GALAXY GUIDE

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Galaxy Guide* revised first edition core setting guide compatible with SWADE. Changes are highlighted in red.

DIPLOMACY

Diplomacy missions are those that combine persuasion, lying, knowledge, empathy, and a basic understanding of your compatriots to succeed in your discussions. The purpose of those discussions can vary, but they are always resolved with everything except combat. This could be diplomatic relations with a new species, trying to acquire the rights to land, negotiating between nations to establish peace, or quelling a rebellion with only your words. Although Persuasion appears to be the best skill for diplomatic relations, these types of missions often benefit from different Smarts-based skills to either understand and relate to the compatriot, or strike up a conversation to earn this trust. These familiarizations could include military tactics, religion, science, or even an understanding of different species and cultures.

EXPLORATION

Exploration and investigation missions are those where the characters use their senses alongside skills used for searching: Persuasion, Survival, and Research. While this could be a matter of discovering clues and piecing them together, it could also be a matter of deciphering a new planet's environment, exploring a nearby jungle, or spelunking into the depths of a dark chasm. The end result could be the recovery of an artifact or lost asset, the rescue of a kidnapped victim, or the discovery of a new species.

EXTENDED SKILL TEST

Extended skill tests are similar to dramatic tasks, except the action being performed is being directly or indirectly opposed. Additionally, each character may offer their own skill test to achieve success as long as those skills complement each other. Success on an extended skill test requires the character to achieve a certain number of successful rolls before experiencing a certain number of failure rolls. The limit of rolls is a sum of the two, although each Raise usually counts as an additional success. Gambling for a large prize that takes 24 rounds to achieve would be an example of an extended skill test. Maybe the character needs four successes before experiencing two failures across four rounds of gambling. Infiltrating a villain's base is another example wherein the characters must roll Thievery, Stealth, Notice, and Athletics several times to break in, steal an artifact, and get out without getting caught. The extended

skill test may be cumulative whereas across all four skills there must be no more than five failures before achieving fifteen successes.

SOCIAL

Social missions sit between role-playing and diplomacy. They are often guided by the words of the character, but a skill roll, such as Persuasion, is called for because their words are being opposed or are meant to change or cloud the minds of those they're directed toward. This may include attempting to convince a rival to join their employer's cause, persuading a politician to pass a certain bill, or wearing disguises during an intimate event. While Persuasion is probably used most often, Stealth and Academics may be useful as well.

STEALTH

Stealth missions are those that focus on avoiding direct contact at all costs. Theft, recovery, espionage, and surveillance are common purposes, utilizing Stealth to move about and Notice to ensure you don't get caught. Skills designed for specific uses, like Hacking, Electronics, Thievery, and Repair, may become very important as well. The key is to avoid engaging the enemy and get in and out without getting caught.

PUZZLES

Another tactical encounter option is to remove combat all together. Allow characters to get involved in incredible puzzles, forcing them to use their skills to figure it out. This can include Athletics, Hacking, Healing, Research, Science, Thievery, Notice, Repair, and Survival. This is another way of giving purpose to the skills the players chose, especially when choosing a Knowledge specialty that doesn't normally come into use.

SHIP-TO-SHIP COMBAT

Ship-to-ship combat could be quite common in a sci-fi campaign. If the characters are piloting a small craft, the chase rules should cover it. However, if the characters are a part of the crew within a much larger craft, they're likely to not have a direct hand in the combat and instead serve as Wild Cards able to help the ship win the battle.

During that 'Attack' phase of the chase rules, the characters should be given the opportunity to help influence the direction of the battle to give their ship an advantage. This

can be done with the use of various skills to perform whatever action the characters are capable of performing.

- **Hacking**: Hacking can be done across the vastness of space with the right connections and protocols. If a character can succeed at a Hacking roll, maybe they can get into the enemy's ship's computer and plant a bug or even shutdown a weapon system. This should have an appropriate penalty though.

- **Xenology**: If the combat is against a xenos ship, the character with this skill has a better understanding of the enemy's weapons, tactics, and available technology. This may help to overcome any inherent penalties they have otherwise.

MASS BATTLES

Mass battles can be pretty exciting affairs in a sci-fi setting. There are so many high-tech weapons to be used and the opposition can vary significantly from the characters' allies, making tactics that much more important. After establishing the battlefield and prepping the Battle rolls, let the characters have some type of effect using their skills.

- **Athletics**: Gaining an advantage can be difficult to do when an army is so large that you can't see the end of it. Climbing to a higher vantage point where neither army can reach and getting a better overview of the enemy can provide a huge advantage for support weapons. For example, the artillery cannons can be adjusted to fire upon a command tent that can't be seen from the ground. These orders can easily be relayed across the communication channels.

