

MUTANT

CHRONICLES

V



MÖDIPHIUS™
ENTERTAINMENT

3RD EDITION
BAUHAUS
SOURCE BOOK

FFFG™



KAADATH PLATEAU

NOVAKURSK

CITADEL OF

THE COLD SEA

MOUNTAINS
OF FIRE

RIVER SERPENTINE

HEIMBURG

BERNHEIM

LAST CITY OF
TRUMVAR

MCKENZIE BASE

GIBSON

RIO DE LA MUERTE

GRAVETO

CITADEL OF BALSAG

PORT MCARTHUR

POLARIA



MUTANT CHRONICLES

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THE CHOSEN PEOPLE

**“Capitol is a corporation. Imperial is an army.
Mishima is a conspiracy. Bauhaus is a people.”**

—Duke Elector Constantine Romanoff V.

The people of Bauhaus often make the claim that their corporation is the oldest in the system, founded on the lost world of Earth in the time before the Great Catastrophe. Whilst such an assertion is impossible to verify given the paucity and unreliability of records dating back to such times, it is a conviction held by almost every member of Bauhaus, and even the most partisan citizens of rival corporations do not make serious attempts to raise issue with it. Bauhaus is a corporation that prides itself on many things, the excellence of its goods and services, the apparent wisdom inherent to its social hierarchy, and the high esteem with which the corporation and its core values and behaviours are held in the eyes of the Brotherhood.

The Bauhaus corporation was instrumental in the design and implementation of the terraforming technology that led to the permanent settlement of suitable planets and moons throughout the Solar System. In reference to this, the term ‘Homebuilder’ has become synonymous with the citizens of Bauhaus throughout the system, and it stands as an indication of the general respect with which the corporation is held for facilitating humanity’s escape from its doomed home world. Even hostile corporations engaged in bitter disputes with Bauhaus respect it for the historical role it played. Homebuilder is a word used with pride in Bauhaus society, and with deference and respect by outsiders.

Bauhaus brand goods are the best to be found in the markets of the human worlds and the corporation spares no effort or expense to ensure that they stay that way. Such quality does not come cheap, so they are also the most expensive goods in the system. This business strategy has ensured that Bauhaus has always been able to find a lucrative and reliable niche in the marketplace, though, together with other factors, it has reinforced a hidebound and traditionalist culture at the heart of the corporation. The corporation’s aristocratic rulers see no need to change their methods in light of their continued successes.

The Homebuilders pride themselves on being the last guardians of that old civilisation and for being the best representatives of all that is admirable in humanity. They stress the importance of pride, honesty and honour, as well as dedication to excellence and the conservation of their heritage. There is a dark side to this, and Bauhaus citizens can seem remarkably blind to the abuses of police power and aristocratic privilege that occur in their domains.

The people of Bauhaus are closer to the Brotherhood than any other corporation, and they often see themselves as the Cardinal’s chosen. The Brotherhood grew out of Bauhaus and the first four Cardinals were drawn from the corporation’s ranks. This sense of identification with the faith has only been strengthened by the fact Bauhaus has been foremost amongst the corporations when it comes to bearing the brunt of the Dark Legion’s assault. It also confirms a self-image as the defenders of human civilisation common to most Homebuilders. Making up the front lines in the fight against evil, as so many Bauhaus soldiers and military support staff do, can lead to a sense of despair, and faith in the Cardinal and his mission provides hope.

The citizens of rival corporations tend to hold a stereotype of Homebuilders as insular and reserved, and this is not wholly without justification. The only way in which a person can join the corporation is to either be born within it or to marry someone who was. Such marriages are rare now, as the rise of the Darkness has increased the degree of suspicion with which Homebuilders view outsiders.

Within the corporation, carefully assembled files are kept to record every marriage, birth, and death. Family lines are monitored for the slightest sign of mutation, and those who suffer from the taint of Darkness are removed from society, either through exile, incarceration, or execution. These are harsh steps, but the people of Bauhaus see them as necessary in order to keep their enemies at bay.

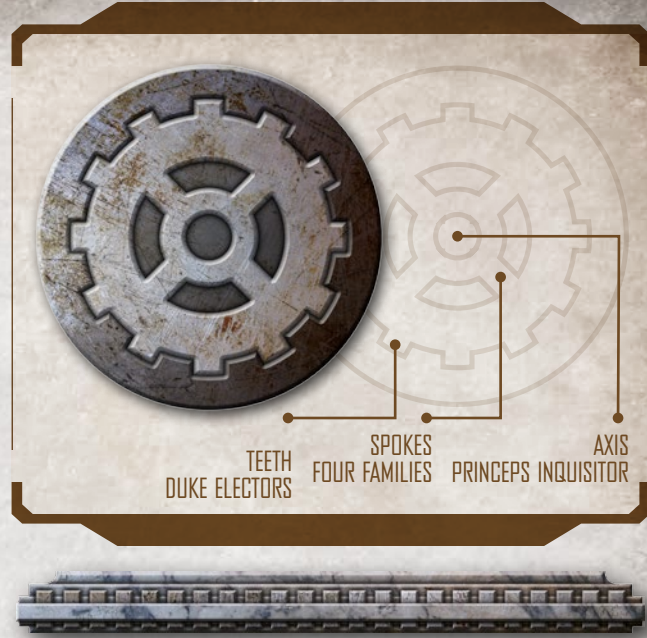
The folk of Bauhaus are rich. Although the corporation employs only slightly more people than Imperial, its economic power is close to that of Mishima, whilst it vies with Capitol in terms of military might. This has been achieved through a process of intensive training for all Bauhaus citizens, for though they are few in number they are taught to excel.

To ensure that this happens, the Elector Dukes of Bauhaus have decreed that its people should be provided with the highest standards of education, health care, and social welfare available in the Solar System. This provides the corporation with a skilled workforce, and also helps to quell internal dissention, for whilst the Bauhaus education system cannot be faulted for the thoroughness of its curriculum in regard to science, technology, engineering, and medicine, its approach to history and the humanities is such that those who pass through Bauhaus schools are swayed towards a view of society in line with the interests of the Bauhaus nobility. With the threat of the Dark Legion so close and so grave, Bauhaus can ill-afford to police revolutionary activity. The social provision also serves a secondary purpose in that it facilitates close scrutiny of the populace for any trace of heresy or taint.

BAUHAUS SOCIETY

Bauhaus is ruled by the four great Noble Houses, each of which appoints one of the Elector Dukes who guide the corporation as part of a tight-knit coalition. The Elector Dukes are more than just managers of the corporation, they are figureheads of Bauhaus society and are lionised by the public at large. The four Great Noble Houses are the most influential of Bauhaus's many noble families, and they are tied to each other and to many lesser families by a web of intermarriage, kinship, and mutual understanding. Beneath the Elector Houses are several thousand lesser noble families, controlling various industrial fiefdoms and great estates scattered throughout the Solar System.

Each noble family has scores of retainers. These are the managers and factotums who oversee the day-to-day running of the family's businesses. Retainers often belong to a particular family that enjoys the lasting patronage of the Noble House they serve. These retainer families are the ones who do the most practical work to ensure the smooth running of the Bauhaus business empire, and they are well



Bauhaus Homebuilders stand for hard work, leadership and quality.

THE CHOSEN PEOPLE

rewarded with sumptuous quarters in the palatial estates of their noble patrons, as well as high wages and many other perks.

