths the latharians commonly use.
- The characters must locate the mountain range using the information given to them by Greyson. This requires a **Survival** roll.
  - A Cooperative roll may be made using Notice to fully understand the information given by Greyson, such as following a map.
- The characters must find the cave housing the hoard by looking for certain anomalies along the mountains. This requires a **Survival** or Notice roll.
  - A Cooperative roll may be made using **Athletics** to get a better perspective of the landscape, such as climbing a tree.
- The characters must look through the cave, finding the hoard (which is mostly buried), and spotting the exotic weapons. This requires a Notice roll.
- As night falls, the characters must find food and shelter and survive the night. This requires a Survival roll. Those who fail are Fatigued the next day.
- The characters must follow the path back to the drop-off/pick-up spot (or where they left their plane). This requires a **Survival** roll.
  - A Cooperative roll may be made using Notice or **Athletics** to spot the path leading back to where they leave from.
- The characters must travel back to Malsk and deliver the weapons. If they piloted their own plane, this requires a Piloting roll. If they hired a pilot, no further rolls are necessary.

If any of the rolls are failed, feel free to role-play any unfavorable results. However, if the final **Survival** roll is failed, the characters stumble upon a latharian village and are escorted off the continent. If the final roll is Piloting and is

failed, the characters get lost and are spotted by the latharians, who escort them back to Malsk. Additional consequences may be appropriate for disturbing the latharians.

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### ASSASSINATION

Delmore Greyson has been hired to assassinate a particularly vile leader within Malsk's underground (which includes many different cults). While she has no problem performing the assassination, she requires mercenaries to keep her safe and ensure her "mission" is not jeopardized.

This challenge requires each character to perform a Dramatic Task. While not all characters need to succeed, more than half do. Thus if there are five characters, at least three of them must succeed at a Dramatic Task. Each task provides assistance to Greyson in some way so that she can proceed with making the assassination without getting caught (not by the authorities, but by various underground leaders and cult members).

Each character chooses one of the following Dramatic Tasks and only two may choose the same task:

- **Cover Fire:** This Dramatic Task uses Shooting with five actions requiring as many successes, and a difficulty of (-2).
- **Bodyguard:** This Dramatic Task uses Fighting with five actions requiring as many successes and is a difficulty of (-3).
- **Lookout:** This Dramatic Task uses Notice with eight actions requiring as many successes and is a difficulty of (-2).
- **Reconnaissance:** This Dramatic Task uses **Survival** with four actions requiring as many successes and is a difficulty of (-2).

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### CLOSE THE GATE

Thomas Hannah has come across intelligence that shows one of the major cults, the Frozen Sun, is attempting to open some type of teleportation gate to an unknown shadow world. This world is said to be inhabited by vicious, supernatural creatures and the Frozen Sun intends to unleash them upon the world. This requires a series of successful skill rolls following a specific order. Failure does not mean the challenge ends, but it does mean subsequent rolls become more difficult.

If a roll is ever failed, the character gains 1 level of Fatigue. Each character must be involved in the challenge, choosing which steps they will perform. If two or more characters attempt a task, treat it as a Cooperative roll. Time is mostly irrelevant, but if a character becomes Incapacitated, they must make a Vigor roll every time another character makes a skill roll or be forced to roll on the Injury Table (optionally they can become captured by the cult). If two or more

characters attempt a task and fail, each one gains 1 level of Fatigue.