- **Driving**: Vehicles in a mass battle could offer some interesting support if they're properly equipped and protected. Additionally, if the characters have a slight height advantage, leaving a large truck in the firing lane of the enemy can serve as a good obstacle; as long as the character can get away without getting killed. The driving skill would also be used if the character hopped into a tank and decided to add support.

- **Hacking**: If the enemy speaks a language the characters understand or can quickly translate, hacking into their communication network allows the characters to decipher the enemy's movements before their made.

- **Shooting**: Characters knowledgeable in the use of artillery can man or command one of the support batteries to place the attack in just the right spot.

- **Repair**: Demolitions can be laid throughout the battlefield before the enemy begins to advance. The

use of this skill could be preemptive to strike at the enemy as they cross the battlefield.

- **Xenology**: If the enemy is an unknown xeno, this knowledge skill can be very helpful to overcome any penalties due to the enemy's advantage or even as a bonus to Morale because the characters understand the enemy's tactics. This could also be used in place of Knowledge (Battle Tactics) where applicable.

RESOLUTION

Resolution is the mission's structure for how the characters can resolve it. This is not to say that have to resolve it this way; it's just how the mission is structured. This helps guide the GM for what type of encounters to build and what stat blocks they'll need to create. If the mission is purely a series of skill tests and dramatic tasks, obstacles may be necessary but may not involve NPCs with full stat blocks. Avoid attempting to railroad the encounters by creating enough information within the GM's notes to allow for multiple resolutions. For example, if the characters decide to take a diplomatic route instead of military, create dramatic tasks that can be performed or give the main NPC Persuasion and Charisma.

OFFICER ROOMS

Which room the characters find the following information in is at the GM's discretion. There are a total of three officer rooms in each of the buildings for a total of nine. If the mission needs to be longer, have the information scattered throughout all three buildings, forcing the characters to maneuver their way into and through each without getting caught.

The following pieces of information can be found in the officer rooms either with a successful Notice, Research, or Hacking roll or through role-playing:

OFFICER
The officers are politicians with a small amount of military training.
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Pace: 6; **Parry**: 6; **Toughness**: 5
Skills: Academics d6, Fighting d8, Notice d6, Shooting d8
Armor: None
Weapons: Knife (Str+d4), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi- Auto)

BUG

These bugs grow and reproduce extremely fast. Upon fully maturing, they are the size of a gemini's fist and no longer swarm together.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6
Pace: 2; **Parry**: 4; **Toughness**: 4 (1)
Skills: Fighting d4, Notice d6
Armor: Thin chitinous shell (All +1)
Weapons: Bite or sting (Str+d4)
Special Abilities:

- **Flight**: Bugs have a Flying Pace of 12" with a Climb of 12". They cannot run.
- **Insect**: Bugs are capable of walking on walls and ceilings, and move at their full Pace when doing so. No Athletics rolls are necessary.
- **Size -2**: Full-grown bugs are the size of a fist.
- **Small**: Attackers incur a (-2) penalty to hit the full-grown bugs.

BUG SWARM

These bugs grow and reproduce extremely fast. Before they grow, they swarm together in large groups of tiny bugs.
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Pace: 2; **Parry**: 4; **Toughness**: 4 (1)
Skills: Notice d4
Armor: Thin chitinous shell (All +1)
Weapons: Bite or sting (2d4; MBT, automatically hit)
Special Abilities:

- **Flight**: The bug swarm has a Flying Pace of 12" with a Climb of 12". They cannot run.
- **Insect**: Bug swarms are capable of walking on walls and ceilings, and move at their full Pace when doing so. No Athletics rolls are necessary.
- **Split**: The bug swarm may split into two smaller swarms (Small Burst Templates). The Toughness of these smaller swarms is reduced to 3.
- **Swarm**: Parry +2; the bug swarm comprises hundreds of the small bugs. Cutting and piercing weapons do not real damage while area-effect weapons work as normal and a character may stomp (if the swarm isn't flying) and inflict his damage in Strength each round.

SPACE PIRATE

Space pirates are a dime a dozen. Each one differs little from the other and most are pulled from the belly of society.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Pace: 6; **Parry**: 5; **Toughness**: 6 (1)

Skills: Athletics d8, Fighting d6, Navigation d4, Notice d6, Repair d6, Shooting d8, Taunt d6
Armor: Leather (All +1)
Weapons: [2] Knife (3/6/12; Str+d4), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)
Other Weapons on Ship: Hunting rifle (50/100/200; 2d8; RoF: 1; Shots: 5; AP 2, Snap fire), crossbow (15/30/60; 2d6; RoF: 1; AP 2, 1 action to reload)

FORT BRANDT

Once past the barrage from the Self-Defense System, the characters can land, and the first thing they need to decide is what they want to accomplish first. Fortunately, they can land directly at Fort Brandt, on the fort's landing port. The characters should have a few minutes (no more than ten) to patch up wounds and make plans.