Beneath the retainer families are the commoners, the vast majority of the employee-citizens of Bauhaus, the skilled labourers who see that the Bauhaus factories keep running and the shops keep selling. These employees may be at the bottom of the Bauhaus social ladder, but they still enjoy a standard of living vastly superior to that enjoyed by most of humanity in these dark times.

Finally there are the thralls, or the industrial serfs as the Bauhaus nobility refer to them. They are the army of non-corporate people who provide Bauhaus with a pool of cheap labour and a ready market for its goods. They enjoy none of the privileges of Bauhaus citizens but for the most part they remain loyal to corporation. This is because they believe themselves to have good jobs provided by the most stable and far-sighted of corporate managements, as well as the shield of the Bauhaus's armies and the security provided by its police force.

BUSINESS PHILOSOPHY

The Bauhaus business philosophy is simple: the pursuit of excellence. Bauhaus seeks to provide its customers with the best goods and services money can buy. Cost is no object to the corporation when it comes to the design, production, and marketing of its wares, quality is the only thing that is important. Goods that bear the Bauhaus Seal of Quality, the famed golden cogwheel, are known throughout the system for their reliability, endurance, and the superiority of their design. Owning an item that bears the golden cogwheel of the Bauhaus core brand is considered a status symbol everywhere, and the corporation is dedicated to seeing that this remains so.

Like all corporations, Bauhaus competes in every field of industry, from food production to armaments to aerospace. In virtually every field, its goods hold their market position as the premium products. Bauhaus owns the luxury brand names for almost every product known to mankind, from perfumes to state of the art weaponry. Bauhaus's ruling elite provides a ready market for these goods, as do wealthy customers throughout the Solar System.

However this is not enough. Not everybody can afford Bauhaus products, and the needs of the mass of Bauhaus's own commoners and thralls must be met. It would not do for the corporation to have its own captive markets penetrated by Capitol or Mishima, famous as they are for being purveyors of mass-produced cheap tat, and so Bauhaus provides. To this end the corporation discretely owns thousands of subsidiaries, lesser corporations tasked with mass-producing such goods to an acceptable lower standard. Even these are normally of higher quality than equivalent products produced by other corporations, though they are unworthy of the Bauhaus seal. The managers of these companies constantly seek to upgrade their products so that they are worthy of the Bauhaus name, but few of them get to make the grade.

THE BAUHAUS SEAL

All Bauhaus goods are branded with the great seal. The cogwheel is only imprinted on the very best goods, and customers can be sure that if they buy something bearing it, whether it is clothing, weaponry, or a vehicle, then they are purchasing a premium product. There is a thriving counterfeiting industry that creates copies of Bauhaus goods and fakes the great seal. Bauhaus has a simple policy for dealing with such industrial pirates, it executes them. The Ministry of Fear has an entire sub-ministry, the Office of Fair Trade, devoted to this.



Bauhaus troops combine tradition with innovation in the battlefield.

SOCIETY

THE NOBILITY

“Without the nobility who would provide an example for the commoners?”

—A popular rhetorical saying in Bauhaus

Bauhaus is an ancient hereditary aristocracy, the nobility and the government of the corporation are effectively the same thing. Each of the great noble families control huge industrial fiefdoms and command the respect and obedience of commoners. Every member of Bauhaus both benefits from their patronage and suffers by their whim. All important decisions and policies are drafted by the nobility, and either actioned by them directly or delegated to those they trust (usually a junior member of the noble house in question, or a member of a trusted retainer family).

Whilst blackguards and anarchists swear otherwise, in the main, the nobility of Bauhaus are not an idle or parasitical class. Intellectually honest critics of Bauhaus's system have to admit that the nobles work hard and lead from the front, though they would no doubt argue that the nobility does so in order to perpetuate a society in which they enjoy tremendous privilege. Most of the officer corps as well as the highest echelons of management and administration in Bauhaus are drawn from the ranks of the nobility, and they make sincere efforts to do their duties as leaders and guardians of the common good.

Bauhaus nobles are bound by a code of behaviour, no less authoritative for being unwritten. They are brought up to believe that duty to the corporation is of paramount concern, that the true Homebuilder's word is his bond, and that the worst thing an aristocrat can do is bring dishonour upon the family name. Honour is the watchword of the upper classes. It governs their lives down to the smallest detail. Nobles always strive to repay debts and favours. They allow no one to insult them with impunity and behave with mannered respect to their peers and social superiors. A noble who finds it too burdensome to exercise the sort of manners and bearing expected of his class will soon find himself effectively ostracised and it is not unknown for insolent nobles to be challenged by one of their outraged peers to a duel to the death.

The degree of power and wealth commanded by the nobility of Bauhaus is the envy of the system. Even minor nobles occupy extensive fortified country estates and dwell in towering palaces when visiting the city. Their uniforms and clothing are exquisitely

tailored with an eye to the latest fashions. They dine on beautifully cooked fine cuisine and drink the best vintage wine. They attend glittering parties held in the ballrooms of their palaces and pay exorbitant prices to secure private booths in the system's most opulent theatres and concert halls. Chauffeurs whisk them from their mansions to restaurants in gleaming black Vincent Traffaux cars. Those with a taste for blood sports hunt for elusive game in specially maintained parks on the edge of the Venusian jungles.

This is the obvious upside of the lives of the aristocracy, but Bauhaus nobles know that their opulent tastes have to be paid for. At any time, they may be asked to risk their lives for the corporation, and they do not hesitate to answer the call. They are leaders in war and business and they must face their responsibilities with honour and dignity.

All the noble houses of Bauhaus are huge extended families. The core families are at the centre of these, but there are also hundreds of kin related by marriage or blood. Usually these families each have their own palaces and estates.

ENNOBLEMENT AND DISGRACE

Any citizen of Bauhaus has the potential to become a noble and Bauhaus society is founded on this simple notion of nobility attained through meritocracy. The media channels and school lessons make regular mention of how important military heroes and captains of industry earned their places in the ranks of the aristocracy. Each year a few aspiring Homebuilders manage to establish themselves as the heads of a new Noble House, and their journey up the social ladder is marked with much ceremony. Public rites in which the Elector Dukes recognise the newly ennobled are major media events watched by millions of Homebuilders all over the system.

In truth, it is exceedingly hard for a commoner to join to the ranks of the nobility. The sorts of roles that might earn a person ennoblement are those same roles that are effectively reserved for members of the nobility anyway, so the rule of the old noble houses is self-perpetuating. However, most nobles realise that if they don't allow those who clearly demonstrate the qualities of nobility to join their ranks they will engender feelings of resentment and alienation.

There are those who prefer to prevent any sort of social advance. The Ancient Order of Blood and Honour is a clandestine group of people who fight to ensure that notions of aristocracy are preserved by working to undermine the advance of commoners into the ranks of nobility. Most Bauhaus nobles are less stringent in their belief that

blood actually matters, but nevertheless they are often snobbishly dismissive of those who have only recently joined the aristocracy.

As new families join the nobility so do old families leave. Many die out as a result of the noble obligation to enlist their young men as officers of the Bauhaus military. Others end not with a bang, but a whimper. Smaller noble houses that become impoverished or fail to achieve anything of note for generations may still trace a noble lineage, but be common folk in all but name. To be a member of such an undistinguished House is a matter of some shame, and the scion of a once-great line who is reduced to selling the family silver is an archetype evoking both pathos and ridicule in Bauhaus culture.

