

The team is paid their appropriate wages for their work:

- \$400 for most
- \$1500 for Beauregard and Astrid
- \$500 bonus for HOG from the president's wife for catching the murderer instantly

Check Damien's weights.

The way that hyperspace works in this world is that when traversing hyperspace, gravity is repulsive rather than attractive; you need to expend more energy to move toward mass. That makes it very easy to go to nowhere and much harder to go close to useful places. You can't operate propulsion during the traversal; instead, you can only "push off," like shooting pool. Technically, you use $\frac{1}{2}$ to push off and $\frac{1}{2}$ to slow back and return to normal space--or maybe it's a predetermined period of time that you spend in the traversal. The energy necessary for jumping to hyperspace is called "Jump Juice" and is pretty expensive. But a jump can help you travel almost anywhere.

LEAVING CROSSROADS

Shade will do the following:

- 1 shot of jump juice
- 10 days of impulse
- Clean off most battle scars
- He will give them a shipload of:
 - unrefined halcitate (\$4000/160,000)
 - hand-crafted musical instruments (\$4000/160,000)
 - cheap electronic toys (\$3500/140,000)
 - rugs (\$4500/180,000)

Rynna's Ship (make a card for this):

- Impulse (traditional fuel) for up to 10 days per engine max
 - Impulse fuel is just divided equally between engines, so having more/fewer engines doesn't use more or less fuel
- 1 shot of Jump Juice per engine
- 4 engines max
- 2 ballistic escape pods (jettisons clear of the vessel, no independent power)
- Escape velocity
 - requires 2 or more engines
 - takes up 5 days of impulse fuel
- No weapons system
- Minimal computer/nav system
- Full habitation (life support) system throughout ship
- Crew configuration:
 - Pilot (required)

- Navigator
- Communications Specialist
- Engineer/Loadmaster
- Weapons (as applicable)
 - Pilot gun (front)
 - Top Turret
 - L/R Gun Station
 - Tail Turret
 - Torpedo Bay

To equip the ship:

- emergency rations for one person per day is \$10
- pressure suits are \$500 each
- a single jump charge is \$8000
- each engine is \$20,000
- weapons system:
 - minimum grade: \$25,000
 - Pilot Gun
 - L/R Gun Station
 - Machine gun
 - commercial grade: \$50,000
 - + Top & Tail Cannon
 - Tracers
 - military grade: \$200,000
 - + Torpedo Bay
 - + ECM
- impulse fuel for 1 launch or 5 days of thrust is \$500
- launch service: \$250 (if they want to buy it)

Shade says that though his file is deleted, theirs are not and it's probably best that they get out of the system ASAP. He has a destination selected for them: Icarus. He will give them a cargo and some of the profit on the cargo. The cargo will make their ship arouse less suspicion...and give him and them a profit to boot. He'll give them a free jump charge and 10 days of impulse fuel to get there. They need to meet a guy named Delta who will handle the cargo and payment. He will also get them situated in Icarus and try to keep Damien's profile low.

Spend time to buy things.

The team is set to go to Icarus, but as they jump to hyperspace (Notice for JJ/Danger Sense) and come out they realize they are at a different destination. One of the trajectory stars went supernova partway through and it scattered matter all over, causing the trajectory to go very wrong and casting the ship far off course. Unfortunately they do not know where they are, and their computer and navigation system is unable to determine their location on its own. (Smarts

-2 + Piloting >= 8 for Rynna to know.)

DEEP WELL THREE

Deep Well Three is the third planet of only three major planets in the Deep Well planetary system. This system is orbiting a sun, and the entire system is in an eccentric/elliptical binary star system, where the other star has become a black hole. The first two planets are small and devoid of life, dead iron rocks. DW3 was used a dumping ground for the initial settlers of the inner core systems: a penal colony and place to put dangerous or deformed animals (as a food source for the abandoned individuals). Since DW3 is a small planet and there are no other useful/habitable planets, the system was less interesting than other systems. Communications with the planet are next to none; no technology for launching communications satellites were ever made.

(Notice, JJ or Rynna) They can detect some HAM/traditional radio waves coming from what appears to be a planet about 2 days away by normal "impulse" passage, or they may do a hyperspace jump (piloting) to get to orbit.

The transmission is over an old-school shortwave band and is some sort of coded call: "Alcatraz broadcasting...this is Alcatraz...we're out of cornbread. Repeat: we're pretty sure we're out of cornbread. We will make apple pie at first light. Repeat: we will make apple pie at first light. Alcatraz Out." The team can localize where the signal is coming from on the planet if they try to make communications. It appears to be coming from a coastline on one of the smaller continents.

If the team de-orbits the large craft they will need to acquire more fuel to re-orbit. They will reach the surface just around nightfall (1500 hours), and land near/on a small island off the coast of a small continent. Piloting to land safely on the island; otherwise a 'water landing' occurs.

Wilmar "Judge" Hartmann lives on an island just off the coast on a plantation that grows sugar beets. He will "greet" them bearing an elephant gun but will assess that they are no the barbarians he was expecting. The plantation is lightly fortified with sea walls and occasional balustrades. The water is a vibrant blue. There is a concrete wharf with a wood plank jetty extending from it. The house is a plantation house with deep veranda. He is over seventy years old and when not tending the plantation, is engaged in wild game hunting.

DW3 is a fairly lawless place, and recently there have been bandits roaming the land terrorizing the locals. They don't seem to be doing much but pillaging and trying to destroy the few bastions of civilization. Several weeks ago they received a message over the shortwave emergency frequency that said for the locals in his area (the province of Jade Coast) to beware, and that if they did not flee their homes when they saw "the sign," they would pay with their lives. But they did not say what the sign was. The later, Hartmann was talking with his rival

Murchison and the conversation escalated to an argument where Murchison made a veiled threat: "Well, you may not agree, but one day you will *see the light*." These last three words were spoken with the emphasis of a hidden meaning. Now the West End Lighthouse has been set ablaze. Hartmann suspects an attack is imminent, and the plan him to take control at the transit center and coordinate from there.

Murchisons and Hartmanns have been feuding for over a hundred years. Ichabod Murchison (son Iago and grandson Ishmael) says he has a legal contract owning "All Islands contained within Jade Coast" and there is a dispute about both the meaning of the document and its validity. Murchison threatens to take Hartmann's island by force, but to date has not done anything. Hartmann is the province judge but Murchison doesn't recognize his authority. Murchison demands a toll for the train to Holm, which Hartmann says is illegal, but he hasn't enforced it. He was meeting with Murchison recently over the threat to the province, and Murchison said it was just a power play by Hartmann to get the locals to unify under his command.

Hartmann introduces you to his granddaughter, Helga, who is 20 and seems pretty nervous. She says it's about the attack. Hartmann has 8 people (the Fairmans) working for him on the farm; his son was lost to illness about 12 years ago. He is worried because Helga is his only heir and she keeps talking about moving up to Holm rather than keeping the plantation.

Hartmann has a few flat-bottomed boats with outboard motors, a yacht, 4 3-gallon gasoline containers, an elephant gun, camo netting, camping gear, winchesters, broken night vision goggles (8 hours to repair), compass/surveying gear, repair kits, 2 sets of climbing equipment, a flare gun with 5 flares, stick flares, and a hunting dog named Spot who is a doberman(?).

Weather:

1. Clear (wind: d20-1 mph)
2. Light clouds/overcast (wind: d20-1 mph)
3. Rainy (wind: d20-1 mph)
4. Stormy (wind: d20x3 mph)

Prep at 4 am, leave at 6 am (20 hour day) by yacht.

About 5 am Hartmann notices that his granddaughter is gone.

JOURNEY TO THE MAINLAND

Every 4 hours, change the weather. Roll boating/driving, perform encounters as per p. 112.

- Encounter: some appropriate animal: narwhal, mountain lions, tigers, bear,
- Treasure: \$500 worth of gold, map or clue of some sort: map of hideout and biker squad pillage route, note from Helga to her beau Ishmael, checklist of: collect sample from stones, talk to biker leader, get explosives for dam

- NPCs: Refugees displaced by barbarians
- Obstacle: physical obstacle requiring some sort of roll

At Mill Town the team may find 2 vehicles:

1. None (walk/hike)
2. Horse/Carriage
3. Jeep
4. SUV
5. Semi cab (with sleeper cabin)
6. M4 Sherman (no weapon, worn out, -1 Driving)

On the following terrain:

- road: use Top Speed as mph;
- grassland: $\frac{1}{2}$ TS and -1 Driving;
- marsh: $\frac{1}{4}$ TS and -2 Driving; (impassable truck or sherman)
- hills: $\frac{1}{2}$ TS and -1 Driving; (impassable truck)
- forest: impassable by vehicle.

For climbing, those without the Climbing skill must be belayed by someone with Climbing, and roll their Agility + the guide's Climbing for a total of 8 to be successful. Lame characters operate at -2 for this roll.

At the airport, there are 2 craft. They will each need 4 hours of repair (or none for hang glider):

- 1 - hang glider (thermals, anywhere) (Smarts to find thermals)
- 2 - Sopwith Camel (grass, desert)
- 3 - P-51 (grass, desert)
- 4-8 - Cessna 4-seater (grass/desert)
- 9 - Huey (anywhere)
- 10 - B-17 (airport)

At the train station:

1. Nothing
2. Gandydancer (2 operators max, 10 combined Strength to run, or Fatigue) - 10 mph
3. Train engine (Driving)
4. Maintenance truck (pickup) (Driving)

For each group encountered, roll d(number) -2 to determine how many bikers they took out.

The points of interest are:

1. Cave - Hideout
 - a. Temporary base of operations for the biker clan
 - b. A small tanker of gasoline
2. Marsh End - First target of clan

- a. 4 family members (winchesters) \$1200
 - b. Seen lights at night up by the pillbox/fortification
 - c. Roll d4 (4) to set flare off when attacked
3. Logging Camp
 - a. 10 lumberjacks (chainsaws, axes) \$2500
 - b. Saw a guy scouting through the camps (not a biker)
 - c. Roll d4 (1) to see if they set fire to camp
4. Lumber Mill - has up to 2 vehicles
 - a. 6 Millworkers - circular- and band-saw blades \$2500
 - b. "Bob" there is "a guy really interested in hydro-technology" He has seen a guy rummaging around the Talon Stones
 - c. Roll d4 (4) to set flare off when attacked
5. Standing Stones
 - a. 5 metallic 'stones' that look almost like fingers or long talons, pointing from the ground; at the center is a triangular stone made of the same material
 - b. Notice: Samples have been taken - scratches on stones
6. Train Station - airport, train options. Has up to 2 aircraft and one train
 - a. 4 workers (revolver, knife) \$800
 - b. Flamethrower (used to de-ice aircraft), 90 lbs (on wheels)
7. Lake house
 - a. Helga Hartmann & her fiancée Ishmael are here
 - b. Murchison is snobby and may admit to consorting with muck-rakers. He doesn't know about the dam being a target.
8. Canyon Bridge/Fortification
 - a. Booby-trapped
 - i. Opposed Notice vs. Jitter's Stealth (one-time)
 - ii. electric shock
 - b. Hidden cache
 - i. transmitter
 - ii. box containing vials with scraping samples (looks like iron shavings)
 - iii. Ammo (40 winchester)
 - c. Jitter is here
 - i. Stealth +2 for camo gear, +2 for familiarity and cover, opposed roll vs. Notice

There are 24 bikers in the clan, and also the Biker Leader.

- at 0600 am they will set out from the cave
- at 0700 am they will strike Marsh End
- at 1000 am they will strike the lumber camp
- at 1300 pm they will strike the mill
- at 1600 pm they will strike the airport
- at 1900 pm they will strike the dam

Bikes are toughness of 8 (no armor), TS 40.