A successful Common Knowledge roll (or Research if they use the ship's computer to answer the question) tells them the Self-Defense System for Titan is controlled directly from Fort Brandt. However, the ship's sensors also pick up nearby weapons fire—in fact, if the characters step outside their ship, they can hear it.

CAPTAIN JACKSON [WILD CARD]

Use the Experienced Soldier stat from the core Savage Worlds book under the Allies section, but increase his Spirit and Smarts by one Die Type, and give him Battle d10, as well as the Command and Inspire Edges. He's also armed with an assault rifle (24/48/96, 2d8, AP 2, Auto, 3RB) and wears a battle suit (Armor +6).

Getting to the Self-Defense System's control room is surprisingly easy — even if the characters don't have a guide, a successful group Smarts roll gets them there. The interior of Fort Brandt is eerie, though. The lights are all on since the backup genera tors have kicked in (so there aren't any lighting penalties), but the hallways are empty except for the occasional blood splatter.

For that matter, getting into the control room itself turns out too easy as well, since the doors have been smashed in. There's blood all over the place in there, but no bodies. Examining the computers and control systems reveal that they've also been smashed — it'll take some repairs to get them up and running again.

However, once at least half of the group has entered the room, Cr'judi Youth (one per character) emerge from the ventilation shafts and several Cr'judi rush up the corridor from behind to attack.

- ➢ Cr'judi Youth [Wild Card] (one per character)
- ➢ Cr'judi [Wild Card] (one per two characters, rounded down)

There is one Cr'judi for every two characters. For this combat, Captain Jackson (if he's still alive) counts as a character and every two gemini soldier Extras count as a single character. An additional Cr'judi Youth enters the fray each round unless there are no more Cr'judi left standing. Otherwise, all stats and rules from the previous combat apply.

Repairing the computers is a Dramatic Task using the Electronics skill. If the characters attempt it while the combat is going on, they suffer an additional (-2) penalty on each pass, with each pass taking two rounds.

ERADICATING THE INFESTATION

The fleet arrives only minutes after the characters finish the Dramatic Task (for good or for ill), but how the Allied Navy chooses to deal with the situation depends on whether the characters were successful in shutting down the Self-Defense System.

If the characters were successful, troops can be landed, and a battle fought to destroy the Cr'judies. This can be run as a Mass Battle, if desired. The Cr'judi forces have 10 To kens and a defensible position, but no place to retreat; the Alliance has 9 Tokens, superior firepower, and air supremacy. If Captain Jackson is still around, his Battle can be used if the characters desire.

Another Man's Treasure

The characters are contacted for something of an easy job. Chermona Inc. is interested in a fertile moon called Selardi II in one of the more remote arms of the Argo. They wish to hire the team as guards for their research team. The lead researcher is Jessica Childs, a severe woman in her early thirties. The team will do their best to keep on friendly terms with the characters. The problems start when they reach the moon.

Their ship is an Arminius-class ship, which grants +1 to Research rolls using the ship's labs.

LUNAR LANDING

Once the characters are on the ground, they have to find their way to the main ship that housed the drone. This is a Dramatic Task using Survival at (-2), although if the characters take Ms. Childs along, she can add +1 to the roll. If the task is failed on a clubs, the characters are ambushed by the pirates, who try to take the characters as prisoners, if they can (-1 to their attack rolls, but they have the drop). If the task is failed, the characters stumble into a scouting party, and a melee breaks out. They have to act fast if they don't want reinforcements showing up. If the task succeeds, they find the base and can attack the guards, who are on duty, with the drop!

OPEN SESAME

The pods open once they settle, letting the characters out onto the desert planet of Gimell. A quick trek through the terrain brings the characters to one of the surface generators. An elevator is located nearby to allow technicians access for repairs and maintenance. Breaking into the elevator is pretty tough — both a Thievery and Electronics roll is needed to bypass the various forms of security to activate the elevators without sounding an alarm. If the characters decide to pry open the shaft and climb down instead, they make the Strength roll to open the doors at (-2) and three Athletics rolls at (-4), taking damage for a 60 foot fall (minus 10 ft. for every successful Athletics roll they make.)