Occasionally Noble Houses become disgraced. They may come off worst in feuds with rival houses or become infamous because family members collaborated with rival corporations, engaged in criminal behaviour, or even dabbled in Heresy. If such misdemeanours are committed by an individual within the family, then, provided they distance themselves from the rogue and help bring him or her to justice, social standing can be preserved. However, sometimes the rot is more widespread and it is not unheard of for an entire noble family to be involved in some reprehensible activity. In which case it is not unknown for the entire House to be outlawed and pursued to the furthest reaches of the system by agents of the Inquisition.

FEUDS AND THEIR SETTLEMENT

Oddly, given their immense privilege and the options available to them for exciting distractions and adventurous activities, the problem of intermittent feuding is something that runs rampant throughout the nobility of Bauhaus. Many young nobles are hurt or even killed in fights with their peers, sometimes over matters of honour that seem trivial to common folk or citizens of other corporations.

All members of a noble house are taught to identify strongly with their family from an early age and to learn all they can about the history of their House. This means that not only do they learn of the achievements and innovations that their noble forebears facilitated, but they also learn of all the slights and injustices that their forebears had to endure.

The noble families of Bauhaus do usually cooperate in their efforts to foil the machinations of rival corporations or thwart the Dark Legion. But in times of relative peace, they are quick to recall old grudges or compete with one another in such a way so as to engender new grievances.

A complex code of etiquette exists between nobles, though it is easy to violate or misconstrue. If one noble is prepared to take offence to something he or she thinks another noble said it is notoriously difficult to persuade them otherwise, and satisfaction of offence is typically sought through dangerous duelling.

It is acknowledged by older and more level-headed nobles that this behaviour greatly weakens Bauhaus, and a number of strategies have been put forward to moderate the problem. In recent years most large noble houses have an unparalleled degree of control over the industry in which they have an interest, and this may help remove some of the need for competition. Romances between noble houses with a history of conflict are also encouraged, though there is an attendant risk that if the relationship fails to blossom it may just make matters worse.

The Ancient Order of Blood and Honour has a part to play in all of this. On one hand the Order is dedicated to the interests of the nobility, but on the other many of its membership regard the violent defence of honour as a laudable trait in a young noble. The Order therefore works against itself on this matter, with some members looking to defuse tensions whilst others encourage them.

DUELLING

Nobles and citizens of officer rank have the right to invoke the Code Duello in order to settle their differences. Providing that the traditional formalities are observed the duel is respected as settling the dispute between the two participants, even in the eyes of the law. Duels are customarily fought when one party has offended the honour of the other and neither party will back down or apologise. Duels are fought with sword or pistol (it is traditional to use the Punisher handgun as a duelling weapon). Neither party is allowed to wear any armour. Each participant is expected to bring a second to the duel. These seconds are there to provide moral support, ensure that formalities are observed, and see to it that no cheating occurs.

When fighting with swords, both parties begin the duel by touching the tips of their blades together and then proceeding to fight. When duelling with pistols, the two parties stand back-to-back, take ten paces in opposite directions and then turn and fire. Once a participant's pistol has been discharged it is considered dishonourable for him to fire again until his opponent has returned fire. Pistol duels are often a test of nerve then, the careful placing of a well-aimed and lethal shot being the goal of the duel as opposed to suppressing and then killing the opponent through volume of fire.

In a duel both parties attack one another until one party is dead or calls for a halt. All duels are also halted after the first serious wound is inflicted (this is usually referred to as "to first blood", though scratches and nicks are usually ignored). In such circumstances the seconds will call for the halt, and provided the participants agree to discontinue the duel, honour is settled. If neither party yields, the duel may be fought on, and can lead to the death of participants. Most duels are fought to first blood.

Provided all the formalities are observed, the family of anyone injured or killed in a duel has no legal redress. Indeed, it is considered very bad form amongst the Bauhaus nobility to pursue

justice or continue an argument once a duel is fought. The loser is simply expected to accept in good faith that those words or actions that led him to partake in the duel were uncalled for, and that the matter is closed. His family and friends are expected to honour this, too. On rare occasions noble families have been known to pursue grievances against the victors of duels, even to the point of arranging for assassinations, but such is the respect for honour within Bauhaus high society that it might be true to suggest that duelling has prevented more bloodshed and rancour than it perpetrates.

Duelling is not legal between commoners or those below officer rank. It is also illegal to challenge a senior officer to a duel. On rare occasions duels are organised between members of Bauhaus and those of other corporations. This is highly unusual, though it not against Bauhaus law.



A Capitol general will soon learn the meaning of the Code Duello.

INBREEDING

The model of society familiar to the Homebuilders bears clear resemblance to the European class systems that were common to a now long-forgotten period of history. Back then it was common for aristocratic families to so closely intermarry that genetic defects became conspicuously associated with certain families.

Bauhaus, being at the forefront of scientific understanding, is not naive as to the risks of marrying within narrow bloodlines as the noble families of Old Earth. For the most part, they keep careful track of which families have intermarried in the past and arrange marriages in part to maintain a healthy genetic pool.

However, there are a few families in which old habits die hard, either due to snobbery, fear of extinguishing the family line, or an apparent need to keep outsiders out of the family business.

In terms of snobbery, many of the older and more powerful families tend to arrange marriages with those they regard as their peers. In the case of the four Elector Houses this is acknowledged as impractical, but it is rare for anyone from an Elector House to marry anyone who isn't from a Great House. The Great Houses tend to regard it as an honour to marry one of their children to the son or daughter of an Elector House, but regard it as a shame to resort to a match with one of the Noble Houses.

This need not be such an issue, but when an Elector House or Great House is depleted (as has happened to House Saggielli and House Fieldhausen), desperation to see that the family endures, coupled with a desire not to weaken the perception of the family bloodline by making too many matches with those of lower social standing, has led to a possible flawed genetic legacy. In the case of the Fieldhausens, a recognisable family trait of moon brows and lantern jaws, whilst not technically a mutation in the eyes of the Brotherhood, does rather mark them out. In the case of the Saggiellis, some may wonder if their angry temperaments and obsession with settling scores is down to more than just sociocultural influence.

House Salvatore is notorious for marrying close. Almost all the important members of the family are interrelated in complex and numerous ways. Whilst no marked abnormality is reported, it should be noted that the behaviour does nothing to dispel the continuing rumours that something sinister goes on in Salvatore laboratories and palaces. Could the core of the family be keeping each other close so as to prevent outsiders from uncovering their secrets, or could the family's interest in chemical and biological experimentation be pursued in order to counter a genetic defect they bear as a result of their history of intermarriage?

THE ELECTOR HOUSES

There are four Elector Houses whose Dukes collectively dominate the Bauhaus corporation. They each have vast influence in their respective areas and command huge fortunes, and even the humblest members of the House benefit from the sort of privilege and prestige most people can only dream of. All of these families can trace their history back to the times before the Age of Catastrophe, and have their roots in a now dimly remembered terrestrial Europe.

ADVANTAGES FOR NOBLE INVESTIGATORS

Members of a noble house have their family as an important contact (provided they haven't been disowned or disgraced). The exact nature of the help the family can provide is determined by its strength and its areas of influence. Assistance can take the form of providing information, and equipment, and even muscle. However, bear in mind this contact cuts both ways. Noble Investigators will occasionally find themselves called upon to perform missions with the interests of their families in mind and may well find themselves disgraced if they fail.

HOUSE ROMANOV

House Romanov controls the Ministry of War and Bauhaus's powerful military machine. The Romanovs are the second oldest of all the Great Houses after House Richthausen. They control huge swathes of fertile estates and bomb-blasted artillery fields around Heimburg and own one of the largest arms manufacturing businesses in the system, the Romanov Weapons Designwerks (RWD). RWD factories produce virtually all Bauhaus brand weaponry. The House also owns Bauforce, a sprawling industrial business group that specializes in heavier weapons.