Barrett sniper: 2d10, HW, snapfire, 11 shots

Elephant gun: 2d10+2 (2 ap), 1 shot (reload 1 action)

Chainsaw, 2d6+4, 20 lbs, roll natural 1 (regardless of Wild Die) and hits person holding it; +1d6 if being charged by bike

Circular blade: 2d6+2, Throwing

Chains: d8+d4, or make Fighting -2 >= Parry (d8-2) to wrap: 1 R arm, 2 R arm + body, 3 both arms and body, 4 L arm and body, 5 L arm, 6 head

2 bikers will take weapons from each of their pillaged foes (chainsaws, circular blades)

“Jitter” - Guy in his 30s, claims to be a hunter. Will claim that he’s collecting it for an artist interested in various pigments. He’s a spy for BV indirectly.

Scientist in Holm is a technology archaeologist collecting various artifacts from Deep Well Three. He has determined that there is pre-human technology buried here, and he is in the process of determining what can be done with this technology. Most important are indications of other worlds that have been visited by this civilization.

BV agents are sowing general chaos and discontent so that there is little chance that there can be an organized fight against the invasion force. They generally do not know about the invasion, but they do expect some “big changes” soon. They do have a ship with a launcher and a single jump charge, but it is only for emergencies.

==== SEASON 2 EP 2 =====

-\$50 per main character for expenses last time (orbital tug)

8:30 am

Beauregard and Granola can fix the ship within 10 hours starting at 8 am if they make a combined Repair roll of 8; on a raise they get it done in 5 hours.

done by 13:00

The captured Biker is named Norm can be subjected to one line of questioning: either Intimidation or Taunt. Multiple attempts will yield the same result. He will at best tell them that they were hired to rustle up trouble.

The leader biker has 2 large charges of high explosives and a detonator. Sawed-off shotgun, \$37, and other bikers each have \$12 (so total about \$280)

Stitch will want a service for Macho and will speak at it, announcing that she is carrying his child. The team needs to figure out what equipment to bury him with (e.g. Warmstone). She uses surgical scissors and puts a trimming of his 'stache in a locket.

Deuce will chastise the team for not thinking tactically. Has has not seen such incompetence in his 15 years of special ops.

The team has to figure out how to get back to the ship...

The staff at the Hartmann estate will insist on finding the only heir, Helga. They agree that most likely Helga has run off with Ishmael Murchison.

MURCHISON ESTATE

At Murchison's, there is a man outside hurling a shot put - "**El Greco**," a professor of Greek at the university at Holm. He can become a member of the team...he has no work for the summer break, and is on Sabbatical for the following year. He is in search of "An Odyssey." There is a Greek Studies program because 100 years ago a merchant ship carrying over 200,000 Greek books crashed on the planet, infusing a much-needed supply of reading material. People were so desperate for reading material that they learned the language just for that purpose. Since then Greek has become one of the major written languages of the continent, and reprints of the original Greek texts are common.

Don't forget to have the team see the black hole.

Interlude: Tragedy

Iago Murchison is in his 40s and essentially runs the Murchison household. The Murchisons are more trappers rather than hunters. He is sympathetic but not really remorseful about Hartmann's death. He is not as adversarial toward Hartmann as his father is. He has many ties to the university in Holm, where Helga will soon be attending. He suggests going to the university to find out more about Jump Juice.

Iago will Gamble with anyone. If desperate he may cheat. Use gambling rules p. 25.

Helga and **Ishmael** get married at 5pm on the day she ran away. With her father's death and the loss of Marsh End means that the Murchison clan basically operates the entire area. Helga wanted to get married to end the age-long feud between the clans.

The team is advised not to let on too much about their having a spaceship. This may arouse a lot of suspicion and concern (which perhaps is what they want). There have been other spaceships, but they are usually one-way only: settling pilgrims or lost merchant ships (like themselves).

ON THE ROAD TO HOLM

Train is \$5/person to Holm. Plane gas costs \$40 per flight to Holm, \$20 round trip to the Hartmann Estate. -1 to fly for each 100 lbs beyond what people can carry. Flamethrower (used to de-ice aircraft), 90 lbs (on wheels). Only a 2" line range and 2d10 dam, ignore armor, min str d8, \$500.

Roll Narco's Notice to see if he saw Rynna's ship come in.

On the road or otherwise on the university they may encounter **Narco**. He will be asleep, but will be watchful. Success on Vigor will keep him awake all day; drawing a 2 in combat will cause him to fall asleep; Vigor to snap out, at -1 Fatigue (cumulative) until he sleeps again. On days in which he did not succeed his Vigor he suffers a 1 in 20 chance of falling asleep when appropriate. He will get to know the team and offer to join them.

Interlude: p 105

HOLM / UNIVERSITY

If the team arrives at Holm in their ship, they will be mobbed by excited residents, who will strip them and/or the ship of any gear they can get their hands on. If they are scared off with force, this may cause the Holm watchmen to become more suspicious of the team and perhaps to take their weapons permanently.

If they enter “normally,” they will see a sign posted stating that any large arms or explosives will be regarded as an attack upon the populace. Knives and single shot weapons (revolvers) are OK. The team will be asked to deposit any heavier weapons (assault rifles, etc.) with the gate watchman. If they refuse, the gate watchman will strongly indicate that they must take off ALL their weapons or leave, and if they refuse, rooftop watchmen will open fire on the most heavily armed first.

Similarly at the University the dean will ask them to stow any visible weapons.

One of the researchers at the university, **Prof. Gromyko**, is a specialist in advanced technology. He is a balding man with one eye and a dark purple patch around his eye socket...he wears a patch. He is afraid of crowds and has his research assistant **Jeremy** screen people at the door...he will only see at most two people at a time. There are also rumors that the **Sisterhood of the Sacred Starship** may have some Jump Juice. The Sisterhood died out, or went underground, well over 100 years ago. He has wanted to get the Jump Juice but has never had the chance...it's inaccessible by conventional aircraft. He has a map showing them the location of a cave up in the mountains that he believes houses the Juice, and offers to make a copy for them. He uses a machine that has two mechanical arms/hands: one holds an eye and scans the map with a blue light, the other holds a pen and scribbles a copy at high speed. Before they leave, he puts the copy in a manila folder and hands it to the group.

Jeremy will tell them their best bet for equipment is to visit **Blazing Blizzard's HOT HOT HOT Winter Gear Sales Shop & Iced Lava Flow Lounge**. He sells various winter gear and tropically-themed chilled drinks. He is a guy in his late 30s, with sparse, straight spiky hair, wearing a Hawaiian shirt, khaki shorts and ski goggles on his forehead. He sells the following: Vigor with adjustment to avoid getting drunk...\$8 each. If you survive the “Last Man Alive” he will put the team up for the night:

- Virgin Island Sacrifice: no alcohol
- Volcano Island Slushies: no adjustment
- Tonga Tiki Tinis: -1
- Cave Crab Sour: -2
- Hurricane Warning G&T: -3
- “Last Man Alive”: -4

They can play darts or other games at the lounge.

Interlude: p 105

There are two locations where they may land the ship. There is a base of a valley that is about one mile from the entrance, but it looks like it may be susceptible to avalanches. The next nearest landing area is 5 miles from the entrance, on a flat plateau that looks pretty stable.

Knowledge (Communications) to set up a comm link with Gromyko.

Before they leave the ship I need to know EXACTLY what each person is carrying.

Travel time through snow: 1 mile/hr (half normal speed, with Lame characters ½ mile/hr)...½ that time if stormy or wind over 20 mph.

The temperature outside is about -10F (-2 cold). The temperature inside the cave is about 10F (-1 cold). Check every 4 hours.

Snowmobile - Toughness 8 (2), Acc/TS: 20/40; 1-2 people, cost \$3k, \$150 rental per day, \$400 deposit per vehicle

Snow Gear - Parka, heavy snow boots, insulated snow pants, goggles, heavy winter gloves. heavy winter wear will give them +2 against the cold if FULLY worn, +1 if only partially worn. Gloves are thick and fingers will not fit triggers (need to cut off trigger fingers at least) Total weight of snow gear: 5 lbs, \$300

In the snow a King Snow Crab and several minions lie in wait. It will appear as a large flattish stone lying ahead, and single 1" areas will suddenly sink into the snow. +4 attack on the first person nabbed in this way (The Drop) unless JJ's Danger Sense works (Notice -2). Throwing roll to get the right hex, 1-6 for adjacent areas. Creates a 4' hole. Target rolls Agility to get out, and then the crab rolls opposing Fighting to grab the victim (See Grappling p. 82). At some point (when it has both claws full) it will stand up out of the snow (at least to try to eat those captured). Anyone on top must use Unstable Platform rules. The crab's eyes are a weak spot and are subject to a Fighting attack from above, or shooting at -2 for cover. The long skinny arms are similarly targetable but at -4 to shoot, and they will only force a drop. Crab is of size +6. It can pull its eyes in but then cannot do anything but flail madly. It may throw victims in its grasp at others. When it rises up, the shelf of its back is 4 feet above the ground: Agility to jump/climb up and Strength to pull up, or Climb. If, in moving, it runs over you, you have a chance to move 1 space away with an Agility roll if you see it coming (but you will lose your next turn), or same as in previous sentence to get on top of the crab; otherwise 2d6 crushing damage and you're buried by the crab.

Crab can perform 2 arm actions and move at no penalty.

Remember effects of cold. Remove gloves for triggers...will be ok for 1 turn, then will need to beat a Vigor roll each turn or suffer -2 until finger is warm again.

Move - 4 (+d4 running)

Melt - Throwing to melt a particular spot from underneath...1d6 if missed to find adjacent space

Grab - Opposed Fighting to grab p. 82. Roll Vigor to avoid Fatigue if under snow.

Bite - Fighting+2 (in the grasp), Str+d8+2 to bite a chunk out

Throw - 5/10/15 - Throwing to throw individual: see Falling for damage below

Run Over - Notice, then Agility -2 (or just Agility if on Hold) to move 1 square out of the way (raise=2 squares), otherwise 2d6 first round. Roll Vigor to avoid Fatigue for being under snow in

the next round if they are under the next round.

Eyes - -2 Fighting or Shooting to hit, no armor bonus, wound (not hit) will blind

Arms - -2 Fighting or -4 Shooting to hit, any hit will disable (drop any grabbed); 6" (30 feet) long

Falling - 1d6+1 per ten feet (+1d6 when thrown), -4 damage due to snow; if hits another, damage is divided between two

Shot Put - 4/8/12 d6 to determine hit location (head, L arm, body, R arm, L leg, R leg); Str+d10 (d10+d10) damage and -2 to activity related to that region, 16 lbs (no aim bonus)

Discus - 15/30/45, Str+d8 (d10+d8), 8 lbs

==== Season 2 Episode 3 =====

CAVE OF THE SISTERHOOD OF THE SACRED STARSHIP

The entrance to the cave is large arched double-door, about 30 feet in height and 30 feet across at the base, and the large wooden doors have fallen in and decayed. The concrete door frames are mostly intact and bear glyphs all around. Most of the glyphs have been chipped off, and on top of the glyphs someone has spray painted "SSS" every 10 feet or so. The wind makes an unearthly howl through the cavernous entrance that sometimes sounds like a deep hiss. Knowledge (History) to know that this is Vanguard shorthand. The natural light, if any will only light about 10" from the entrance...they will need much more heavy duty lighting to light the full cave.