CAVERN THETA

It's night when the characters land, but since they're planning on heading underground, it doesn't make much difference. There is an entrance into the cavern, but it's normally hidden by brush, rocks, and other detritus piled up over the ages. Once they locate it, the small matter of clearing away the entrance still remains, but that is easily accomplished by making a group Strength check and taking some time – four hours, less one hour for each raise to a minimum of one hour. While the characters are about this business, anyone with the Survival skill can roll to realize they aren't the first people to come through here recently: the entrance shows signs of having been exposed and then perhaps reburied.

Beneath the entrance slab are stone steps leading down into the earth. The walls, although covered with moss and grime, appear to have once been carved with reliefs. If someone has Academics, he can make a check with a success indicating he's pretty sure they depict some sort of ritual or acts of worship. Otherwise, the characters can't make heads or tails of the carvings.

As the characters head deeper into the ruin, they find the stonework is surprisingly intact. A successful Survival roll confirms that someone has been through here before, and eventually the passage widens into a moderately-sized chamber – about 20 yards by 20 yards. Columns line the room, and a passage exits from the other side.

PICKING UP THE PIECES

The characters are going to need information if they want to try and figure out what's going on. Here are some sources they can turn to:

Police: One place the characters can go is to the detectives to see what forensics has dredged up. If they want to get any

information, though, the characters are going to need to make a Social Challenge to convince Detective Lucas to let them in on the case. If they get 1 to 2 successes, he tells them this is the third case where a band was killed in just the last month. If they get 3-4 successes, he confides that he's pretty sure they were all killed by some sort of psionic attack, but he doesn't have enough information to make an arrest. He's trying to track down the band's manager, since he was in the room earlier in the evening, according to video surveillance in the lobby, but apparently left several hours before the time of the murder. Only if they make 5+ successes does he actually allow them into the crime scene directly.

Crime Scene: The characters can head to the Paradise Hotel to get details of the crime directly from the source (or maybe talk with Detective Lucas if he's still gathering evidence at the scene). See above for the Social Challenge to get into the crime scene itself. If they're successful, they're allowed into the room which is still splattered with blood. It appears that whatever caused the band's death ruptured their blood vessels and caused massive bleeding. A raise on a group Investigation roll turns up something the police missed – a napkin that's been tossed into the trash with a note saying "Shuttleport @13:00". If they show it to the police, they'll take it and send a patrol to the shuttleport to see if they can track down someone connected to the group there. This gives the characters four police officers as backup in the final confrontation.

Jax: Jax isn't answering his phone, and if the characters stop by his luxurious apartment, he's not answering the door either. Breaking in is an option if they have Thievery (at (-2) because of the quality of the lock). Once inside, it seems Jax isn't in residence and his place is a mess. At first blush, it looks like the place has been tossed, but a group Notice roll reveals that he's probably skipped town, unless the burglar was interested in taking the contents of Jax's dresser and bathroom.

LEG WORK

It's likely that most teams want to see if they can scrounge up a little more information to work with, either through Research or Persuasion. For the most part, Research can be used to dig into Chronus or the Laboratory (Genesis Labs), however, any Research rolls suffer a (-2) penalty if the team is trying to accomplish them from anywhere except Old Meniton. In any case, the Investigation should be handled as a cooperative roll and results in the following information:

THIRD EYE BLIND

Sooner or later, the team has to start physically looking around. The place is six-stories tall and looks ancient (a successful Research or Persuasion roll tells the characters it's almost one-hundred-fifty years old). It doesn't seem to have weathered the years very well, either: it visibly sags and seems to lean against a neighboring building that's almost twice its size. The structures around this place have been reinforced or even rebuilt into large apartments and low-rent offices, leaving it only a small shadow.

The front doors to the building are locked and sealed with a heavy chain and rusted padlock. A successful cooperative Notice roll reveals a side emergency exit that's locked, but not chained. There's also a number of broken and boarded up windows (or not boarded up, once you get three floors up), and an old fire escape that looks like it'll fall over at the slightest suggestion. However, it appears that the windows on the top floor have been removed and replaced with brick and plaster. If the characters decide to just break into the building, the doors and locks can be smashed down (they have Toughness 12). The main door suffers a (-4) penalty to Thievery because of the rusted lock.

GOING UP

If the characters climb the outside, boarded windows have Toughness 8, but require an Agility roll to safely get through (Failure results in 2d4 Damage). Upper windows don't require breaking, but do require both a successful Athletics roll for each floor ascended, as well as the above Agility roll to enter.

The fire escape can be used to more easily ascend the building (eliminating the need for Athletics rolls), but roll a d6 every time they go up another story: if the number rolled is equal to or less than the current floor, the whole fire escape collapses and any characters on it take Damage of 1d6 per story (in other words, falling from the fourth floor results in 4d6 damage).