The Romanovs have a long and proud tradition of military service and loyalty to the Brotherhood. One of their ancestors, Emil Romanov, stood alongside the Cardinal during his great battle with Algeroth. Family tradition has it that he gave up his own life by throwing himself in front of a blast from the Dark Apostle's weaponry, saving the Cardinal in the process. Whatever the truth of this story, the deep connection between the Romanov family and the Brotherhood was first forged upon that battlefield.

Recent events have strained the relationship between the noble family and the Brotherhood, as many Romanovs have taken the surprising step of supporting the emergence of Cybertronic, seeing their unashamed production of high-tech products as a necessary step in the fight against the Dark Legion. Romanov investors have made significant contributions in backing Cybertronic enterprise and working to defend the new corporation from those who would seek to destroy it. Seeing as the Brotherhood is at the vanguard of those who seek to destroy Cybertronic, House Romanov's enthusiasm for the new corporation has had led to a pronounced chilling effect on the old alliance. Rivals of House Romanov and the Bauhaus

corporation are wondering what could be done to capitalize on their growing estrangement.

The Romanovs have a reputation for producing great warriors and military strategists. Over 20% of the highest ranking Bauhaus officers are related to the House in some way. The Romanov Guard is one of the best combat units in the Solar System. Romanov generals purport to undertake a painstaking duty of care when it comes to deciding on the strategic and tactical deployment of military forces. Because of the high level of training every Bauhaus soldier receives, and the state of the art equipment with which they are issued, squandering the lives of troops due to blunder or expedience is regarded as an extreme dereliction of duty, to the extent that it is one of the few circumstances in which it can be safely predicted that the trust with which the Homebuilders regard their noble rulers will be undermined. However, rumours persist that a deep and abiding grudge against the Mishimans has occasionally manifested in poor military decision making. If stories are to be believed, Romanovs have been known to be reckless when the chance comes to engage in conflict with Mishiman forces, and uncooperative when the opportunity has arisen to join them in alliance. Such rumours are hotly denied but Mishiman involvement in the devastation of Romburg, a city the Romanovs regard as culturally significant, may lie behind the rancour.



General of Staff Constance Romanov is the Commodore of the Army, the supreme commander of the combined armed forces of Bauhaus. He is a squat and burly man with a deep and commanding voice. His house controls the Supreme Ministry of War and the powerful Bauhaus armies. Constance Romanov's spiritual advisor and closest confidant is Inquisitor Kline.

◆ **FAMILY CREST:** A black wolf head against the Bauhaus cogwheel.

HOUSE RICHTHAUSEN

House Richthausen controls a mighty industrial empire that is primarily based in heavy industry and construction. Through a network of subsidiaries Richthausen Industries controls almost a quarter of all Bauhaus Industrial Production. They are the oldest and



wealthiest of the Great Houses. The Richthausen power base is within the Ministry of Industry, the huge bureaucracy responsible for overseeing all of Bauhaus's production, and for ensuring that every product bearing the Bauhaus cogwheel is worthy of that symbol.

The Richthausens have a reputation for being proud to the point of overbearing, and are notoriously haughty in regard to their ancient heritage. Each Richthausen is taught a detailed, if somewhat rose-tinted, account of their family history, and is left with an expectation to ensure that the future of the House is every bit as glorious as the past. They are also extremely reclusive. Their sprawling estate outside Heimbürg is one of the strongest fortified areas on Venus. This may be because it is there that their great collection of artworks amassed over fifty generations is preserved. The Richthausen domain has its own elite security corps, the Order of the Dragon. The order is notoriously brutal to interlopers and rumour has it that they often perform acts of industrial espionage.

Grand Admiral Stanislav Richthausen, is the Director of Industry in charge of the Supreme Ministry of Industry and is therefore responsible for Bauhaus's economic wellbeing. Stanislav's chief advisor is the Mystic Constanzia Moran.

◆ **FAMILY CREST:** A golden dragon against the Bauhaus cogwheel.



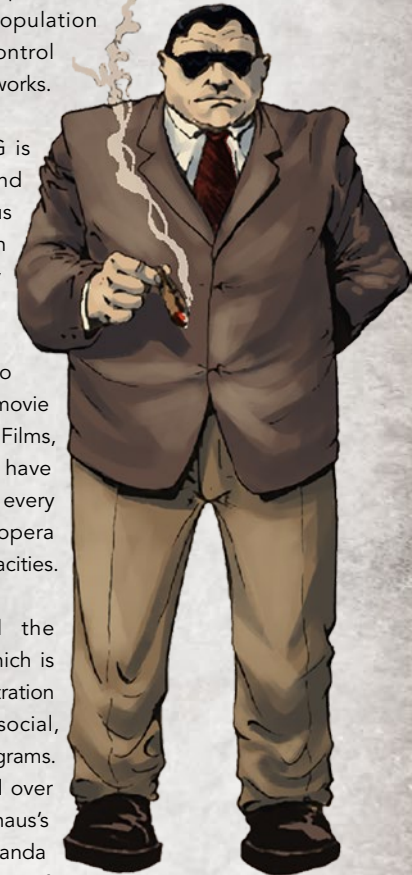
HOUSE BERNHEIM

The Bernheims are the least of the four Great Houses, but this still leaves them immeasurably powerful in contrast to most of the system's families and organisations. Their wealth rests in agriculture and media production. They control nearly 51 percent of all Bauhaus's output in these areas. They boast that their huge estates produce enough to feed the population of Venus. They also control enormous distribution networks.

In addition, Bernheim AG is the largest publishing and media house in the Bauhaus corporation. They own two very influential daily newspapers, The Heimbürg Gazette and the Volksbürg Herald, and a chain of radio stations, TV networks, and movie houses. They own Popular Films, a huge studio. They also have significant shares in nearly every dance hall, theatre and opera house in the Venusian megacities.

The Bernheims control the Ministry of Civilization, which is responsible for the administration of Bauhaus's enormous social, welfare, and education programs. As such, they have control over the Ministry of Truth, Bauhaus's incredibly effective propaganda machine. Other Houses, wary of the Bernheim influence over media matters, keep a close eye on their output for signs of bias and controversy. As such, whilst the Bauhaus News stations have good reputations for quality broadcasts and even-handed analysis of current affairs, they are careful to speak about Bauhaus's rulers and the Brotherhood in purely glowing terms, and the issue of Cybertronic is rarely mentioned at all. The family regiment, the Order of the Bear, is dedicated to the protection of Bauhaus's cities and is known for its effectiveness in close combat.

Field Marshal Enzo Bernheim, whose formal title is the Servant of the Populace, is responsible for the well-being of the Bauhaus employees and the social services. The house is heavily invested in food production and has a majority share in Bauhaus's agricultural



output. The Bernheim house also has extensive control over the publishing and media sectors. Enzo's chief advisor is Inquisitor Terrino.

◀ **FAMILY CREST:** A bear within the Bauhaus cogwheel.

HOUSE SAGLIELLI

The Saglielli control the Ministry of Faith. They spearhead the fight against Dark Legion infiltrators. The Saglielli family leaves the administration of its industrial fiefdoms to its highly skilled administrators who oversee a commercial colossus that deals in everything from weapons to medicine. This leaves the Saglielli family free to follow its self-appointed mission of rooting out Heretics wherever they might be.