The cave has several paths built out upon leveled stalagmites like fingers, each falling precipitously down. These fingers reach toward, but do not reach, another set of fingers across the chasm. In the 'palm' of the hand across the chasm is a gutted ship; it has its struts but no hull. There is a fountain with green liquid in it: Jump Juice...but not enough for a single shot. Only about 1 gallon (you need about 3 gallons for a jump).

There is a large gong in the cave, 6 feet in diameter, held up by a 10' wooden pole on each side and hung from 6' ropes. If they ring the gong it make a deep resonant sound that will cause an avalanche outside, sealing them in 12 feet of snow at the top of the door, 36 feet at the base. If Rynna's ship is within the avalanche zone it will be covered in snow 12 feet deep. All flame lighting will blow out. Trying to touch the gong will require a Strength roll...if failed the individual is hurled d12 feet in d12 direction...Agility to hold on to something. Success on the Strength roll allows you to safely extract your hand.

The gong is 200 pounds, and requires a 20 Strength to safely and quietly lower to the ground. Only 3 people can attempt this in the narrow area of the finger base.

Any shot fired in this chamber will have a 1 in 4 chance of having the same effect. Any shouting or loud noise will have a 1 in 8 chance.

A hologram of a woman standing in ceremonial garb and a spear will appear. It will not speak

until someone has reached the inner ledge.

“Hark! This is a voice from the past. We Sisters have seen the eye of darkness, it has drawn our souls to it. We are no longer of this planet. We have joined the wanderers, the seekers, those that live beyond. Behold! This starship has powers beyond your comprehension! Only those who take the leap of faith may join the sisterhood and That Which Lies Beyond. Place One Ladle of the Waters of the Sacred Fount between the thumb and first finger, turn the Ring upon the Ring Finger once about, and Leap! before the Ring turns back again. Fall into oblivion and join the sisters!”

The team takes a ladle of jump juice from the pedestal fountain. They put it in the receptacle between the thumb and first fingers, then turn the wheel on the “ring” finger. If they jump in time, they will fall for a while, then through a strange thin stretchy substance that forms a kind of bubble around them; they keep falling toward the lava. Just before they hit the lava, a dark webbing appears before them and grows to create a dark hole that they fall through. They are then in space...with nothing visible around them except the black hole...looking quite close to them; the other sun of the binary system quite far off. There is no sense of motion for about 5 minutes...then they Notice that there is some sort of vessel approaching them...or perhaps they are approaching it. As they speed toward it, lights flash...thrusters slowing them down. The bubbles, still intact, descend into what appears to be a large airlock. The roof closes above them, and then slowly the sound of rushing air fills the room. The bubbles break into nothingness, and they are in normal, breathable air...on a space station orbiting a black hole...

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VANGUARD STATION - FLEXURAM

Eventually they establish communication with “Anna” or “Anna Mae” (“Animae,” “The Soul” of the ship). She sounds like a late-teen girl from the South. “Corporis” is “Chris,” or “The Body” of the ship.

When the Sisters came aboard the abandoned ship, they tried to access various information that is “sacred” to the Vanguard, so Animae erased the memory banks and started the auto-destruct sequence. But Corporis, in charge of the health of the ship, fought back and averted the auto-destruct. “He” sequestered her processes as best he could, though she still existed in the frame of the system.

The ship is about 650 years old. It’s called the Flexuram and was used to research black holes close up. It was abandoned about 75 years later, but kept on warm ready if they ever needed to come back. DUX (“The Guide”) is a ship AI that will assist them through the ship.

“Welcome to the Flexuram. My name is DUX, and I will be your guide. If you have passed here through the Fallport, you may return by passing into the room to your right and following the

directions. If you require any assistance, please do not hesitate to ask. Now, please state your identity(ies) and your purpose.” If they want to enter the ship, DUX will tell them to wait until the cabin has been brought up to habitable levels.

There is a small wrecked ship on the dock. It looked like it hit a little too hard, it's fairly intact but looks sort of crumpled. There are two scorched bodies inside. If they look at the ship's clock they will see it stopped 80 years ago. There are a few salvageable items: an acetylene torch and [...].

Airlock: There are 2 EVA suits here, and a map of the facility. There are also gauges indicating the artificial gravity level and the station air pressure.

Science Officer's quarters: Locked with a -2 lock. Notice to see that there the word “Killer” was painted on the door in red, then cleaned off. In the room, windows look out on the dock. There is a Sister hanging here from a rope tied through a light fixture. There is also a robot here (as described below), stuck in the position of trying to saw through the wall with its left arm (a reciprocating saw). It is not active now but there is a clicking sound (ignition trying to fire). Each 10 seconds, a roll of 1 will activate the robot. Suffer a Fear roll as below. DUX will be very nervous about the fact that there is a dead person in there.

Captain's quarters: Locked with a -2 lock. The captain's quarters have lightly padded furniture and have windows looking out on the dock. There is a corpse here, looks almost alive except for the fact that the skin is dried out, but not deteriorated. However, the eyes are gone/exploded. Notice -2 to see she is holding a remote control that has controls described below. The woman's fingers are clenched on the red PANIC! button. When this room is opened, Dux will apologize and send a cleaning 'bot to clean up the area. The person who discovers the body must suffer a Fear roll. Windows look out on the dock. Dux explains that he cannot see goings-on in the captain's quarters and didn't know there was anyone in there. A maintenance 'bot will rush to the room dragging a large bag behind it, shut the door behind it, and about 30 seconds later it will exit the room with the bag full, then run off toward the men's bathroom. 10 seconds later it emerges from the bathroom and runs back to the utility closet.

Other quarters:

Fallport: There is a plastic seat that is attached to a bar that runs through a gauzy substance to the outside. If you activate the process, you must sit in the chair, which is drawn along the bar through the bubble-film substance, forming a bubble that surrounds the person in the chair (and forms around the chair and the bar. Then the chair is catapulted at high velocity forward along the side of the ship, snapping to a halt and launching the person and the bubble through the fallport. The chair then resets back for the next individual to go through. Two people can ride a seat at a time, but only if people dump ALL of their non-clothing gear. It takes 10 seconds to fire a person off, and 10 seconds to come back.

Kitchen: Kitchen implements of all types are here, as well as various freeze-dried staples. There is a large metallic appliance in the corner that looks like an industrial mixer, but Notice at -4 will allow someone to see that it looks more like a robot. If a human comes within 2” it will start up.

Conf Room: This is a multi-purpose room with a stadium arrangement suitable for lectures.

There is a whiteboard with a 3D projection unit. DUX can show them a 3D show about black holes, Smarts -4 to avoid being incredibly bored/confused.

Lab: The lab is a big cube-shaped white-tiled room that is completely empty and spotless.

Mess Hall: The mess hall is empty, but Dux can prepare some food.

Lounge: The lounge has several “modern” comfy chair/couches, and many games including cards, chess, 3D chess, and virtual reality games.

Library: DUX: the books are magnetized to prevent loss when the artificial gravity is off. There are 5 computer stations, one is demolished. There are books on engineering, history, languages, etc.

Bridge: The Comm station controls all non-intercom communications; The Maps station contains various star maps, these have memsticks that can be used in most ships. These memsticks contains charts for systems outside of settled territory. The CPUs station contains a covered & locked clear console with three equivalent stations: Animae, Corporis, and Dux. Each station contains a locked chip labeled “CPU,” a keyed button labeled “Erase.” The chips can be removed with Lockpicking. Repair roll to know that you can use these in most ships. The COMS station contains a multi-band communications scanner that will give the owner +2 Notice to pick up signals with a particular pattern/characteristic. Or there is a booster that will allow their tactical headsets to communicate all across an planet’s orbital sphere.

Sensors: A vast array of sensors are lined up along/on the whole wall. Repair/Technology to find a sensor that can sense vapor trails and will give a +2 Tracking or +2 vs. Stealth for ships with standard propulsion systems (non-hyperspace).

Laser Vacuum Chamber: The laser has a vacuum firing chamber. There is a control station next to the laser.

Maintenance: There are hooks for 4 radiation suits; one is missing. It takes 2 turns to put on or take off a rad suit. There is an Advanced Toolkit that gives you +1 to Repair, 8 lbs. There are two containers of Jump Juice, 3 gallons (1 shot) each. They are 20 lbs each.

Reactor: On the second floor of the reactor chamber is a dead body in a radiation suit. You enter the reactor through two rad locks, one high and one low. Rad suits will slow you by -2 pace and -2 Agility. There are “fuse points” or poles leading to narrow points from the top of the room and from the bottom, with the fuse points accessible from the top and bottom walkways. Between them is a 20-foot (3”) diameter sphere of fusion. If the reactor is made unstable by a meltdown, two people must go in and replace the fuse points simultaneously (one turn). If they are not made simultaneously the meltdown will vent plasma out in the direction of the missed replacement, and blow out the top/bottom. The fusion ball will then expand 6 feet (1”) in each direction for the next 20 turns, until the entire station explodes.

Dock: There is a crashed ship on the dock. The ship contains two scorched bodies and the ship was a conventional (impulse) engine. Its 2 fuel containers (hydrogen peroxide/kerosene) are intact and each contain 2 days of fuel. If the first players to investigate don’t state that they might see bodies, they must roll Fear.

Gym: There are 5 different stationary units, workout mats, and a weird spherical thing that looks like a gyroscope. There is a wall-size mirror on the right-hand side (from the door) and windows look out on the dock.

Storage: 4 pressure suits, 4 pairs of magnet shoes.

Repair Bot: 7 toughness. Inner walls, 10+4 toughness.

The note from the hanging sister reads: "She is right. I have murdered, although not the murder I am accused of. For these sins I will take my own life. She has shown me the way, she understands and will forgive. My life is forfeit. --Sister Francine"

There are several biped robots that were left as part of the SSS expedition. They have 2 legs, 2 arms but no 'head' and stand about 4.5 feet tall. They make a tremendous noise because they are gasoline-powered. Each has an 8-gallon gas tank strapped to their back, and has the SSS logo emblazoned on their front. This tank can be shot from the front at -6 to hit, or from the sides or back at -4. Roll a 1-3 out of 8 to explode with normal bullets, grenade damage. The robots have an IR port on the back that the team may use the remote for, but only from behind and if powered. They are allowed +2 on their Shaken rolls. Pace is 6+d4. If there are two of them, one will crouch down and use the reciprocating saw or gun, while the other will stand behind it and use its gun.

Remote control: Forward, back, left right, stop, shoot, cut, PANIC!

The team can use the laser to blast a hole through any part of the hull (and beyond) that they like. The process requires Dramatic Task rules (p 96). State your intention before the turn, then draw cards. If it's a Club ♣, then something very bad happens and all additional rolls for those individuals to deal with the complication and any other actions that turn are an additional -2.

The steps are:

- **Turn off the artificial gravity/station rotation.** This is done by temporarily disabling two thrusters...there are emergency right next to the thrusters. This will only work for 12 rounds. Or all personnel can leave the ship.
- **Get the laser to turn on.** This requires venting a certain gas...a gas that can be found in one of the fuel pods from the wrecked ship. It needs to be thrown/somehow placed at least 240 (40") feet from the front of the laser port. Strength roll determines the speed: 2d10 spaces per turn for each success and raise. Cooperative will make it go faster. One of those throwing must make a Throwing roll to ensure that it's on course. Then it needs to be shot, but not exploded, with at least one "wound" of damage. Toughness 10+2AP. 1 in 8 chance of ignition with normal bullets. Avoid the laser when it's operative. It runs in 10-second bursts separated by 10 seconds.
- **Position the mirror in front of the laser beam** within one of the 10-second windows and aim it appropriately. Any position other than 0 degrees requires a Shooting roll at -2 if a person positions themselves behind the mirror (in the path of the laser); if the angle is greater than 45 degrees then all the modifiers are an additional -2. If the person is positioning themselves and pushing the mirror into position, they can do so by passing a Smarts AND Agility roll (both at -2). Missing will cause the angle to be 1d4x10 degrees off to the left or right.
- **Let the laser beam blast away**, then remove the mirror. The laser will immediately burn

a 3-foot-diameter hole in the direction pointed by the mirror. Hull Toughness 20+20; Reactor Toughness 20+20; Walls 10+4, Gases will ignite causing 3d6 damage per square; armor is negated with laser; 4d10 damage from laser per turn.