1. The characters (along with their occult investigator) must break into the cult's lair. Panic immediately ensues as fighting breaks out. Protection must be given by succeeding on a Fighting roll.
2. The characters push forward through the throngs of cultists. The cultists are still at close range and protection must be given by succeeding on a Fighting or **Athletics** roll.
3. The characters break through the initial guards of the cult's lair, creating some distance between them. Guns start blazing and support must be provided by succeeding on a Shooting roll.
4. The characters move deeper into the lair, but the cult's guards do not give up. Support must be provided by succeeding on a Shooting roll.
5. As the characters continue deeper into the lair, the cult's guards have almost all fallen, but still they press on. Support must be provided by succeeding on a Shooting roll.
6. The characters have overcome the first level of guards in the lair and come upon a labyrinth with traps activated when they go the wrong way. Move through the labyrinth by succeeding on a **Survival** or Notice roll.
7. The labyrinth is unbelievably extensive and doesn't seem to end. Continue moving through the labyrinth by succeeding on a **Survival** or Notice roll.
8. The labyrinth finally ends and the characters find themselves in a ritual room. Cultists abound and they set upon the characters immediately. Protection must be provided by succeeding on a Fighting or **Athletics** roll.
9. The characters are fully engaged with the cultists, making ranged weapons useless. Protection must be provided by succeeding on a Fighting roll.
10. The occult investigator spots the opening gate and moves to close it. The mercenaries follow him and provide protection by succeeding on a Fighting, **Athletics**, or Shooting roll.
11. The occult investigator cannot close the gate by himself. **Provide aid by succeeding on an Occult or Spirit roll.**
12. The occult investigator is able to close the gate as the remaining cultists close in. Provide protection by succeeding on a Fighting roll.
13. The team has successfully closed the gate and suppressed the cultists. However, they must retrace their steps through the maze without getting lost. Proceed by succeeding on a **Survival** or Notice roll.

### SECRET PHOTOS

The first part of Joseph Ibrahim's job is to either take photos of the crooked executives involved in unlawful practices or take photos of the unlawful practices themselves with proof that the corporation is involved. Ibrahim needs the characters to run reconnaissance, track down leads, find people willing to talk, and any number of other tasks that make his job that much easier.

This is accomplished by completing one Dramatic Task per character chosen from the following list. No two characters may choose the same task.

- **Eavesdropping:** This Dramatic Task involves eavesdropping on employee conversations or finding a way of "infiltrating" their circle of friends (briefly). It uses **Stealth** with five actions requiring as many successes, and a difficulty of (-2).
- **Walk the Beat:** This Dramatic Task involves hitting the streets and speaking to anyone with intimate knowledge of the corporation and any of the businesses they run. It uses **Persuasion** with eight actions requiring as many successes, and a difficulty of (-1).
- **Research:** This Dramatic Task involves sourcing information from various media outlets to learn more about Mastiff's various operations. It uses **Research** or **Hacking** with five actions requiring as many successes, and a difficulty of (-2).
- **Bugs:** This Dramatic Task involves installing bugs in Mastiff's corporate buildings. It uses **Thievery** with ten actions requiring as many successes, and a difficulty of (0).

### SABOTAGE

Once Joseph Ibrahim has collected all the evidence he needs and taken enough pictures to be satisfied, he must sabotage at least one of Mastiff's operations (or the corporate facility) to alert the media. Without some type of incident, the media and the public ignore Mastiff and all their operations due to being satisfied with the products they are providing. Once the employee's safety is jeopardized, then the public takes notice.

This is accomplished by completing a series of skill rolls. Each character must achieve 10 successes (Raises provide an additional +1 regardless of how many are achieved) before receiving 3 failures to avoid being detected. Each character chooses from the following list of skills to use for each Round (to a maximum of 10 Rounds). No single skill may be used twice in a row, but they may be used multiple times throughout the challenge (thus you can use **Stealth** up to 5 times, but between each **Stealth** roll, another skill must be used).

- **Stealth**
- **Thievery**
- **Agility**

- Notice
- Research
- Athletics
- Repair
- Hacking

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**POLITICAL APPROVAL**

April Marchine has taken an aspiring politician under her wing. The youthful Paul Regressin is running for a state office and plans to radically overhaul the local law system to improve its coverage, reduce the crime rate, and better train the officers. However, Regressin is a mostly-unknown figure and has very little influence over the voting populace. A task such as this requires multiple bodies to discuss the positive aspects of the new politician and his dreams over improving the state.