The history of the Sagliellis is a particularly tragic one, they have never forgotten or forgiven the fact that over half their family members were wiped out during the first Dark Legion incursion into Venusian territory. As soon as a member of House Saglielli is old enough to speak fluently he or she is made to repeat the Oath of Vengeance before the family shrine. This commits the



child to a life of hunting down the Darkness wherever it might be found. When they reach adulthood, every Saglielli renews this oath when they take the Oath of Allegiance. In order to better pursue the Oath of Vengeance many young Saglielli choose to join the Brotherhood in the hope of obtaining a position in the Inquisition. Others join the Templar Knights. The Sagliellis are the most feared of the Great Houses, it is said that they never forget an insult or let it go unavenged. The culture of honour that pervades the Bauhaus nobility is a given a pronounced dark twist in the case of the Saglielli's. Rather than being feted for their just attitudes to their enemies in war they are associated with an unyielding ruthlessness, and many of the sons of the House have either racked up a number of kills in duels, or met their own ends whilst attempting to do so.

The Keeper of the Faith, Supreme Air Marshal Vittorio Saglielli has a tough and important duty. He is in charge of internal security, counter-legion measures and the justice system. Vittorio's chief advisor is Inquisitor Tremonte.

◀ **FAMILY CREST:** A condor with wings outstretched, set within the Bauhaus cogwheel.



ADVISORS TO THE ELECTOR DUKES

The Bauhaus cogwheel has twelve teeth, representing the Elector Dukes, their heirs apparent, and their Brotherhood advisors. The centre of the wheel also represents the strong bonds between Bauhaus and the Brotherhood, representing the Princeps Inquisitor who holds the position of Corporation Chairman. The position of Chairman is, by and large, wholly symbolic. It means little beyond a mark of mutual respect between Bauhaus and the Brotherhood, and is awarded to venerable Inquisitors too burned out and feeble to pursue any kind of radical positions on the Homebuilders' affairs. These aged Chairmen come and go quickly, and the Duke Electors are left very much in charge of the corporation. On the other hand, the Brotherhood advisors are much more important figures, capable of wielding more direct influence over the running of Bauhaus than anyone outside of the great Noble Houses.

As an old advisor retires or dies it is traditional for the Brotherhood to provide the Elector concerned with a list of potential candidates. The Elector then chooses from the list and the advisor becomes a member of their household, typically residing in the relevant

Electoral palace on Luna so that they can commute to the Cathedral in Old Town Luna. Provided the Elector Duke is also resident on Luna, this allows the advisor easy access to both of the institutions they seek to represent and synergise, the leaderships of Bauhaus and the Brotherhood respectively. If the Elector Duke prefers to be on Venus, then the advisor will tend to split his time between Luna and Heimbürg.

The Elector Dukes are careful in choosing their advisors. On one hand, it would not do to adopt an advisor with the strength of will and personality to effect a change in the way in which the Elector concerned likes to operate. On the other hand, it would not do to so conspicuously pick out feeble or weak-minded advisors that the Brotherhood was left with the impression that the Elector concerned didn't take the relationship seriously. Typically, the Electors opt to choose their advisors from those Mystics and Inquisitors who have proven their chops in both combat and the arts, and who have practical knowledge of confronting the forces of Darkness, but who are past their physical prime and no longer possessed with the energy and zeal of youth.

The first duty of the advisor is to attend to the spiritual wellbeing of the Elector. Often this is a political task rather than a religious one, the advisor concerns himself with ensuring that nothing the Elector says or does is likely to have negative repercussions with the Brotherhood. For the most part the Elector Dukes are model diplomats, but, on the very rare occasions that they say something that might embarrass the Brotherhood, the advisor will manage public relations and figure out appropriate ways to make amends without offending anyone's sense of honour.

Typically, the advisors leave all matters of policy making to the Duke Electors unless their input, or that of the Brotherhood, is specifically requested. By tradition they are entitled to voice their opinions on such matters, but in practice it is safer to

Nicolai "Nico" Poniatowski sipped his tea and examined the newspapers laid out in front of him on his desk. He was pleased, the stories that dominated the headlines were as he had planned – apart from that tabloid the Daily Chronicles on Luna, but they were nothing more than junior muckrakers who had featured Bauhaus' faux pas as a special feature. The recent "incident" with the manufacturing of the Bauhaus MP-105s where they had been shipped with defective barrels was buried to at least page thirteen, and in the newspapers he directly influenced were not mentioned at all.

Nico's office was Spartan – nothing obscured the beautiful view out over Heimbürg, in contrast to the power of his role, sometimes dubbed Bauhaus' unofficial "Minister of Propaganda", Nico preferred to think of himself as the protector of Bauhaus' reputation – a shapeless, and formless spirit who pulled strings from behind curtains. His only nod to personalisation was the lion pelt on the wall and even that was an object lesson.

The heavy, red Bakelite telephone on his desk rang. Nico carefully returned his tea cup to its saucer and answered it.

"I see, your Grace. No... no, that won't be a problem. I believe we can clear the mess up without the wider world needing to be disturbed. Leave it with me. One last question, your Grace. Where is the body now? I see. Tell your son to touch nothing, I'll handle the police. No, thank you, your Grace."

Nico put down the receiver, smiled to himself and pressed the ivory button on his desk. "Angela, inform Malcolm Carlsson, that I would like to see him, at his earliest convenience."



Thanks to Anthony Markaert

CAPTAIN REMI 'HELM' DE GERRITSEN, SWORDSMAN OF HOUSE RICHTHAUSEN



Captain Remi 'Helm' de Gerritsen is a remarkable soldier. A dashing officer in his mid-30s from the Lesser House of de Gerritsen, he initially served as an officer in the Hussars. It was there that he displayed a prodigious talent for fencing that led to his competing in competition, swiftly beating all who were placed against him. His ability to predict his foe's actions several steps ahead and to defeat them with impressively powerful combination attacks brought him to the attention of House Richthausen. He displayed the powerful combination of tactical thinking and exquisite skill in the field as well. He was offered the prize position as House Swordsman—something unheard of for a soldier so young. He immediately accepted and has quickly settled into the role over the last few months personally overseeing the combat training of the younger members of the family.

WOUNDS:

- ◀▶ **Head 3** ▶▶ **Torso 8**
- ◀▶ **Arms 4** ▶▶ **Legs 6**
- ◀▶ **Serious 6** ▶▶ **Critical 4**
- ◀▶ **Mental 8**

SOAK: Hussar mark V armour: (Head 3, Arms 4, Torso 2, Legs 2)

ATTACKS:

- ◀▶ **Homebuilder Logging Sword (melee):** 2+**T**6, 2H, Parry 2, Vicious 2
- ◀▶ **MP-105GW (ranged):** Close, 1+**T**3, Burst, Unbalanced, Ammo (Spread 1)
- ◀▶ **GW-1055 Grenade Launcher (ranged):** Medium, Munition, As Grenade

assume that unwanted meddling would weaken the bonds between Brotherhood and Bauhaus, so, for the most part, the advisors do not speak politics or corporate management unless they are asked about it. There are exceptions to this, and all the advisors will regularly and publically persuade their respective Electors to keep the faith and defy the forces of Darkness. The subject of Cybertronic is pricklier, and the advisors all take the Brotherhood party line that the new corporation is a dangerous liability. However, they also understand that Bauhaus shares ties and goals with Cybertronic. For the time being the advisors bear the notion of alliance between the two corporations with cold stoicism, though they make it clear that whilst the Brotherhood values its relationship with Bauhaus their patience does wear thin on the matter of the Homebuilders' tolerance of Cybertronic.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		11		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		8		8		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1	2	1	2	-	1	1

SPECIAL ABILITIES

- ◀▶ **Champion of House Richthausen Honour:** de Gerritsen is the official duelling champion of House Richthausen in addition to his role as their Swordsman, two positions that have seen him honoured with one of the exceedingly rare Homebuilder Logging Swords. He may re-roll up to six damage dice when making a Close Combat attack, but must accept the new results. Additionally, he does not need to pay a Dark Symmetry point in order to take a Parry Response Action in a combat turn. Further, after successfully executing a Parry Response Action, he may immediately pay one Dark Symmetry point to make a standard melee attack against the foe they parried, with the option to freely carry Momentum over to the attack from the initial Parry action. Furthermore, he may substitute his Close Combat skill for Acrobatics any time he attempts a Dodge Response Action. Finally, when using any type of one-handed, unbalanced, or two-handed sword, each Dark Symmetry point spent to gain additional dice will provide two d20 instead of one.
- ◀▶ **Hussar Officer Training:** The tactical flair and lightning assimilation of the ebb and flow of combat easily transferred to de Gerritsen's leadership and tactics lessons. He may re-roll one d20 when making a Command test, but must accept the new result.