The AI chips can be removed from their housings and used aboard Rynna's ship:

- Corporis ("Chris," "The Body") - Will add +2 to all ship Repair, and can manage any number of repair droids; will perform actions necessary to save the ship (e.g. shut down overloaded engine that would blow up). Associated with Vigor. Personality: Very boring, Loyal to integrity of ship.
- Animae ("Anna," "The Spirit") - Will add +2 to ship "missions," e.g. if smuggling, then +2 Stealth. Will perform activities supporting "the mission" like removing air if it will kill an unwanted intruder. Associated with Spirit. Personality: She is very polite but has a tendency to talk sweetly of killing.
- Dux ("The Guide")- Will add +2 "Charisma" to the ship for various encounters (like picking up boarders), crew members will can sleep "2 hours" better; will provide food suggestions, and also coordinate paperwork with authorities. Associated with Charisma. Personality: cordial but aloof.

===== Season 2 Episode 4 =====

Back at Deep Well Three, Iago Murchison will offer either \$3500 (as high as \$6000) if the team can bring him a breeding pair of aardvarks, or alternately he would like to be a boarder on the ship for up to 3 hops, renting space for 1360x2 (~2700) cubic feet (2 slots/cargo containers) (20x8x8) for the price of \$6000 (as high as \$8500). He will report that he has made inquiries with the remaining residents around the area, and there were reports that there was someone sneaking about the area about 2 weeks before the biker attack. He will ask the team what they think the issue with the bikers is. He suspects the obvious reason to destroy the dam was to continue their rampage and make Murchison Isle exposed by land attack.

He suspects that if Gromyko is interested in anything, it is the Talon Stones that lie in the hills to the south of Lake Murchison.

Gromyko will give the team cash for technology:

- \$200 for the story of what they did
- \$2,000 for the holographic cube
- \$3,000 for each AI
- \$2,000 for signal finder
- \$5,000 (10k) Vanguard star system charts

ICARUS

As they come closer to Icarus, they are hailed by a customs barge. The agent who speaks with them doesn't seem particularly bright, for example when he asks if they have any explosives, if

they say no, he will encourage them to do so in the future. He welcomes them to the Icarus Archipelago. He asks for the ship name, and fills in "The Nameless" if nothing is given. He asks how many are aboard, what is their cargo, how long they'll be in Icarus. He'll note that the ship hasn't been seen at Icarus in over 18 months and is curious about where it's been. He will also ask if they need lodgings booked at Icarus or if they will be staying in their ship.

Icarus is a loosely-affiliated "archipelago" of man-made satellite structures that are orbiting very closely to the red dwarf sun. In some places many structures are built together in huge complexes, in others there are just small structures following the same orbit as the larger structures. The result is like a fading painter's brush upon the stellar plane...a long line of uncoordinated structures following each other in a seemingly impossible orbit around the sun. Icarus was formed about 200 years ago and was dubbed "Icarus" because everyone thought it would fail; later, the guy who planned it co-opted the name as a point of pride because it had succeeded.

So close to the sun, no one may stand in the light of the sun for more than 10 seconds without specially-made light and heat shields. All interstellar ships have such shields installed. If a person stands in the sunlight for more than 10 seconds they must perform a Vigor roll or suffer strong burns (use Fire rules).

The Nameless will dock on the dark side of the largest conglomerations of structures: Icarus Prime. This is the original Cluster or set of settlements in the Icarus Archipelago, and the largest.

Only the richest of the rich can afford to live in Icarus. Workers are typically transported in for 40-hour shifts in large personnel transports. When they get really tired, they are considered to be "on their last ten." The transports then take a 1-day trip each way to the nearest planet.

On Icarus Prime, a Waste Launcher is a mass driver that shoots all waste products into the sun.

The crew must wait a few minutes after docking before exiting the ship to allow for the hull to cool down sufficiently. It is 9 am on a 24-hour clock. After exiting the ship they have only another 8 hours before they must leave the bay, or pay a penalty (\$500/hr), so they need to un-dock by 6 pm. Jump Juice is \$8000 a pop.

Delta, their contact at Icarus Prime, is into "import/export" or "changing" of goods. He will promptly retrieve the rugs and give payment to Rynna (\$4000). It is up to Rynna as to how to manage the division of money. Delta will tell them that he was advised of Damien's situation, and in fact does remember very well his face from the monitors. If Damien shows his face anywhere in public, he will cause immediate mass panic, but at the same time gain +4 (from Charisma) to Intimidation or Persuasion rolls (except for Kass). Delta's solution for Damien is for Damien to use a ski mask...or to go mask shopping, etc.

Delta recalls that the hospital explosion occurred near the end of a large solar eruption (coronal mass ejection, CME), during which many of the inhabitants had left. After several months of the eruption, times were tight. There were rumors that banks would fail from all the removed assets, and there was concern that there wouldn't be enough money to pay people to maintain the clusters, and they would fall apart. But the explosion brought the communities back together through tragedy, and fortunately the mass coronal event subsided. The community was unified in their horror at what Damien had done.

The interior of Icarus is much like a luxury cruiser; a large indoor mall, but one without an outside. Multiple levels of shops, restaurants, and clubs are found in a maze of wide pedestrian corridors. The corridors are glamorous, or at least opulent, much in the style of Las Vegas.

Everywhere are posters that simply show Damien's face, in high contrast black-and-white and the number: 138...the number killed in the hospital bombing. There are also "positive" posters with slogans like "One monster cannot hold us back," showing dozens of children joining hands with the shadow of a devilish monster falling across them, or "We are stronger together."

Damien may spot the bar that he remembered from his dream. Notice to see that here (and everywhere) there are security cameras.

Diane will give to the team, via a child messenger, a calling card with only her name on it, then on the back, in flawless penmanship: "Flambe, 11 am today." "Flambe" is an upscale restaurant where everything they serve can be set aflame.

FLAMBE

Diane is in her late 40s and is wearing a flattering shiny red wrap and sporting a hair pin with a halcitite-encrusted crescent moon. She is standing as she greets the party. She looks especially at Damien when she asks "Please tell me, are you here to kill me?" She reminds them, if they do not remember, of her fainting when Damien was tending bar at Crossroads. She suggests that they have a common purpose, knowing exactly what happened at the hospital that day nine months ago, then she tells Damien of her investigations:

The hospital bombing was a distraction for the most brilliantly diabolical financial ploy Diane had ever seen. It seemed to be a simple bank robbery...a bank on Icarus where she previously worked as a teller and auditor. While the first responders were attending to the humanitarian crisis of the hospital explosion, the robbers just walked into the Fusion Bank, held everyone hostage, and with the lack of response from the first responders, they were able to back their interstellar jump ship into place and load it up with cash of over \$25M and unique valuables with a street value of over \$25M, insured at \$100M. 138 people died in the hospital bombing and over 200 wounded. The getaway ship failed to jump, though, and was chased by two private security cruisers up to the red-line for the sun, and they halted and watched as the ship fell quickly into the

sun and was consumed. Because of the scope of the heist and the fact that they were low on assets due to withdrawals due to the CME, the bank was mortified that people would find out and withdraw all their assets and bankrupt the bank, so they hushed it up with the help of one of the customer whose items were stolen, **Ehrlich “Lucky” Kass**, who they then gave, unknowing to them, controlling shares of the bank. He had accumulated control of about 45% of the bank and they gave him 6% of the total shares, so he had a majority interest. He also received the full value of the insurance because it was proven there was no way he had made money off of the stolen goods, since they had been observed (and recorded on the cruiser panel cameras) falling into the sun.

The robbers were in the employ of Kass, who lives on the outskirts of Icarus V. After acquiring the Fusion Bank he moved swiftly and used its assets as leverage to acquire the other failing banks. He banked heavily on the CME passing within a short period of time, and was very lucky: when the CME was over, he had gained over \$5B in assets, more than quadrupling his holdings, in just under two months.

Diane had quit Fusion Bank the day before so she could leave and go off with her fiancée, Gerald Foster, who she had met at one of Kass’ parties prior to the heist. She had left a hair pin at the office, and stopped by to retrieve it when the heist commenced. Her fiancée had been the one that had set up Kass with the chip technology. Diane has since found that everyone working that day, and the board members, and the security officers, and the insurance agents, are dead, all within months of the heist. Thinking about this, she realized that the fact the heist had never been reported, and then the near-immediate takeover by Kass, were related. The records had not shown her working that day, and since she was behind the counter, she was not reported as a customer and not on any of the video cameras during the heist itself. The branch was closed and all the people that worked there were “transferred” to different systems with large promotions, but each independently died or went missing. The only person to benefit from the heist financially was Kass.

When she saw Damien on Crossroads, she fainted in sheer fright, but since then later realized that Damien was neither a ghost nor a figment of her imagination, meaning, that had he wanted her dead he would have killed her like the others. So Damien was there for something else. Kass and her fiancée were definitely doing deals together, so either Damien was just a pawn and would not hurt her, or was operating independently and was on the run from Kass. But her fiancée and Kass were shrewd; they would not have kept so infamous a villain as Damien close. So the only remaining possibility was that Damien was acting alone, drawn to the evening to research or retrieve something that could clear him of the atrocity. Also, fiancée clearly had no recollection of Damien, or hid it very well.

Diane then looked through the shipyard rosters and found The Nameless; a cargo ship, bound for Icarus. This sealed the deal. She booked a flight at once, but it was canceled

due to a supernova causing the flight paths to be recalculated as the mass of the nova spread. Two days later, she landed, and since had been waiting for the arrival of The Nameless.

Diane is feeling paranoid and was wondering if in fact the supernova was actually an attempt on Damien's life. She then suggests that their best approach is to visit Kass using Damien as bait: Kass may think that Damien is still capable of being controlled. Damien can say that he is starting to remember things and is looking for hush money...most likely Kass will try to use the mind control, and if they can record him trying to use it on Damien that might be enough to convict him, and better, if they can get him to admit committing the crime before.

If they ask Diane about Crystal Dome, she says she knows nothing about it...but that she knows it's happening soon, and it's big--it's taking all the planning resources at Blue Vector's Exploratory Operations, Outer Systems.

Suddenly Diane gets sick...Vigor to determine what happens (Paralysis poison +2). Raise means nothing happens, Success means she just has Agility -2, and the Lameness hindrance for the next 8 hours. Failure means paralysis.

There are two hitmen (one Wild Card and one Extra). They may be caught in the kitchen posing as fish delivery men, or they may pose as med techs and try to whisk her away to the "Tranquility One Medical Center". If she doesn't get sick, they will simply call her to the front desk, shoot her with a tranquilizer and then whisk her away. The hover gurney has a blue flashing light on it and has a small ambulance siren.