This is accomplished by performing two Dramatic Tasks using Cooperative rolls. Each one is equally important and necessary for Regressin to become better known. The use of Intimidation and Taunt as Cooperative rolls is not allowed.

- **Dramatic Task #1** uses Persuasion with eight actions requiring ten successes, and is a difficulty of (-2). Two Raises are required to succeed at this task.
- **Dramatic Task #2** uses Research with eight actions requiring ten successes, and is a difficulty of (-2). Two Raises are required to succeed at this task.

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**RETRIEVE ARTIFACT**

April Marchine has received word that a valuable artifact has been located deep within a mountain off the northern coastline of Malsk. While seemingly easy to retrieve, the artifact is guarded by what many claim to be a supernatural creature. (It's not really supernatural, but it is big and deadly.) Marchine requires the characters' assistance to retrieve the artifact and bring it back to her museum.

While this could be treated as a standard combat, there are more roadblocks to deal with than just this large creature. For example, the cave housing the creature and the artifact is unstable, the artifact must be meticulously removed to avoid damage, the creature has unknown weaknesses (and has never actually been encountered before, but rumors of its abilities abound), and any number of miners with pickaxes are available due to the cave's proximity to a local mine.

Retrieval is accomplished by each character performing a Dramatic Task. Each one uses a skill chosen from the following list with six actions requiring as many successes at a difficulty of (-2).

- Fighting
- Shooting
- Athletics

- Stealth
- Healing
- Notice
- Survival
- Taunt

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**CLERIC PERSUASION**

Less than one year ago, Denver Trafisse acquired an old tome of occult knowledge. Being a devout follower of Pelian, Trafisse felt at odds with his conscience over reading it. How he came to acquire this book, no one knows, but after poring over it for 30 days, Trafisse was lured into the world of the occult, ready to abandon his religious beliefs. After 60 days, Trafisse was beginning to find others who could be easily swayed by the content of his tome by learning of the alluring ways of the occult. After 90 days, Trafisse set out to establish his own cult dedicated to the worship of chaotic beings in the hope of acquiring arcane power.

Denver Trafisse was already known to Matthew Ruby, but Trafisse became increasingly aloof after acquiring the tome. Ruby grew suspicious of the previously jovial man and decided to use his contacts within the noble community to further investigate. All roads led to nothing and Ruby was stuck finding out on his own. Under the guise of a curious man, Ruby learned from Trafisse about the heretical material found within his tome and how he yearned to tap into its power. After learning all he could for one year and attempting to persuade Trafisse to repent, Ruby was unable to change the cleric's mind. Now, Ruby will enlist the characters to persuade Trafisse to turn his back on the occult and return to Pelianism.

The characters must use a combination of force and trickery to show Trafisse the error of his ways and convince him that the occult leads only to pain in sorrow. This is accomplished by each character performing a Dramatic Task. Each one uses a skill chosen from the following list with six actions requiring as many successes at a difficulty of (-2).

- Persuasion
- Taunt
- Intimidation
- Stealth
- Research
- Occult
- ~~Knowledge (Arcane)~~
- ~~Streetwise~~

Encourage the players to role-play the action their character is taking according to the skill they use. For example, a successful Research roll has the character creating fake documents, locating false information, or finding devastating facts that lead Trafisse to believe the occult produces nothing but evil. Cooperative rolls are not allowed as each character needs to participate in their own Dramatic Task. If any character fails their Dramatic Task, Trafisse is not fully convinced and continues his pursuits of the occult.



**OCCULT INVESTIGATION**

Unfortunately for Matthew Ruby, Denver Trafisse has already formed a cult and is preparing to be officially installed as its first hierophant. Ruby could gather this information from Trafisse or other third parties, but investigation of this new cult is a necessity (for the ultimate goal of tearing it apart). Ruby's religious conviction prevents direct confrontation and he does not wish for the cult to be attacked. However, what Ruby doesn't know won't hurt him.