The advisors also act as effective bodyguards for the Elector Dukes. This is not to imply that they are individually intimidating individuals well equipped to strong-arm opponents, but that their mastery of the Art makes them well able to predict attacks and counter psychic intrusions.

INQUISITOR KLINE ADVISOR TO HOUSE ROMANOV

A conflicted man, Kline publically lives up to the stereotypical view of an Inquisitor as a harsh and unyielding zealot, keen to burn heretics and fill gulags with blasphemers. He has had to moderate this zeal in a number of important regards since joining Bauhaus. Not least he has had to learn that the Noble scions of Bauhaus will not support making open and dramatic moves against one of their own. When a Bauhaus noble is deemed to be heretic, and the Brotherhood wish

As he strode down the grand, appointed halls of the palace, Remi marvelled to himself. 'Captain Remi 'Helm' de Gerritsen, Swordmaster of House Richthausen', the title still gave him a buzz of excitement. Who would have thought a few months back that he, just a regular Captain in the Hussars from a Lesser House, would achieve such a notable post. Future membership in one of the prestigious Orders was a near certainty now, thank the Cardinal!

As he approached the training room where he would spend the day teaching young Felix, Remi found himself frowning. As usual there stood a pair of guards in full ceremonial armour at the door, but something felt amiss. He scanned them, their armour was properly shined, their rifles were held correctly, the scar on one was a little extreme, but then duelling scars often were. Their uniforms were clean and... wait! Their boots were mud-encrusted!

His sword was drawn and he ran through the first guard before he could bring his rifle down to fire. Knowing that the second guard would fire in a fraction of a second, Remi released his

rapier, dropped and rolled—pulling his boot knife as he did so—and stabbed up pinning the second guardsman to the wall just as he pulled the trigger firing a burst into the ceiling.

With both dead, Remi quickly recovered his sword and checked the bodies. There! They had the marks of heresy! The heretics meant to kill Felix! Remi sprinted away to raise the alarm and defend the young princeling.



Thanks to Remi Gjertsen

to see him punished, the message from the rulers of Bauhaus is simple—do it, but do it discretely. Inquisitor Kline's tastes are more in line with a public denunciation, followed by a series of excoriating tortures, ordeals and penances. Discretion isn't his forte.

Of all the Brotherhood advisors Inquisitor Kline has had to become the most diplomatic when voicing his concerns about the relationship between Bauhaus and Cybertronic. The Romanov House is heavily invested in the high tech gadgetry Cybertronic produces, and Elector Duke Romanov has made it clear to Inquisitor Kline that he will regard any further attempts to persuade him to treat Cybertronic with hostility as boorish in the extreme. This is a double burden on Kline. Of all the advisors he is most vociferously opposed to Cybertronic, but the least free to voice his misgivings.

Given his marked preference for bombastic talk of Light and Dark and Fire and Brimstone, Kline has become something of a diminished presence since becoming the Romanov Advisor. In the early days of his appointment it was not unusual to see him furiously denounce some rumoured heresy only to have Constance Romanov rather chillily explain to him that matters were more complicated than that. These days the inquisitor is more circumspect. Is his will broken, or is he aggrieved at the lack of respect he has been shown?

MYSTIC CONSTANZIA MORAN ADVISOR TO HOUSE RICHTHAUSEN

In her day, Constanzia Moran was a master of the Art of Mentalism, able to fly like a devilbat and access all manner of talents in which she would have been an untrained naïf were it not for her Mystic Art.

She took her duties in confronting the forces of Darkness seriously, and often fought alongside the forces of Bauhaus and Imperial as they tackled Dark Legion forces in the jungles of Venus. There, with the horrors and eldritch powers arrayed against her, she fell. Her rescue was unlikely, her recovery miraculous, but, since that day, she has been a shattered remnant of the mighty Mystic she once was.

Or so she likes Stanislav Richthausen to believe.

The Brotherhood are not stupid, they know the Elector Dukes are careful to choose advisors who seem lacking in acuity and vigour. They are therefore careful to present them with occasional candidates who seem burned out and enfeebled whilst actually possessing sharp minds and considerable power.

Constanzia was never more than a mediocre practitioner of the Art of Mentalism, but she is well practiced at the Art of Manipulation. She has been groomed by the Brotherhood for the purpose of providing them with an both an effective informant and advocate..

She has also been tasked with using her Mystic Arts to subtly influence the Electors into supporting the Brotherhood perspective on given matters. She does this with painstaking care and patience, for if any Bauhaus Elector were to perceive her attempts to influence her thoughts it would undoubtedly be cause for suspicion not only of herself, but of the entire relationship between Bauhaus and the Brotherhood. Nor has she been idle, Enzo Bernheim's recent warming to the notion of offering additional support to the Cartel hasn't entirely been down to his own will, and a number of times she has telepathically coaxed Vittorio Saglielli into articulating the Brotherhood's stance on current affairs.

Constanzia is careful never to use her powers to implant suggestions in the mind of Stanislav Richthausen, though she does occasionally read his mind when she suspects he might be lying. She plays her part well, and few who meet her would think that she was anything more than a battle-scarred veteran mystic who has perhaps seen a little too much of horror and war.

INQUISITOR TERRINO ADVISOR TO HOUSE BERNHEIM

When Inquisitor Terrino first arrived at the gates of the Bernheim palace she was as feisty a firebrand as any other Brotherhood Inquisitor. She was a needle-thin, shrill, and unyielding woman with a hawk-like beak for a nose and a sharp memory for the most pious canticles and psalms. The Bernheim's corrupted her in the most gentle and inconspicuous fashion, they simply introduced her to the pleasures of fine living and awaited the results.

Because she was used to the rather more Spartan and austere conditions offered at Pilgrim Houses and Brotherhood institutions, Inquisitor Terrino was entirely unprepared for the lavish spreads

and opulent furnishings available to her in her quarters at the Bernheim palace.

These days Inquisitor Terrino is a flesh-swathed shadow of her former self, possessing neither the energy nor the will to make more than the mildest of reproaches to Enzo Bernheim when he behaves in a manner she believes unbecoming of an ally of the Brotherhood. Enzo is well aware of the Inquisitor's developing tastes for gourmet food and fine wines and makes sure that every time he arranges a meeting with her that copious quantities of exquisite cured meats and a large bottle of Venusian Riesling are available.

Inquisitor Terrino is still voluble on the subject of hunting down and destroying the forces of the Dark Legion, but in this she hardly deviates from the standard Bauhaus policies.