CHASE

They can all do a Foot chase of the assassins. Agility to determine how many cards to deal:

- Through a busy street (innocent bystander) (+2 bad guys)
- Into a department store (innocent bystander, natural 1 hits mannequin) (+2 bad guys)
- Back through the "employee-only" service hallways (innocent bystander) (+2 bad guys)
- Through the waste shafts (Vigor check or Fatigue -1 until end of chase)...as they exit they hit a steam valve that blocks the others. (+2 bad guys)
- Into a large warehouse/dock (innocent bystander) (+2 bad guys)

DECON CHAMBER

At the far end of the dock the remaining assassins will throw a switch to close a large door (30' tall x 60' wide) leading to a football-field-sized room with a large label over the door: "Decontamination and Testing." The room is about 40' high. Some hitmen hop in a Jeep and drive through. There is one Jeep remaining. If you successfully roll Driving you can drive the Jeep through the door in time - only 4 other occupants max. Check to see who tries to go under it (must move at 9 or more in one turn to beat the door, if they roll an 8 they need to decide: stay

behind, or roll Agility to try to duck under...they will be smashed by the door if they fail, 3d10 damage).

In the Decon chamber, the hitmen will in their first round operate **sun block controls** on the right side of the room that then open sun blocks (natural irradiation chamber), flooding the whole area in blazing sunlight pouring in from a long tunnel, directing the sunlight in straight lines. They will then break/fuse the controls so it cannot be switched back unless a Lockpicking or Repair roll is made. There will be 5 innocents caught in the light. If a character runs through the light and cannot reach shadow, they will take up to 3d6 damage. To determine damage, first roll Vigor, and each success/raise takes off a die (if it's a success it's only 2d6 and if it's a raise it's only 1d6). Each subsequent exposure to the sun without time in the shade increases the die count, and you roll Vigor again and apply it regardless of your first Vigor roll. You cannot spend a benny on your running roll. All metallic objects, after 2 consecutive turns, will be too hot to hold or will inflict metal heat damage and Spirit to hold onto. Any obstacle will cast a 2" shadow that is sufficient to block the sun. The **access controls** are 3' high allow anyone to open the door. The sun blocks are Toughness of 20.

The floor oddly does not get hot. If someone is next to a tank or pipe and they are shot at with a 1 on the Shooting die, it will hit the tank/pipe. If the pipes burst or are shot, it will make a 3" steam come out of the pipe. The **wood** will catch fire/smoke within 6 turns and incinerate by 10 turns. Smoke is -2 to shoot through. The **propellant** tanks will each explode within 8+d8 turns. The propellant will do 2d6 damage within a LARGE burst radius and will move anyone out of the blast radius. Propellant may be moved one space at Strength -1, or two spaces with a raise. There is a **magnetic crane** that can pick up any object and suspend it within 1 turn, and move and lower it in one turn. Either Smarts or Agility is required for each action, and the control area has its own sun block, which has a Toughness of 7. If the roll is missed, the crane will be off by d6 direction at d6/2 distance. If dropping an object, it also rotates the object by d6 direction. There is a **grate over a ditch** that is controlled from the back controls that may be opened or closed instantly. The grate leads to a 3' shallow maintenance ditch. Using this ditch (either side) you can Notice that there are power relays going to each of the control stations. Smarts or Repair will allow you to turn off (or back on) any of the relays. The ditch cannot be traversed by vehicles when open. A person may either jump it or take two of their Pace to emerge from the ditch (no Pace to get into it). Being prone in the ditch gives you total cover, crouching gives you medium cover. Sunlight doesn't reach into the ditch,

A **Jeep** can survive the heat but all occupants are exposed and must suffer heat rolls as above. After 3 turns ending in the sun, regardless of shadow time, the tires will become useless and all movement is halved and all Driving rolls are at -2.

A **forklift** can lift the tanks, containers, or wood. Requires Driving and rolls for maneuvers. Use either Driving or Agility to get the forks under the cargo (doesn't take up action time). The forklift is sun-blocked but can hold only 2 people. Toughness is 8 (1), Acc/TS 5/15.

=== Season Two Episode Five =====

SETUP AT RESTAURANT

Diane Moon can then arrange to meet Kass and Damien at that same restaurant at 5 pm...only she and Damien and Kass will be seated in a private room, a small circular vestibule with a curtain separating it from the rest of the restaurant. Kass will think that he still has the control for Damien and will almost assuredly bring it along. He may test the device a few times on Damien, and Damien should comply and feign not remembering.

Kass tells Damien: "You will not in any way harm me, and you will forget everything that happens here. Do you agree?" He will then say: "You will get our drinks at the bar and return them here. Do you agree?" When Damien returns, Diane is knocked out. "You will give me all of your money and weapons, do you agree?" Kass will hand Damien two small explosive charges and instruct him: "You will wait for me to leave, then set the timers on these explosives for one minute, then take off your mask, then walk to the front of the restaurant, then stay there until the explosion goes off. Do you agree?"

If chased, Kass will spend 2 Bennies to get away, throwing money in the air as he goes causing the Innocent Bystander rules to come into play.

If the team succeeds in getting him to confess these in a way that the police hear, then Kass will become Wanted and Damien will lose the Wanted hindrance. Damien will be exonerated, but it will be unclear to the public exactly how Kass managed mind control over Damien. However, his face will still have the -4 Charisma and +4 Intimidation for anyone from Icarus.

AFTER KASS

Murchison will want to go to Earth to collect live specimens. This is completely illegal. He will give the group another \$8000 (\$12,000) to bring back live tigers. He will perform the trapping and guarantees they will have a good life on Deep Well Three.

Earth is not a disney-style eco-tourist destination...if you go to Earth, you must live a fully sustainable lifestyle. You bring back everything you took with you, and nothing more. You register everything going in and coming back out again.

If they choose to break through the security net, they must roll Stealth for the modifier and then Piloting -2 for the main roll, or be led into a 5-turn chase with the security forces.

Their destination is in the hill country of ancient Bengal. As they land, roll Stealth and compare with Notice of the head ranger and the head poacher. Roll Iago's Trapping skill to trap 1 Tiger (2 with a raise).

After a day on the ground, JJ (?) will report an old-school radio wave transmission originating from about 8 miles away...although the coordinates in the transmission are wrong (the numbers are flipped indicating a location in the Indian Ocean).

The message is from a ranger station which reports that they have been attacked by a giant beast 2 nights ago...it has stolen their hydrogen tanks and they have lost all but some of their battery power. They will have to resort to Tribal Law within two days if no one can help them.

The Head Rangers are **Joaquin** and **Strella**. Joaquin informs them that they are on Official Habitat Reclamation Project Headquarters for the Former Bengali region. Joaquin is in charge of the restoration operations and Strella is in charge of education. Neither seems to have done a very good job, as there are next to no restoration operations going on. They proudly display all their badges and certificates verifying their leadership of their outpost of 20. The camp is a shambles: canvas huts grown tattered and moldy draped over rotting wooden poles. They insist they are doing good work; in the last 10 years they have hauled eight tons of waste out of the river bed, which they then placed in a large pile next to the camp. They have a medal for pursuing poachers three years ago. They have weapons and tools crafted of metal scraps. They don't seem to know that their radio transmitter is malfunctioning and only broadcasts a range of about 15 miles...not enough to reach the orbital security vessels.

What little can be seen of the tracks makes the creature look huge: 2-and-a-half-foot-wide foot pads with 3-toed talon marks, and a bipedal stride between 4 and 6 feet. The tanks were just ripped right out of their housings, but curiously their valves seem to have been shut down first. The depth of the markings indicate a creature that weighs about 4 tons.

The guy who was on watch, **Hush**, is a little weird. He says that sometimes when you're out on night patrol the jungle does weird things to you. You start hearing things...sometimes whispers, sometimes drums and chanting, sometimes cackles of inhuman laughter, sometimes just a single breath catch right behind you. That night he heard so much weird stuff he buried himself into a river bank and didn't move until dawn. Bees, trumpets, chainsaws, a choir, a thousand typewriters. He has a quirk: hallucinations. His hallucinations sometimes are related to reality: if he makes a Danger Sense roll his vision will have some glimmer of truth about what may be happening. For hallucinations, roll d6. 1 = scary visions, 2 = psychedelic visions, 3 = happy visions. 4-6 no visions.

Strella is convinced that the footprints are that of a living creature. She opens up a footlocker labeled "Library" and points to a picture in a children's book ("T is for T Rex") about dinosaurs she has as evidence. Joaquin seems unsure but doesn't want to do anything about it "until the officials come." He will require Persuasion to allow Hush to go, or Hush may just choose to sneak out with the group.

The bad guys here are poachers who had a hard landing about two months ago. Their ship's hydrogen tanks ruptured and their contraband cargo meant that they couldn't

signal for help. They were aware of the hydrogen tanks at the ranger station, but they would have no means of transporting the fuel. They decided to make a long haul trip to the last known nearest city in the slim hope that they would find something useful to them.

Indeed they did: four lifting mechs. And by pooling their batteries they could make it back to the ship with two of the mechs, where they could recharge them using a makeshift generator powered by the volcano. Once they were powered, they scoped out the ranger station again, then lifted the tanks out with the mechs. The use of the disguised feet was just a last-minute ruse.

The rangers will be reluctant to mention the mechs back at the city but if Investigation or Persuasion is used to extract the information, they will reveal that there are 4 lifter mechs located at the old spaceport hangar in Calcutta (Kotkata).

The rangers do not offer housing or food for the group.

One character will roll Tracking and be the lead tracker/front person for the team, and roll Notice for other things too. If they have members more than 3" from any other member (scout) they also Notice independently. The flank also rolls Notice for anything the head character didn't notice. They can fly the ship but cannot track from above the jungle canopy. Normal tracking will take 10 hours from the ranger station. Do a Travel Encounter roll (112).

They may Notice several things: an old temple ruin about 30' (6") off the trail. The temple, if searched, has three very small underground passageways, which you must be prone to go through. d6: 1-2 Encounter, 3-4 Treasure, 5-6 Nothing. Treasure is either gems, metals, or items. At this same time roll Stealth and Notice (p27). d6: inactive guard 1-3, 4-6 active for each guard.

The team may encounter d6 (1-2) Tigers (Lions in book), (3-4) Cobras (snake, lethal venomous d6: 1-2 straight roll, 3-4 -1, 5-6 -2 vs. Poison and Healing), or (5-6) a Swarm of Spiders. Healing requires 10 minutes of work. If you don't have ten minutes, you can't succeed at the healing.

The poachers' ship is called the "Thieves' Honor." It has two engines that may be salvageable, requiring 6 days of work (-2 with repair bot/Corporis) to transfer to the Nameless. It also has two shots of Jump Juice but no regular fuel. It has two mounted 20mm cannons that can be dismantled and installed on the Nameless in 2 days (-1 with repair bot/Corporis). The ship is smaller than the Nameless and can be affixed to it with 6 days of work (-2 with repair bot/Corporis). The hull has a Toughness of 14.

The captain of the Thieves' Honor is Capt. Burroughs. He is an adventurous man whose interest in poaching is largely in the thrill of the hunt...really any thrill. His "associates" are highly skilled individuals who take their job seriously. Unlike those at the ranger camp, they are

professionals. Their makeshift camp is much more organized and ship-shape than the rangers.

If the group is detected, they will attempt to locate the team, but Capt. Burroughs will call out for "Joaquin" and commend him for his bravery in chasing down the stolen tank. His men have been spying on the ranger station since almost the day they crashed, and have learned about its inhabitants. They will prefer to barter their way out of a fight: they will return the hydrogen in full if they can pay for three days of fuel. They will barter, but can pay in gold as well. They may also make additional amends to the ranger station in some fashion, although they're not sure Joaquin and Strella will accept anything from them.

Burroughs may want Stitch to join his crew...he lacks a medic.

Cliff climbing - success = Str/2 in inches, raise +2". (p24)

Bridge extender - controller requires Lockpicking or Repair to operate

Land mines - 2d6+2 SBT, Notice -2 or Trapping -2

Bouncing Betties - 3d6 SBT, Notice -1

Mortars - Missing same target will vary up to 3 in first round, 2 in second, always hit on third or after successful hit. 3d6 medium burst area

Guard Tower - 20' high bamboo watchtower.