The characters must find a way to dismantle this new cult. Ruby prefers subterfuge, but behind his back, violence could ensue. If the characters stick to subterfuge, Ruby is able to exploit this using his connections (religious and noble), making the job easier. If the characters choose violence, it has to be done without Ruby's knowledge. This is accomplished by each character performing a Dramatic Task.

Characters choosing an indirect approach use a skill chosen from the following list with six actions requiring as many successes and at a difficulty of (-2).

- Stealth
- Research
- Thievery
- Repair

Characters choosing a violent approach use a skill chosen from the following list with six actions requiring eight successes at a difficulty of (-2).

- Fighting
- Shooting
- Athletics
- Intimidation

**TECHNOLOGY RESEARCH**

Memford Stein requests the characters to research new technology for his automobiles, planes, and whatever vehicle he decides to buy next month. Being completely unable to do this himself, the characters have access to better research sources (mainly because Stein is too lazy to figure it out himself), are more technically inclined, and are able to withstand the punishment required in testing. This is achieved by succeeding in a series of skill checks, in order. Cooperative rolls are encouraged, where applicable, and no character may perform any two skill tests in a row (they may perform more than two throughout the challenge, but at least one character needs to make a skill roll between the other characters' skill rolls).

1. **Research:** Task #1 requires research of "security" equipment to safeguard Steins vehicles. (He doesn't care if those security measures cause other people harm.) This task uses **Research**.

**PARTY CRASHER**

Memford Stein has received word from other technology enthusiasts that a violent xeno is planning to raid a warehouse on Malsk and steal all the high-tech devices inside. Stein is panicked at this news and desperately needs the characters to keep his technology safe. Stein gives them the address of the warehouse and tells a second group of mercenaries to meet there.

While this could be handled through standard combat, it would be much more fitting to the mission to treat this as a Mass Battle using the following set-up:

- There are a total of twelve mercenaries, including the PCs. Regardless of how many PCs there are, the total is twelve.
- The xenos are of a species that is known to sneak onto planets to steal weapons. There are a total of forty xenos.
- One of the mercenaries accompanying the PCs has Spirit d8 and **Battle** d8.
- The xeno leader has Spirit d6 and **Battle** d6.
- Due to surprise, the mercenaries gain the upper hand and receive a +1 bonus to **Battle** rolls.
- The xenos are backed up against a wall and cannot retreat.
- If the characters formulate a battle plan, they receive an additional +1 bonus to **Battle**.
- If any of the characters are equipped with a spraying weapon (such as a flame thrower), they receive a +1 bonus to **Battle** due to the xenos' natural weakness to fire.

**CYBERNETIC EXPERIMENT**

Stephan Tikarus has a supply of new cybernetic equipment that needs to be tested. Regardless of a character's species, Tikarus is able to use temporary installation technology for testing the inventions, as opposed to a full installation that standard cybernetics requires. He has a collection of equipment to be tested and each character needs to perform their own set of tests. This is achieved by choosing one of the following skills and achieving 10 successes (a Raise counts as +1 success, regardless of how many are achieved) before receiving 3 failures. Each character chooses a different skill to perform the testing on a different item (no two characters may choose the same skill unless there are more characters than there are skills from the following list).

- Fighting
- Shooting
- Athletics
- Boating
- Climbing

- Driving
- Piloting
- Riding

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## THE REBEL HEADQUARTERS

From the outside, a successful Notice roll shows that the building appears to have been reinforced by the rebels since they took over. Asking around in the neighborhood about when the rebels took the building leads to a lot of blank expressions. Even with a successful ~~Streetwise~~ or Persuasion roll, the characters find no one willing to talk to them about the rebel headquarters. However, a successful Intimidation roll at (-2) produces the rumor that the rebels are believed to have moved in there six months prior.