INQUISITOR TREMONTE ADVISOR TO HOUSE SAGLIELLI

A huge man, whose appearance is made even more imposing thanks to the voluminous red cloak he habitually wears, Inquisitor Tremonte is a quiet man who very rarely makes his opinion of matters pertaining to the Brotherhood's relationship with Bauhaus known.

There is a simple and (for the inquisitor) frustrating reason for this. Every time Inquisitor Tremonte feels moved to explain the Brotherhood's perspective on a given matter, the man he is supposed to advise, Vittorio Saglielli, articulates the same perspective.

In fact, such is Vittorio's breadth of knowledge regarding the Brotherhood, and such is the passion with which he advocates their position, that Inquisitor Tremonte is typically left feeling somewhat ashamed of his own relative moderation. On those few occasions when he does open his own mouth he gets to hear Vittorio declaim his own thoughts, just with more force and fervour, before he can get the words out.

The situation has left Tremonte feeling a rather depressed and redundant figure, his purpose reduced to providing a sort of psychic security for the man he is supposed to advise, and then nodding along weakly to Vittorio's strident zealotry.

The situation has gotten so bizarre that, recently, Vittorio has even found himself studying heretical texts and occult works in order to access a perspective that might feasibly differ from that of Vittorio. He has even admitted to himself that if he were to discover another man doing as he does, he would deem him a dangerous Heretic.

THE GREAT HOUSES

There are ten Great Houses that control enormous industrial fiefdoms. Although lacking the political power of the Elector Powers, they are enormously wealthy and prestigious. Only the warriors of the Great

Houses, along with those of the Elector Houses, are allowed to wear the famed cresthelms of the Bauhaus military elite.

HOUSE FIELDHAUSEN

Fieldhausen Motors is Bauhaus's largest producer of military vehicles. They make everything from hovertanks to armoured cars. Their Vinciano-Traffaux subsidiary produces a line of high-quality armoured limousines for the Bauhaus nobility. Fieldhausen has fallen a long way since the height of its power. Before the time of Cardinal Durand X, Fieldhausen was talked about as a possible fifth Elector House. That was before a mass defection which led nearly half of its members to join Imperial and form Fieldhausen Autowerks.



The Bauhaus Fieldhausens claim that the schism resulted from arguments between the twins Otto and Victor Fieldhausen. Upon their father's death the two vied for position as head of the House in an increasingly embittered power struggle. Otto won and Victor defected to Imperial rather than gracefully accepting defeat. This was the cause of serious scandal at the time and the good name of House Fieldhausen has yet to recover. The damage to their reputation and the loss of nearly half of their industrial capability dealt a crippling blow to their ambitions and the sense of lost honour is only made more difficult to bear by the fact that since their defection Fieldhausen Autowerks have risen to become a fully recognised clan within Imperial, whilst the fortunes of House Fieldhausen have only waned. To add to the insult, it is now the Imperial Fieldhausens who have the better name for producing superior military hardware, a fact that the Bauhaus loyalists find extremely hard to live down.

Those Fieldhausens who have remained loyal to Bauhaus have mixed feelings about their cousins in Imperial. On one hand, an integral part of the upbringing of any Bauhaus noble is to regard one's family with the utmost of respect. On the other hand, an integral part of Homebuilder identity is to regard rival corporations with a degree of disdain and to shun all who would defect. The Bauhaus Fieldhausens often seek to match themselves against their Imperial cousins, either by confronting them in war or deploying in equivalent positions when involved in joint operations. Whilst the Bauhaus Fieldhausens try to avoid needlessly slaughtering their Imperial cousins, destroying their vaunted military hardware, particularly the "Bauhaus Bully" Mark 54 Main Battle Tank (the very name is seen as a provocation), is always regarded as a significant achievement.

Fieldhausen's Order of the Unicorn is possibly the finest armoured force in the system.

◆ **FAMILY CREST:** A white unicorn within the Bauhaus cogwheel.

HOUSE KRUGER

Kruger Steel controls most of the steel production in the Bauhaus domains. It owns huge mines on Venus and Mars as well as enormous smelting plants and steel mills throughout the system. It also has a multitude of deals with Capitol, since a lot of raw materials are purchased directly from the Mars-based Corporation. When it comes to war with Capitol, House Kruger has something of a reputation for appeasement. Such a reputation can lead to other great houses regarding House Kruger as weak, and, in order to compensate for this, they often see to it that their warrior sons are arrayed prominently in any battlegroups formed to fight the Capitolian threat, all the while arguing for peace and reconciliation. Amongst Kruger Steel's most notable subsidiaries are Volkshem Construction, a large building conglomerate; Silverburg Holdings, a trading house which specializes in the metals markets; and Steiner Shipping, a transport company with a large fleet of transport ships both on the sea and in space.

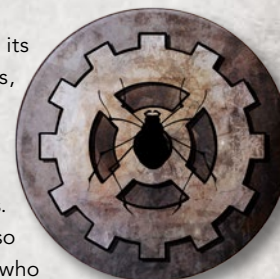


House Kruger's Order of the Boar is known for its stubborn ferocity on the field of battle.

◆ **FAMILY CREST:** A boar's head within the Bauhaus cogwheel.

HOUSE SALVATORE

House Salvatore is famed for its industrial chemicals business, Salchem Industries. It is also strong in the production of pharmaceuticals through its Tekmed and Healthstar subsidiaries. A little known fact is that it also controls Warberg Technochem, who are infamous throughout the system for their production of poisonous gases and chemical weaponry. Another Salvatore subsidiary, Straker Biotech, is at the forefront of bio-technological and genetic engineering research. These are both areas frowned upon by the Brotherhood and governed by strict Cartel regulations. Involvement in these businesses has given House Salvatore a sinister reputation among those who know of its connection to these subsidiaries. It is something of an open secret that the House has also employed techniques in the development and training of its own agents and soldiers that even the most generous of observers decry as recklessly experimental and deeply lacking in ethics.



The Order of the Spider is also implicated in such operations and shares the ominous reputation of their parent house.

◆ **FAMILY CREST:** A spider within the Bauhaus cogwheel.

HOUSE BAYER-HROTHGAR

Bayer-Hrothgar is primarily a media group. It controls the gigantic BHM media conglomerate, which controls most of Bauhaus studio capacity for movie, TV, and music production. It operates chains of moviedromes, radio stations, theatre and opera houses in association with House Bernheim. Family members at Bayer-Hrothgar have a reputation for flamboyance, good looks and charismatic manners. The women of the family are said to be the most beautiful in the Solar System, the men the most handsome. This may have something to do with the fact that Bayer-Hrothgar also controls the Talsen Cosmetic Surgery chain. It also owns the Elite line of perfume and the Favoricci line of designer clothing. It is not uncommon for their own family members to be used in advertisements for these wares.



The Order of the Lion has always been known as the most sartorially impressive of all Guard regiments.

◆ **FAMILY CREST:** A rampant lion within the Bauhaus cogwheel.

HOUSE GIRAUD

Giraud aerospace produces all of Bauhaus's air and spacecraft. They do this through a number of subsidiaries, such as Kline Helitek or Maier-Martinez Commercial. It is a certainty that every Bauhaus vehicle that flies is either produced by Giraud workshops or those of one of its front companies. They make everything from helicopters and zeppelins to attack aircraft and Aerial Dreadnoughts. They have a stranglehold on this sector of the industry, but fortunately they are very good at it. They also produce missiles and other high-tech weapons systems through their Bauhaus Aerodyne subsidiary. The highly technical nature of their industry often brings them into contact with the minions of Cybertronic, and aside from House Romanov they are some of Cybertronic's staunchest defenders amongst the notaries of Bauhaus.