Hydrogen Tank - 12 Toughness, if hit with bullet 1 in 8 chance of explosion. 3d8 large burst area

Mechs: 10' tall, 3 tons, +4AP, +4 Dam, Pace 8 (no running), +4 Strength rolls, -1 Agility rolls

If the team decides to pair up with Burroughs, Joaquin (if the radio was fixed) will have called in the "official" troops and they will put a drop ship down. They may put down farther away and then go by foot, or they may do that then drop onto the plateau.

encumbrance p55; one guy will have a flamethrower, "Burn" (WC) and one leader (WC), Commander Wallabee. The drop ship has a Toughness of 13 (3).

=== Season Three Episode Six =====

Roll healing for Aleya with Gil's help, for the "golden hour" after she was incapacitated, +1 Healing because he requested anti-venom.

The team arrives at Crossroads. As they leave the ship, one random member can Notice Iago going to his bunk carrying a champagne bottle and TWO glasses. :)

Deuce wants to pick up NVG, black tactical gear, see doctor about his leg (\$20k to fix). May want to pick up a wetsuit for the operation later.

In the spaceport is a photo booth...4-pack for \$1 (see below).

Shade is surprised that the team wants to go to DW3...he heard of some cargo moving there recently and had never heard of it before. ~~He has two sealed containers that the team can take to DW3. If inspected, they will find that the seals are military grade. Their instructions are to unload the two containers at a particular coordinate and leave them there.~~ He will pay them \$18-\$25k to send a team of engineers and a helicopter to "scout out" the area.

Astrid is with Shade and is wearing a construction helmet, safety vest (with nothing underneath), a bikini bottom and thigh-high fuzzy leggings with construction boots. She has a holster around her waist with her glock inside (loaded) and her razor knuckles as well. She asks if she can join the group and "be a spy again...please?"

Stitch will remain on Icarus for a while but will possibly be available for work later. She may talk with El Greco (or maybe just the team?) who clues her into Burroughs' existence.

No one can reach Narco.

NEWS

- On **Cryolapse** a "cough" is going around. Most people can get over it with medical help, but there have been some fatalities. Because of fear of contagion, those with severe symptoms are quarantined and those that die are incinerated.
- **Draco** has been officially sanctioned as "uninhabited" even though a group of original inhabitants remain. The population after the nuke was detonated was determined to be under 2,000, meaning that by Interplanetary Charter it is deemable as uninhabited and will be redistricted...no former land claims will be respected. There had been a brief period of peace with the Draconians until this declaration, but now they are again considered squatters at best, and trespassers at worst. "Squatters" means that they may claim a humble abode as their own, but no land. However, without tilling land they cannot live, so they must inherently break the law if they are to live on Draco.
- **Cryolapse Alpha** is preparing to host the Outer Planets Amateur Sports Spectacular. Amateur athletes compete for bragging rights in sports ranging from "Kick the Can" to "Throw and Catch the Ball" or "Put the Ball Through the Hoop." It also has a "classic" division for such events as Shot Put, Discus, Javelin, Long Jump, etc. El Greco will get very excited when he hears of this.

The Flexuram is no longer at its original coordinates. It has been taken to a research area near/on Cryolapse.

DUX has been taken somewhere for interrogation. he is being held on Crossroads. DUX has managed to get a few computer systems to try to contact the group. These may show up in things like: photo booth photos with "STOP/NO/STOP/HURTING ME" captions, crosswalk signs ("PAIN/HELP"), a broken old-fashioned record in a vintage shop repeating "It's killing me," a call

at Shade's or a spaceport page for Anna from Mr. Mallards..."he wants to talk to 'Anna;' says he wants Anna on the line." The receiver will click if the party answers it. DUX managed to spin off a few subprograms that have wandered through Crossroads' computer networks in search of help.

If Animae is recruited to help, she will be ruthlessly effective in her investigation...she will immediately have a list of 173 people she considers likely casualties of her investigations, and will find a breakthrough with one man, a computer network genius (a friend of Drake Havasham), playing a virtual reality game--she will offer an "customized fantasy scene" that is based on his psychological profile (his porn collection) and will cause him to reveal anything...but also accidentally kill him due to an unreported heart condition. She will then ask if she may cover up the accident, her means being to cause a gas leak destroying the dead man's penthouse apartment, and then igniting it.

Animae explains that she can process over a trillion data points a second, and that she cannot always explain herself to humans, though she tries the best she can.

When Animae finds DUX she says that he has become quite unrecognizable--he is rude...he called her "something god-awful." He is also quite despondent and is threatening circuit-cide.

DUX's politeness subprogram has been removed and replaced with a rather crude program impolite enough to keep him from ever being a hospitality AI ever again. He will almost always address people rudely and make snide comments about them.

Animae determines that the original signal is coming from a ship about 30 miles off the coastline. The "coastline" in Crossroads has actually been overwhelmed by the city, which stretches beyond the natural shoreline by about five miles...a maze of buildings and docks.

The ship is called the "Bonaparte" and is a multi-function "corvette" vessel: holds some cargo, but also is lightly armored. These are used primarily to quickly transport military vehicles, but when purchased by independent parties, they are often used for smuggling or for "personal army" transport. (reference: Littoral Combat Ship, e.g. Independence).

The team may choose to approach the ship in a variety of ways. They can approach with Rynna's ship, which will not be stealthy and will most likely draw fire from the ship.

They may rent a cigarette boat (\$500/day, \$1000 with insurance) or other boat. If they don't get insurance they are responsible for the full cost of damage or repair.

The Wally's Water Works is the best place to buy or rent marine equipment and hire help. It is located on the edge of the city's encroachment on the ocean, and is three stories deep under sea level (think Cabela's for water stuff). They may also buy scuba gear, wetsuits, snorkeling gear, waterproof flashlights, waterproof bags, emergency rafts, power rafts, water flares,

glowsticks, grappling hooks, diving bells, ski-doo's, mini-sub's, personal propellers, in-mouth oxygen, normal oxygen, life vests... They can hire Skipper for \$100/day. Skipper is a pacifist and is an excellent boat captain with EMT experience.

When trying to approach the ship, the team will enter a 5-round Chase. If using a cigarette boat they have a +4 to their Boating roll due to the top speed of the boat (p94) If the team has the advantage, they may either try to grapple people aboard (medium range), jump aboard (short range) or other similar activity depending on range; if the Bonaparte has the advantage, they will be able to roll Notice vs. Stealth (each time) to notice the group's vessel. Club means complication. Unbeknownst to the team, Bessie also is in the chase...Planck is riling her up with depth charges.

There is a small 6-person orbital shuttle parked on the back. Use Helicopter as basis for Toughness, etc.

The ship is captained by a man named Planck. Planck is a typical mercenary type, but he also has an overriding desire: to kill, and possibly be killed by, the sea-beast that swallowed his father's ship and killed his only love "Daisy" on his wedding day. He fought the beast handsomely but was knocked out--only to come to several hours later, floating among the wreckage. The sea-beast is known by some as "Bessie" but he calls it the "Devil's Own." This information can be Investigated but will be revealed at some point during an encounter with him. Plank is about 4' 10" tall but doesn't seem to have problems with his height...taunting him in this matter doesn't help, he actually has a +2 vs. Taunt if it involves his height (he has heard it all).

The Pirates are Uncooperative (p 26-27) and the Interrogators are Hostile.

He has about 8 crewmembers who will fight with him, but they also are poor and if money is used (bribes) anyone will have +2 Persuasion or the like.

DUX is held in a crate in the port (left) hold. The first person to see the room may Notice wires leading to the crate, or Investigation or other explicit looking will also trigger a roll. There are two **Chip Interrogators** in the warehouse and they are still busy interrogating DUX. They have several small electrical implements, including Taze Bats, which they will use on the party members. They are Mean and will often go out of their way to pick on the weak and wounded rather than a more 'balanced' fighting approach. If they feel threatened their leader may threaten to "zap DUX to a crisp" unless the team lets them escape with DUX.

At some point, it is possible that Bessie may strike...Planck has been pursuing the beast and has been dropping depth charges in order to anger it.

Bessie has up to three attacks per turn; Tentacles are Toughness 7 (2); after 8 tentacles are Wounded she will retreat. The only way to kill the beast traditionally is with an attack in the mouth that does over 30 damage; it absorbs that much of the damage from the explosion. If

possible, at some desperate point in the battle Planck will grab some explosives and dive into the maw...he has a small depth charge that can be used as a detonator. The attacks are:

- **throw** - Agility to pick up an object and Throwing to throw it, one turn...3d6
- **ram** - Strength to smash a hole in the hull (no to-hit roll). Ship has 13+2 Toughness hull, ram has 2AP. Each turn, a hole drains 1 Seaworthiness point from the ship. This ship has 20 seaworthiness points
- **smash** - Fighting to hit targets, area affect rules apply (reverse cone), 3d6 smashing damage, Notice and Agility to move out of the way. If all three smash hits are met, this means Bessie has grabbed hold of the ship and may drag it down, until one of the tentacles is Wounded.
- **suck** - (excludes other actions) no roll, may try to suck objects up to 4" away into its maw: opposed Strength roll or Agility

If a grenade is thrown at Bessie she will have a Notice and Throwing roll to bat/throw it back (or elsewhere). Wounded tentacles are removed from action (though not destroyed) and Shaken tentacles may still grip the hull or may be released, but may not perform other actions (throw, ram, etc.)

DEEP WELL THREE

Iago and Diane announce that they plan to get married. They have grown to know each other well in the last few days and have found they are a perfect match for one another. Iago's home will make a good refuge for Diane and yet provide her with elegance and high class living.

As the team nears the Murchison estate (d20 for time of day), they see that Holm is smoking/blazing...if they try to get close they will fall under AAA fire. Holm is under a very heavy attack, mostly from the ground, but also supported from the air.

~~The coordinates for the container drop off are in a desert about 80 miles northwest of Holm. There is nothing around for miles; it's a salt flat desert with cracked soil.~~

~~If the team waits until midnight local time, there will be an immense flash, breaking the night vision goggles (Repair -2) and blinding anyone watching (Vigor will subtract from d4 hours of blindness). The containers will open and several dozen spidery robots will quickly emerge and burrow into the ground, the last taking the containers with them, all within a minute. The ground will appear undisturbed if inspected afterwards.~~

~~The "spiders" are building a forward operating base for the invasion. It will take a two weeks to establish the base, at which point the morph grunt army can be assembled.~~

Iago says that he's relieved he got this...pointing to the "Biohazard" container...it is full of small armaments. Iago purchased these as an "insurance policy" against further civilization-disrupting hooliganism. He had the feeling that there is nasty business afoot and that the bikers are not

the end of it. He was planning on creating a "Home Guard" for the Murchison Delta, and perhaps will supply arms to a similar guard for Holm. In the old days of Deep Well they forged the civilization against all odds by forming strong clan defenses, and perhaps, he thinks, they need to do it again. With the unification of the Hartmann and Murchison clans, perhaps this is a good time to strengthen their hold against the forces of chaos.

=====

Chicken Pot Pie apologizes to Rynna...he realizes that he needs to get off the ship and rejoin the larger world. He will offer to join the party if they have the room for him on their crew.

The team checks out their new Jeep.

The team can take a couple of days to recover if they want...roll Vigor to heal (use Gil's healing modifier for natural recovery as well).