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### DEMON BEAST

*The demon beasts are an extremely violent and hostile ancient race. They look like hairless gorillas with the head of a mandrill with sharp, glowing red eyes and blood dripping from their razor-sharp claws and elongated teeth. They vocalize like a wolf and bask in the thrill of killing anyone that doesn't look like them.*

**Attr:** Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

**Pace:** 4; **Parry:** 8; **Toughness:** 8

**Skills:** **Athletics** d12, Fighting d12, Intimidation d10, Notice d12, Stealth d8

**Armor:** None

**Weapons:** Bite/Claw (Str+d6, AP 4)

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### DEMON BEAST LEADER

*The demon beasts' leader is a monstrous version of the beasts with an incredible appetite for fresh meat.*

**Attr:** Agility d8, Smarts d4, Spirit d8, Strength d12+4, Vigor d12

**Pace:** 6; **Parry:** 8; **Toughness:** 10

**Skills:** **Athletics** d12, Fighting d12, Intimidation d10, Notice d12, Stealth d8

**Armor:** None

**Weapons:** Bite/Claw (Str+d6, AP 4)

## Halilupa Army

**When:** After the rioting has escalated to a rebellion

**Where:** Bevrore, Dansk

In the arctic region of Dansk sits a massive glacial region called Bevrore. Stretching hundreds of miles in every direction, this glacial region has been frozen for as long as the gemini have inhabited the planet. However, these glaciers hold many untold stories from Dansk's past and are a rich source of natural resources. Mining these resources is not a

task to be taken lightly and many perished in their efforts to do so. Instead, the House purchased a large group of halilupas to work in conditions that no gemini could survive long enough to mine these natural resources and hopefully discover more about Dansk's past.

Halilupas are artificially intelligent and only do what they're programmed to do. When purchased, they were all programmed to do mining and recovery functions for the natural resources and anything they found within those resources. However, the rebels managed to infiltrate the mine, hack into the halilupas central programming software, and reprogram them for warfare. They have yet to find a way to get the constructs off Bevrore, and no one wants to give them that chance.

The House cannot pull together a formidable force to stop this halilupa army, so they have requested that all available mercenary forces be sent to the area to deal with the threat. Cost is a big concern, and the House doesn't really want all the halilupas destroyed (they cost a lot to replace). Thus, they hope that one of the mercenary forces can find a way to turn the halilupas back into miners instead of soldiers.

Mechanically, **Halilupa Army** is a Mass Battle with one caveat: a character with Hacking can reprogram the halilupas. This must be done during the Mass Battle. Here is the set-up:

- There are a total of 100 halilupas and 50 assembled mercenaries.
- Neither side has air support, and artillery is too heavy and slow to be brought onto Bevrore.
- Neither side has terrain advantage.
- The rebel hacker leading the halilupa army has **Battle** d6.
- Unless one of the characters has **Battle**, another allied mercenary has it at d8.

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## Save Camille

**When:** After the rioting has escalated to a rebellion

**Where:** Camille, Dansk

Camille is under attack from a huge force of rebels. They are getting dangerously close to President Tintissi's mansion and the Presidential Grounds where all government activity occurs. The festoon is not equipped to lead a battle such as this and has sent out a desperate plea for help. Lord Leohn has answered that plea and is sending the characters in to lead the battle.

Save Camille is a Mass Battle pitting the Camille Army against a much larger rebel force. (See page 82 for stats on the rebels.) President Tintissi has a fairly small force compared to the rebels, but they do have a few advantages. For one, they are better equipped and trained compared to the rebels. Two,

they are supported by a fortification. And three, they have emplacements along their fortification to provide artillery support. From a mechanical standpoint, here's the set-up:

- The rebels have 10,000 soldiers as a mixture of assault, long range, and support personnel.
- The Camille Army has 4,000 soldiers. They are few in number, but considered elite and highly trained. They are truly only a defensive force.
- The area now being attacked is a large fortification. This provides them with a +2 bonus to Morale checks.
- The Camille Army is supported by medium artillery. This provides them with a +2 bonus to **Battle** checks.
- The Rebel commander (from page 89) has **Battle** d6.
- Unless one of the characters has **Battle**, the Camille Army commander has **Battle** d8.

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## INVESTIGATE THE REBELS

Weapons aren't really allowed in Underwater Labs. Although the walls are built to withstand the pressure of being so deep beneath the sea level, a stray bullet could easily jeopardize the integrity of those walls and cause the entire facility to implode from the water pressure. It's a very delicate design. Instead, when security personnel are required, they must carry shocksticks or electrosticks that can incapacitate an intruder, but can't damage the structural integrity of the facility. Smaller hand weapons, such as switchblades, would be easy to conceal, but anything large would be noticed right away and confiscated. However, for this investigation, the characters probably won't need weapons anyway.

Investigating the newcomers to determine they're rebel leaders is done through a series of Dramatic Tasks. Because the characters are at least Heroic Rank, these Dramatic Tasks require eight successes in seven rounds with a (-3) difficulty modifier. Each character must perform their own Dramatic Task and if any of them fail, the characters' snooping around is discovered and they are escorted from the facility. Transportation is arranged to have them brought back to Machenko and they're never allowed into the facility again (at least not until the rebellion is completely over). The pay they would have received is forfeit and someone else is given the job.

Each character is free to define what their Dramatic Task is and what skill is involved in performing it. Cooperative Rolls are not allowed as each character must perform their own Dramatic Task. The only other requirement is that whatever each character is doing must coincide with investigating the rebel leaders. Here are some possibilities:

- **Surveillance:** Using **Electronics**, the character may establish surveillance equipment to monitor the rebels'

activities or find a way to watch them through the facilities security equipment.

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### BARTHOLOMEW TREVOR

*Bartholomew is a charismatic psion who wishes to create his own nation.*

**Attr:** Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d10

**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

**Skills:** **Athletics** d6, **Fighting** d8, **Intimidation** d10, **Notice** d10, **Persuasion** d10, **Psionics** d12, **Shooting** d6, **Taunt** d10

**Edges:** Charismatic, Danger Sense, Mentalist

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### T3. TOWER LEVEL #3 – LAB STORAGE

Much of the bi-products from and material for the research labs is stored on Level 3 in secured crates, locked cases, and large barrels. The kalozians have been breaking open these containers to see what's inside. As all the containers are secured, opening them proves difficult (incurring a (-4) penalty to **Thievery** without the security cards) and thus their warriors work diligently to pry them open. A passage leads down to level 2 with another leading up to Level 4.

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## REACHING THE LABORATORY

To reach the laboratory deep in the wetlands, the characters must procure one- or two-seat hovercrafts. The wetlands are flooded with thick, muddy water that isn't very deep. Additionally, there are many obstacles to go around, through, and over that a boat cannot handle. Although this area shouldn't be terribly difficult to traverse with a hovercraft, GMs may optionally request Boating rolls to be made with fun consequences, such as falling off and landing in mud, on a failure.

Finding Mirth's headquarters is easy given the bridge that travels from the land to the facility; finding the laboratory is not as easy and requires a Dramatic Task using **Notice**, **Research**, or **Boating** depending on how the characters are going about finding it (e.g. by searching, using satellite pictures, or superb boating skills).

The characters find a large, warehouse-like building atop a temporary dock system anchored into the wetlands. To the west a line of six hovercrafts can be found (these are used by those inside). However, the characters can park theirs on the east side and quietly sneak aboard. Doing so requires each character to perform a Dramatic Task using **Stealth**. If two characters are riding the same hovercraft, then they can make a single Dramatic Task using a Cooperative Roll. If the characters choose to avoid a stealthy approach, they immediately raise an alarm and the twelve individuals inside flee.

If every Dramatic Task was successful, the characters can quietly move toward the door of the warehouse and peek inside. No rolls are necessary, and the characters find twelve gemini with six wearing military gear (the rebels) and six wearing regular clothes (the engineers). A side door can be seen that leads to the dock where the hovercraft are kept. When the characters make their presence known, the rebels and the engineers flee by leaving through the side door and getting on their hovercraft. This can then be run as a chase scene. Operating the hovercraft uses Boating.