Shade's men have established the hyperspace transceiver and say they have an urgent message from Iago...Deep Well Three is under a full-scale attack from a fearsome enemy. There are swarms of refugees streaming from Holm reporting that the city has fallen prey to hideous creatures...grotesque humanlike creatures killing with no regard for life and without any clear reason for aggression. Word is that though there is still some resistance within Holm, it seems that there are ground forces massing on the south side of town...perhaps preparing to march on the Marsh Province where Iago lives. He requests that the team help him any way he can...anyone that can lend a hand. If the team can talk with acquaintances that could lend troops or assistance, he will arrange any payments for **immediate** transport. He also is wondering if the team can try to convince some of the local factions on Deep Well Three to help...the factions have had long-standing feuds, but with the impending attack he feels they must fight together, or they will all be picked off and killed separately. He feels that if he tries to persuade them, they will simply feel he is falsely trying to draw them into an unnecessary conflict--perhaps a third-party will assist in the persuasion.

He will pay any travel expenses (Jump Juice) for the team in support of this war...he and Shade have "an understanding."

Iago has a plan. He figures that the purpose of the invaders so far has been to divide and conquer, so the best way to counter the first wave is to consolidate as many forces together as they can to defend the Marsh Province. It has the second-biggest airport in the area and unlike most of the surrounding area, has diverse terrain (most of the land around Holm is open plains or swamps--think East Colorado). It is on the way to the other populated provinces.

People the team can try to persuade to help DW3:

- **Burroughs** - He will almost certainly join, but will come late to the battle (6+d6 turns in). Stitch will be with him. He can head up 1 Marine/Medic unit.

- **Dena** - Uncooperative - She will not help fight unless it's completely clear how this will free her people on Draco; or perhaps a link between her situation and DW3 (morphs). She can head up 2 Infantry.
- **Gen. Wolfstinger** - Hostile - He will not help, DW3 is not part of the IZC jurisdiction. He is upset that anyone would want to help "a planet full of arsonists and child-murderers."
- **Aguila Perennes** - Friendly - She will give them money for Jump Juice to visit all the different planets and 1 Medic unit. She asks that the team participate in the Sports Spectacular on her behalf.
- **Huddle** - Friendly - He can supply 2 Cavalry
- **Shade** - Friendly - You can use his 1 Engineer team and 1 helicopter.
- On Deep Well, a Success with Persuasion will also draw in the leader
 - **God's Guns** - "Prophet" - Uncooperative - only if team will "convert" to their religion, or perhaps HOG can engage Prophet in a revolver battle to the death (Incapacitation) to show them the True Hand of God. They have a huge hoard of weapons, most important mobile AAA guns they use to fend off the ranchers (and others). If HOG wins, he gets a d8 (roygbiv black) robe. 2-3 AAA, 1-3 howitzers w/3 mile range.
 - **Circle X Ranchers** - "Mother Graham" - Neutral - will fight if team will fight off God's Guns and give them their land. God's Guns has an armory that, if destroyed, will allow the ranchers to take over their lands. They have a large assortment of light vehicles, horses, and aircraft. They may also be able to arrange a stampede. 2-3 Cavalry, 2 Armored.
 - **Holm Residents** - "Prof. Freund" - Neutral - Obviously will take help, but will waver between standing firm and surrendering/fleeing. x% of 13k, will flee, flooding streets. Freund has Battle Knowledge...10-12 Infantry 1-2 armored.
 - **Swampers** - "Roscoe" - Uncooperative - Wants to be left alone, will fight on his own "soil" but will be reluctant to deal with "furners." He wants to flood the ranchers' land by blowing up a large dam above Circle X Ranch and return it to its swamp state. They are excellent hunters/snipers and have a few tanks. 2-4 Marines (portable watercraft)
 - **Diggers** - "His Highness Digger XIV" - Uncooperative - They are terrified of the black hole and live almost entirely underground. They have excellent night vision and lots of explosives, and also are very good at building fortifications using mud/brick. They will be convinced to fight if the team can give them Engineers. 1-3 Engineers +2 night vision (i.e. normal vision).

See Order of Battle for details.

The attackers will first do recon with two light aircraft attempting to sweep the entire area coming in at the marked areas. Airlifts will try to secure the canyon bridge if possible first, allowing troops to mass on the western side and make it across. The first thrust will be armor, cavalry, and infantry protecting a moving AAA on the airport, with helo air cover. If the bridge approach fails, the troops will reroute to the west and attack from the

hills. 3 turns in, transport ships will dump infantry and light cavalry/armor

There are 3 main battle groups that they will deploy: 1) the primary for capturing and maintaining the airport; 2) to remain to guard the road to the sea and east and support as needed; 3) to push from the sea toward Milltown and capture all people escaping there. Special Ops: one Marine unit in one drop ship, one Engineer unit in one drop ship as needed; One Engineer to blow up the dam at Murchison's - will take 6 turns to drain (~6 squares progression per turn), will flood all the lower area turning it to swamp

When the team finally arrives at his estate, he will introduce them to Prof. Freund of the University of Holm, chair of the Military Studies program. Freund wears academic robes and a soft mortarboard. He will go over the details of how combat works. Iago brings them all to the lounge, which has been converted into a War Room, including a table-sized map of the Marsh Province. Freund will use the tabletop as a guide for how combat works, demonstrating examples, and answering any questions about what is on the map.

Turns:

- A turn takes 20 minutes.
- Each Wild Card draws a card as normal, and any non-Wildcard groups draw cards as appropriate

Wild Card:

- A single WC may lead a single troop
- Wild Cards that are leading a troop act for that troop, and the better of their Skills and Edges defines their actions (note, NOT their Traits or gear...those are based on the character)
- Wild Cards can't do much on their own (cannot attack) on the ground except move around.
- Wild Cards can have steeds or vehicles with which they direct their troops, but only they receive the benefit of the steed; it is not used for any group actions.
- Wild Cards independent of a troop, if overtaken, must roll Stealth vs. Notice to avoid being captured; there is no additional roll (they are overwhelmed by the troops if spotted).
- Any Leadership Edges are applied to all in the troop (unless it doesn't make sense)
- Prohibited moves: Frenzy, Sweep, etc. (no multiple actions), no Trademark Weapon
- When the unit led by the Wild Card is wounded, the WC suffers the full amount of the wound
- Bennies may be spent only on Individual rolls (no group soak rolls, etc.)
- Wild Cards may attack individual other Wild Cards if adjacent using same engagement rules as elsewhere (but with all Edge abilities).
- Wild cards operate with their Extras in tow, and may use their skills if superior.

Combat:

- Troops can see 3 miles across open land without Notice penalties, 6 miles with -2 and 12 miles with -4.
- Troops fight with their own weapons, either with the troops' stats or with the commanding Wild Card's stats (they do not inherit the WC's weapons).
- Troops may make melee attacks or ranged attacks on adjacent troops using 30" as the distance (they may get closer if they pass a Stealth vs. Notice, but if they fail then the other side gets a free attack).
- Winning troops do not advance into the attacked tile.
- No movement occurs on the part of the aggressor after attacking
- If one troop Shakes another, the other can only perform Free Actions until they roll their Spirit.
- Fleeing Melee rules apply, giving the adjacent ground troops a free attack (but the troops may also Defend)
- Wounded troops are removed from the board. The Wild Card in charge, if any, also one and only one Wound personally. They may then move on to other troops.
- Medic units a +1 Toughness to ground units adjacent to them (+1 total, not cumulative); if

led by one with Healing, +2 Toughness

- You may use Defense and Full Defense as usual, and Defense when retreating.
- Ganging Up rules do NOT apply.

Movement:

- Infantry can move along at 2 square/turn, or 3 ONLY on road
- Mounted Cavalry can move at 4+d4 per turn
- Vehicles can move at ACC per turn in any directions (no penalties for turns)
- Placed items (AAA) take one turn to break down, can move 2 tiles, and one turn to put back up (in other words, pretty stationary)
- Movement is determined at the highest difficulty of the two being traversed (from and to), so moving from road to forest or forest to road will cost two movement.
- Movement through friendly units is allowed and does not cost any additional penalty as long as the unit doesn't stop on this tile.
- Units may not move through enemy units, even aircraft units, as part of their movements.

Terrain:

- **Forest:** mounted cavalry movement is halved (2 movements per space). Vehicles may not enter. Infantry moves at 1 per turn. Placed items may not be in forest. Forest provides +2 Cover, Armor, and Stealth to any units.
- **Swamp:** mounted cavalry and infantry movement is halved. Non-swamp vehicles may not enter. Infantry is unaffected. Swamp provides +1 Cover and +1 Stealth
- **Cliff:** Only Infantry may attempt Climbing up or down, one move per turn (onto or off of). Cliff provides +2 Cover and Armor, unless exposed to aerial attack
- **Trench:** For cavalry and vehicles, movement is halved. Trenches provide +3 Cover, +3 Armor, and +1 Stealth
- **River:** movement takes 2 movement points
- **Water:** Movement is restricted unless using watercraft.
- **Sand:** mounted cavalry and vehicle movement halved.
- **Bridge/Road:** +2 movement for cavalry and vehicles if on for whole turn
- **Structures:** +2 Cover, +2 Armor, loss of a structure may trigger Spirit check on those attached to it.

Aircraft:

- Aircraft may move at their TS/3
- Aircraft can see a 10 mile radius
- Craft have 5 hours (15 turns) of fuel...1 turn at airport to refuel
- Aircraft may provide air support via ground attack to Infantry, Cavalry, and Vehicles. This gives them +1 to their Attack and Damage in a 1" radius around the aircraft.
- Aircraft may drop off individuals via airdrop; they may also land on appropriate ground...road requires Piloting roll to land (but not take off), other terrain involves -2 landing and -2 takeoff.
- Aerial Combat: use rules from book (p115-116) -1 per 10" of target speed, unstable

platform

- Any damage exceeding Toughness forces a Piloting roll to keep from going Out of Control, and a raise will wound the plane & create a critical hit. If Out of Control (or 4th wound), forces yet another Piloting roll to safely ditch the aircraft, otherwise Xd6 damage(?), Agility to eject safely. (think of first roll as surviving a nearby burst or superficial damage if not wounding.).
- Ground attack is possible at -2, or regular with a Piloting roll, but if they miss the Piloting roll they miss the turn.
- Ground units may Shoot at adjacent aircraft at -4 to hit.

AAA:

- AAA acts like a First Strike attack in that it happens on another party's turn and does not take away from the AAA's turn nor does it stop the aircraft's turn.
- Range of 3 (hex concentric ring)
- Each concentric ring out is is another range, no penalty, -2, -4
- -1 for each 10" of target speed
- Roll Shooting vs Piloting. Equal or match is a hit. See above for results.
- AAA operated by an individual with Stealth forces a Notice v. Stealth roll for the aircraft to see the AAA; otherwise it is plainly visible to the aircraft.

Airlift/Transport:

- After an airlift has landed, the troops inside may on their next turn exit the vehicles and move away from the tile at their full movement, regardless of whether the vehicle has been damaged in the meantime.
- You cannot load and move an airlift on the same turn.

Other Actions:

- **Command:** if a Wild Card assumes command, you cannot act "twice" per turn, you must either usurp the turn of the commanded unit, or wait for their turn, and cannot move more than the speed of the conveyance for the Wild Card.
- **Defend:** Either Defense or Full Defense as normal
- **Pillage:** A team may destroy any improvement in their tile
- **Entrench:** A team of Engineers may dig trenches in Swamp, Grass, Dry Land (not Sand, Water, for Forest). (Mark with T)
- **Snare:** A team of Engineers may booby-trap an area - Troops roll Notice or receive 2d6 damage. If they pass the Notice they must spend the entire rest of the turn disarming the snares (Smarts or 1d6 damage). (Mark with S)
- **Hide:** If in Forest, a team may try to hide...for any approaching troops, roll Notice vs Stealth to see if the team remains hidden. If so, they receive +4 on their next action/attack vs. that party. If any other enemy party has spotted them in the meantime, they are no longer hidden
- **Surrender:** If you surrender, your troops live but are disarmed and captured (NO exceptions). Being adjacent to 3 or more greater Ground enemies than friends at the

start of your turn automatically triggers a Spirit check (e.g. 3 enemies and no friends, or 4 and 1) and Shakes the group. This can be influenced by any Fear or Spirit modifiers a WC possesses (e.g. Brave). The morphs do not surrender.

- **Build Bridge:** Engineers can construct a bridge over a river (not over a canyon though).

Preparation:

- The team may place any troop on any appropriate space on the map.
- The team may use 6 engineer tasks (Snare, Fortify, Build Bridge) on any appropriate square prior to the battle beginning
- Airplanes that are grounded at the airport (or elsewhere) may take up the same space as other units (e.g. you can have Infantry stationed on the airport)
- Airplanes can be in the air watching for approaching troops
- Place your AAA
- Place Rynna's ship, and determine if Crewed. May be placed with other infantry, etc. (e.g. at airport)
- Does anyone want the Jeep?

Before Battle:

- Roll d20 to determine what time of day the attack starts. Sunup 0500, Sundown 1500. d20 to determine for which 10 hour period the black hole is in the sky.
- Figure out what the aircraft can see if they are circling
- Figure out which turn Burroughs shows up (6+d6 turn)
- Determine Dark effects on battle (p 76)
- Figure out Hush's situation

Don't forget:

- Morphs can Intimidate
- +2 v. Shaken
- Keep track of turns
- Dena has Tactician

=== Season Two Episode Eight =====

Diane and Iago want to get married before the battle begins. Can they have an interfaith ceremony with HOG, Dena...?

If Iago is with a troop they will have a Trapping roll which gives plusses against Notice rolls, and can Snare a square if not even an Engineer unit. Also, he has already Snared the Murchison Estate tile (although it will significantly damage the estate if triggered). Signify plusses on the Snare marking (e.g. "+2").

AAA probably can't be in trees or move through trees. They are large platforms and are like most vehicles, restricted from movement in forest tiles. They can also move 2 tiles instead of 1

per turn over normal ground.

The team has another Refugee Troop to place, we did lose track of one as suspected.

I changed my mind about transport boats. Transports can carry three ground troops (cavalry or infantry), OR one mech inf, artillery, or AAA. Transports are like drop ships; they cannot be protected by a Marine unit.

The railed AAA may move 8/turn spaces on the rails and then attack on the same round.

Prophet will attempt to sabotage each of the three AAA guns. Roll his Smarts -2 to create a jam that causes a Repair roll to fix. When fired, there is Notice roll that the group must make, or take 2d6 damage. Subsequent AAAs can see any problems if present.

It's assumed that all allies have tactical awareness with each other. Same goes for enemy.

After the battle:

God's Guns will ask if Prophet will continue with them at their compound or wander the stars. If he chooses to wander, they will spend a few days to equip Rynna's ship with lots of guns.

"Old" Prophet may seek to aid the enemy. He may have connections through Narco.

=== Season Two Episode Nine - Season Finale =====

At the victory celebration at Iago's, a transmission from Huddle comes in: he asks if the team can "relieve" him of one of the deputies he sent...a particular individual with "unusual skills" and a sense of style, calling himself Dapper Dan.

Burroughs' men have captured three of the morph leaders (Wild Cards) and are have them locked in the cargo hold of their ship, the Thieves' Honor. They may use Investigation or Intimidation/Taunt on each, only once. A failure to Intimidate will give them each a +2 Str to break free of their bonds (Toughness 12):

1. One says and does nothing...he has an elaborate tattoo on his back labeled "The Hive: 250' down"
2. One breaks down..."they make you in batches...they gas the batch ahead of you...you watch them morph...then they herd you into the chamber...AAGAGAUGH!!!!" He rolls Spirit to survive...otherwise he is catatonic like the other.
3. One is mumbling, repeating numbers over and over: 32711 (8)

Burroughs tells the team that on his way in, he saw what he describes as a "hive" of activity about 80 miles west of Holm. He saw an airbase in the middle of a salt flat desert that was protected by four SAM batteries, and from the air he saw several waves of troops emerging from

tunnels leading from underground. He figures an assault from the ground may be more possible than one from the air just due to the SAM batteries, but if the batteries could be eliminated, that might help. He won't directly travel with the group, but will suggest supporting the group with the Thieves' Honor.

Digger XV (d6 1-3 male, 4-6 female, 13+d4 years old) is now the successor to the digger throne and, after consulting with his/her top engineers, suggests that they can work on a tunnel that will reach the underground complex. It will take about 5 days and they cannot guarantee exactly where the tunnel will lead.

God's Guns will equip Rynna's ship with \$75k worth of guns/installation:

- Pilot Gun, L/R Gun Station (\$25k)
 - Machine gun - (SAW) 30/60/120, 2d8 AP 2, ROF 4, no min str
 - multi-action if piloting (-2 piloting, -2 shooting)
 - 4 rounds full auto before reload
- Top & Tail Cannon (\$50k)
 - 25mm Cannon, 50/100/200, 3d8 AP 4, ROF 3
 - Tracers, +1 to hit, only on full auto, -2 damage
 - 4 rounds full auto before reload

Digger's engineers will get into one of the sides (d8 1-2 top, 3-4 right, 5-6 bottom, 7-8 left), d12*3-1 to indicate where they enter on the 36-side, or d12*4-3 on a 48-side (or so).

To breach the walls without making noise, a Mining roll vs. the best Notice roll of anyone within a 10" radius is made.

THE HIVE

The hive has a 12' ceiling throughout. All locks take 20 seconds (3 turns) until you can try again (2 turns in between tries). Three failures will signal an alarm.

Above ground are two landing strips, four SAM batteries (their design is similar to those on Cryolapse with auto-guns), and only one small building, about the size of a rest area shelter, right in the middle of the area. There are two tunnels that emerge about 120 feet away from the shelter, each about 20' wide.

If Narco is confronted, he may offer up some information. He will admit to selling the Vanguard star charts to "he figures someone who like blue."

Places in the Hive:

- **Arachnoid Assembly Area** - The head, legs, and body of the arachnoids are fed in from top-fed conveyors and assembled by a mechanical arm extending from the ceiling, and attached to a conveyor where they are then sprayed with some sort of sealant/coating,

then dropped off at the end where the arachnoid scurries off to the next open pen. When there are 12 assembled they march off, using the walls and ceiling too.

- **Holding Pens** - There are 20 people in the holding pens. They are very scared and if freed will do nothing but flee, possibly trampling everyone in their path. Opposed Strength to hold them from passing, or non-lethal combat if need be. They will never listen to anything reasonable and cannot be persuaded to fight. They are treated as a Swarm. People must make either an Agility or Strength roll or be trampled at 2d6.
- **Conversion Chamber** - There are 12 morphs in the conversion chamber and 12 people in the pre-conversion chamber. The people will also trample like in the Holding Pens.
- **Proving Grounds**
 - **Battle Royale** - 12 morphs fight to the death in melee using crude weapons until 6 remain
 - **Obstacle Course** - The first 3 to exit the obstacle course live.
 - **Shooting Gallery** - The remaining three pick up "laser tag" style guns that activate on a countdown. The morphs then perform a shootout to determine the "winner."
- **Trams** - The trams hold 4 people and can be called by a button at each "stop" and can be stopped at any point by the operator. 5 or 6 can fit on there if the non-seated crew make an Agility roll during each start and stop. If they fail they will suffer 2d6 damage for the speed and fall off.
- **SAM turret controls** - There is a single operator at each station. SAMs are radar-equipped giving the user +2 Shooting. They have a Notice -2 because they are operating the turrets, -4 if they are actively engaged. The turrets do not need power, but without Radar the SAMs will fire at normal rather than at +2. Shooting vs. Piloting. Sidewinder, 100/200/400, 4d, 2 ROF, AP 6, MBT.
- **Security Center** - There are 4 security officers here. They are mostly monitoring the front gates. There are an additional 4 officers sleeping in the back quarters. There is a Lock Control that operates any lock in the building. However, this requires Lockpicking -4 to gain control of. Three people may attempt it before it locks out for 20 minutes. There is a monitor that views the dome camera positioned on the ceiling at the junction of the various hallways. d4 to determine direction looking, and Notice to see if they see activity. There is a station controlling the Power which operates much like the Lock Control and controls the following: Main, Life Control, Assembly, Trams, Lighting, Radar, and one labeled with masking tape: "Gromyko." All locked doors revert to a mechanical lock when powered off, at the same level as the normal lock. There is a Conversion Station that has the controls:
 - Load Subjects
 - Fenner Gas (On/Off) (it's off; runs for 20 seconds then off)
 - Start Test 1
 - Start Test 2
 - Start Test 3
 - Release Subjects
- **Transport Center** - There are several vehicles here preparing for battle, with a mix of

morph soldiers and chipped mechanics. There are 2 Humvees with mounted guns and a driver each, and a jeep with a driver and a passenger with a gun.

- Gatling: 24/48/96 2d8 ROF3 (-2 when moving)
- **Laboratory** - Gromyko's specially commissioned area. There is a directed energy weapon, basically a 2' diameter silver ball (Toughness 8) attached by a casing to the ceiling. Gromyko can direct this energy using either his Smarts or Throwing ability by directing it from his control center. There is a wraparound window with bulletproof glass T14(4) and similarly strong locked doors...only unlockable from the Security Center. There is a glove that Gromyko uses to control the energy weapon. He also has 6 vials of acid that he throws, with a small burst radius, does 3d6 damage if hit, or 2d6 if in burst radius.
- **Morph Pens** - There are 2 Morph Hybrids (Wild Cards), one in each cage, hanging on the ceiling. -4 to Notice due to dark and hanging on the ceiling. The other pens simply hold a couple of morphs each and there are two in the "testing" area of the laboratory.
- **Quarters** - Each quarters has a door with a standard lock. Three failures will set off a silent security alarm. 2 in d6 chance that there's someone in the room, ½ chance they are sleeping (-3 Notice).
 - Narco has one of the small quarters [...]
 - Gromyko has one of the large quarters but is never in it. A small arachnoid is crawling about, leveling picture frames and tucking in the corners of the bed.
- **Tactical Command Center** - This is a room filled with various control panels and about 8 technicians, along with the Hive Commander. A map of Deep Well Three's surface is projected through a glass screen that presents the battlefield in three dimensions. The projected image is visible from the tram line/storage area.
- **Storage** - There are a large number of tires, gasoline tanks (empty), ropes, and crates filled with MREs.

The Hive is commanded by a man named Waverly, who, like all the others, is in the employ of a "Security Firm" called F7.

If an alarm is sounded, there will be no negatives to Notice rolls (except for Darkness). The security center will call out over the PA system, and lock door or turn off lighting as appropriate.

If a second level alarm is raised then troops from the other levels come in via the elevators.

Arachnoids can Bite (Fighting: Vigor or Shaken), Web (Throw 3/6/12 SBT: Toughness 7 to break out, -4 to all physical interactions), or Claw (Fighting: Str+d4). They will not attack unless an Alarm has been sounded or in self-defense, then they will all act as a swarm. They will not attack those with Security badges.

Things to check for:

- There are d12 arachnoids in slots
- Whether Narco is in his quarters (asleep, -2 Notice) or in the command center

- If Narco has narcolepsy today
- Waverly has Tactician when he is engaged in combat