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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)

**Edges:** Quick, Quick Draw, Rock and Roll!

**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)

**Edges:** Alertness, Brawny, Danger Sense

**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)

**Edges:** Ambidextrous, Extraction, Two-Fisted

**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)

**Edges:** Alertness, Danger Sense, Steady Hands

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**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)

**Edges:** Acrobat, First Strike, Florentine

**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)

**Edges:** Ambidextrous, Combat Reflexes, Quick, Quick Draw

**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)

**Edges:** Alertness, Brawny, Combat Reflexes, Danger Sense, Improvisational Fighter

**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)

**Edges:** Ambidextrous, Extraction, Quick Draw, Two-Fisted

**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)

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

**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)

**Edges:** Acrobat, Block, First Strike, Florentine

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**GUARD**

*Guards travel in pairs along with a guard dog.*

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

**Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

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

**Edges:** Alertness



**Armor:** Kevlar vest (Torso +2/4, Negates 2 AP from bullets)  
**Weapons:** Shockstick (2d6; Requires 1 action to reload), hand pistol (12/24/48; 2d6+1; RoF 1; Shots 17; AP 1, Semi-Auto)

#### EGRESS LABS MERCENARY 1

*Egress Labs hires its own mercenaries to guard their assets in Machenko.*

**Attr:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8  
**Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)  
**Skills:** Fighting d10, Notice d8, Shooting d8, **Survival** d8  
**Edges:** Ambidextrous, Two-Fisted  
**Armor:** Body glove (All +4)  
**Weapons:** Hand-forged sword (Str+d8, AP 2), hand pistol (12/24/48; 2d6+1; RoF 1; Shots 17; AP 1, Semi-Auto)

#### ENGINE CORP GUARD

*These guards are determined to capture the PCs and force them to work.*

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)  
**Skills:** Driving d6, Fighting d6, Notice d6, Riding d8, Shooting d8  
**Edges:** Steady Hands  
**Armor:** Leather jacket (Torso, Arms, Legs +1)  
**Weapons:** Assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)

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#### GUERRILLA

*Guerrillas are blood-thirsty thugs-for-hire that only care about getting paid.*

**Attr:** Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)  
**Skills:** **Athletics** d8, **Fighting** d8, **Notice** d8, **Shooting** d8, **Stealth** d10  
**Edges:** Danger Sense, Extraction, Improved Extraction, Level Headed

#### 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")

#### RADICAL

*Radicals are rebels dedicated to the views of their affiliated group.*

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

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

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

**Armor:** Reinforced leather (All +2), Black Outfitting: Radicals use black armor and masks granting a +2 bonus to Stealth rolls in Dim or Dark lighting.

**Weapons:** Combat knife (Str+d6), S&W (12/24/48; 2d6+1; RoF: 1; Shots: 6; AP 1, Revolver)

#### RADICAL ASSASSIN

*Radical assassins are trained to exterminate those who truly pose a threat.*

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

**Pace:** 8; **Parry:** 7; **Toughness:** 10 (4)

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

**Edges:** Ambidextrous, Dodge, Fleet-Footed, Florentine, Two-Fisted

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

**Weapons:** Dagger (3/6/12, Str+d4), katana (Str+d6+2, AP 2)

#### RADICAL WARRIOR

*Radical warriors are highly skilled rebels necessary for military action.*

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

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

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

**Armor:** Reinforced leather (All +2), Black Outfitting: Radicals use black armor and masks granting a +2 bonus to Stealth rolls in Dim or Dark lighting.

**Items:** Night Vision Goggles (ignores penalties for dim and dark lighting), Laser Sight (may aim while moving)

**Weapons:** Combat Knife (Str+d6), M-16 (24/48/96; 2d8; RoF: 3; Shots: 20; AP 2, Auto, 3RB)

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#### 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)

#### UNDERGROUND THUGS

*Underground thugs are insane geminis strung-out on drugs and looking for a fight.*

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

**Pace:** 6; **Parry:** 6; **Toughness:** 5

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

**Edges:** Improvisational Fighter

**Armor:** None

**Weapons:** Switchblade (Str+d4) or brass knuckles (Str+d4), ruger (10/20/40; 2d6- 1; RoF: 1; Shots: 9; Semi-Auto)

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#### KALOZIAN ENGINEER

*Kalozian engineers are the masters of the cybernetics. They have many augmentations but are not really designed for combat.*

**Attr:** Agility d6, Smarts d12, Spirit d4, Strength d6, Vigor d8

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

**Skills:** Fighting d4, Healing d8, Notice d8+2, Science d10, Repair d10, Shooting d4

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

**Weapons:** Assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), metal gauntlet (Str+d4)

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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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#### OTHYAVIKA ENGINEER

*Othyavika engineers are tasked with caring for the spaceship.*

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

**Pace:** 6; **Parry:** 4; **Toughness:** 8 (2)

**Skills:** Athletics d4, Fighting d4, Intimidation d4, Notice d10, Psionics d6, Repair d10

**Armor:** Moss-like Skin (All +2)

**Weapons:** Bite/claws (Str+d6), Improvised Tools

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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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#### QATIL ASSASSIN

*Assassins are expected to be capable at infiltration and the quiet elimination of a target. If they die during extraction, a new assassin can be found.*

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

**Pace:** 6; **Parry:** 8; **Toughness:** 10 (4)

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

**Edges:** Block, Combat Reflexes, Dodge, Extraction, First Strike

#### QATIL RECRUIT

*Recruits are those who've just come into Qatil and are still in the sorting process, attempting to prove their worth to become a warrior or assassin.*

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

**Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Skills:** Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Survival d6

**Armor:** Tactical jacket (torso +4)

#### QATIL SUPPORT

*Support personnel are the recruits that weren't qualified to be warriors or assassins and instead perform tasks that aid the warriors and assassins.*

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

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

**Skills:** Fighting d8, Intimidation d10, Notice d8, Persuasion d10, Shooting d8, Stealth d4, Survival d8

**Edges:** Improvisational Fighter

#### QATIL WARRIOR

*Warriors comprise the bulk of Qatil being the main soldiers that are sent in to attack.*

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

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

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

**Edges:** Combat Reflexes, Level Headed, Marksman, No Mercy

### 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)

### 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)

### SUMENSKER WARRIOR

*These small reptilian creatures have a strange love for extreme heat.*

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

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

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

**Armor:** Tough skin (All +2)

**Weapons:** Bite or claw (Str+d6), obsidian rocks (3/6/12, 2d4)

### SUMENSKER CHIEFTAIN

*Chieftains are leaders or elite warriors within the sumensker tribes.*

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

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

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

**Armor:** Tough skin (All +2)

**Weapons:** Bite or claw (Str+d6), obsidian rocks (3/6/12, 2d4)

### TORK SOLDIER

*Tork soldiers were trained for combat, although as a non-aggressive race they only practiced defensive measures.*

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

**Pace:** 8; **Parry:** 8; **Toughness:** 10/12 (2/4)

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

**Armor:** Reptilian skin (All +2), armored arm mutation [Counts as a Round Shield (+1 Parry, +2 Armor to successful ranged shots)]

**Weapons:** Bite (Str+d4), claws (Str+d6), spear (Str+d6; Parry +1, Reach 1)

### TORK COMMANDER

*Tork commanders are trained to lead the soldiers in defensive tactics, keeping the ziggurat safe.*

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

**Pace:** 8; **Parry:** 7; **Toughness:** 10 (2)

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

**Armor:** Reptilian skin (All +2)

**Weapons:** Bite (Str+d4), claws (Str+d6), improvised weapons

### TORK YOUTH

*Tork youth were plenty when their race became corrupted.*

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

**Pace:** 8; **Parry:** 4; **Toughness:** 9 (2)

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

**Armor:** Reptilian skin (All +2)

**Weapons:** Bite (Str+d4), claws (Str+d6), improvised weapons