◆ **FAMILY CREST:** A rampant griffon within the Bauhaus cogwheel.

HOUSE LUTHER

Whilst they lack the sinister reputation of House Salvatore, House Luther is a secretive and shadowy family. Their wealth derives from huge holdings in the food, consumer electronics, and construction sectors, but House Luther is even more renowned for their acts of philanthropy and their dedication to the Cardinal's way. They are best known for sponsoring Brotherhood missions and soup kitchens

in deprived areas, and for endowing public libraries and galleries at their own expense. What they are less well known for is giving huge amounts of money to the Secret Crusaders and other fanatical anti-Dark Legion paramilitaries. They also contribute to the League of Purity, the ultra-fanatic Apocalyptic Cult sworn to free Bauhaus from all alien influence. House Luther's Order of the mask has one of the most unusual crestshells of all, a smiling face mask resembling that worn by actors in Bauhaus tragic theatre.



◆ **FAMILY CREST:** A smiling face mask within the Bauhaus cogwheel.

HOUSE PHILIPPE

House Philippe is Bauhaus's chief producer of consumer electronics such as TVs, radios and household products. They produce the Deritend luxury line that sets the standard in such items across the system. They also control a huge music recording business through their Sonogram Studios subsidiary, which are the studios of choice for a number of Capitolian pop stars, as well as Bauhaus's own famous opera divas and baritone crooners. House Philippe's Order of the Devilcat is famed for its savagery in jungle warfare.



◆ **FAMILY CREST:** A Venusian devilcat within the Bauhaus cogwheel.

HOUSE ROTHERBERG

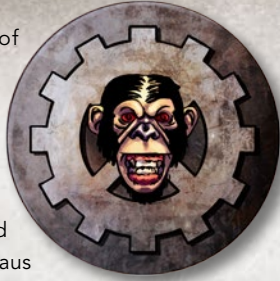
Rotherberg dominates the Bauhaus financial services industry, selling everything from insurance to shares in large freelance operations. It also controls several large investment banks and companies. A Rotherberg is traditionally in charge at the Bauhausbank, with responsibility for supervising the corporation's finances and setting interest rates. They have a reputation for probity and austereness second to none. Its military arm, the Order of the Golden Helm, is often seen guarding the family banks. They can be easily distinguished by their unique version of the Special Forces skull helm gilded with a layer of gold.



◆ **FAMILY CREST:** A stylized sun face within the Bauhaus cogwheel.

HOUSE DANTE

House Dante controls most of Bauhaus's extensive wine and brewing interests. Its wines are the finest in the Solar System, made from grapes grown in equatorial Venusian vineyards. It controls a large number of breweries and tavern chains throughout the Bauhaus system. Its Order of the Monkey is not taken particularly seriously by many people due to their reputation for silly practical jokes and inability to take the most dangerous of situations seriously. This cleverly obscures their skill and versatility in warfare.



◀ **FAMILY CREST:** A monkey within the Bauhaus cogwheel.

HOUSE MATOCHEK

House Matochek controls the largest area of estates of any Bauhaus family. These estates produce everything from grapes to livestock. The House also controls huge tracts of urban property which it rents to Bauhaus citizens and thralls. This property provides the revenues which are the foundations of Matochek's wealth. The Matocheks are profoundly anti-Imperial and fanatically anti-Dark Legion, since both these enemies have grabbed large chunks of Matochek land. Matochek's Order of the Bison is one of the largest of all the military orders.



◀ **FAMILY CREST:** A bison within the Bauhaus cogwheel.

NOBLE HOUSES

There are 2,694 Noble Houses currently in existence, and more are being created all the time. Noble Houses can control anything from a small industrial fiefdom of a few factories to an estate cleared from the Venusian Jungles.

The Guard Orders of the Noble Houses can range in size from small units of a hundred or less to large armies of thousands depending on the wealth and power of the House. They are not allowed to wear cresthelms, but must content themselves with specially made, custom-painted versions of the standard special forces skull helmets. Guard Orders wear the crest of the family on their right shoulder pad.

Here are six sample Noble Houses to act as examples and inspiration for GMs and players who might like to design their own.

HOUSE KARLSTEIN

House Karlstein controls a small estate near the city of Volksburg. They have been nobles for less than three generations, since Helmut Karlstein was granted a Patent of Nobility for his outstanding valour during the Frieberg offensive. Helmut Karlstein had already worked his way up to officer rank in the army, and his behaviour during the 41st Army Corps' last stand on Blucher Hill secured his promotion. Karlstein single-handedly slew a Praetorian Stalker and carried his wounded commander twenty miles through dense jungle, even though he himself was badly wounded. Since his commander was one Manfred Romanov, heir apparent to the House of Romanov, his superiors were suitably impressed.

The Karlsteins have always had a proud military tradition. At least one of the Karlsteins has served in the army for the past twenty generations, and all of them have reached officer status. The present generation of Karlsteins is expected to continue this tradition.

◀ **FAMILY CREST:** A mailed fist within the Bauhaus cogwheel.

HOUSE RATHAUSEN

The Rathausens control the industrial fiefdom known as Rathausen industries. They own two factories in Heimburg and one in Luna City. These factories produce small, lightly armoured patrol cars for the BLEU. The Rathausens make most of their money from the Monte Albino casino in Luna, which their grandfather Konrad won in a high-stakes card game. There is a wild streak to the family character that seems to encourage compulsive gambling. This streak has brought them to the attention of the Ministry of Fear. So far they have been lucky enough to avoid expulsion.

◀ **FAMILY CREST:** A pair of dice within the Bauhaus cogwheel.

HOUSE PIQUARDE

House Piquarde is a very small Noble House whose ancestral estate lies near Helmutsport. Its claim to fame is to have produced more fighter aces than any other family. Since the proud day twelve generations ago when Luther Piquarde was granted his noble title after shooting down 12 Imperial aircraft during the siege of Volksburg there has been a Piquarde in the Air Fleet. Luc Piquarde currently holds the Air Fleet record for the greatest number of confirmed kills. In his career he shot down over five hundred enemy aircraft. This record has lasted for over a century. Unfortunately, Luc was declared missing in action after bailing out of his stricken plane over the jungles of the Graviton Archipelago after a dog fight with 12 Capitol Air Force planes (a fight during which he shot down five of his enemies). The CAF were so impressed with Luc's airmanship that they erected a monument to him on Streinbeck Island. The inscription reads "a valiant foe, an honourable enemy". House Piquarde has since taken this inscription as its own motto.

◀ **FAMILY CREST:** A diving hawk within the Bauhaus cogwheel.

SARAH WINTER ("SVETLANA ROMANOV"), FREELANCE BODYGUARD / OPERATIVE

On the surface Sarah Winter is pretty straightforward. She is a freelancer who works in Luna as a bodyguard; built like a gymnast and highly athletic, she is in peak physical condition, who prefers tight-fitting cat suits that do not limit her freedom of movement. Though she is extremely pretty and could easily leave a trail of broken hearts behind her, she keeps potential admirers at arm's length. Her only friend is her business partner Wolfgang Strauße. When working for clients she is all-business and is often perceived as brusque, yet efficient.

However the identity of Sarah Winter is just a façade. Her real name is Svetlana Romanov and she is the secret daughter of Feodor Romanov—one of the foremost military commanders in Bauhaus—and his short-lived marriage to Natasha Zakharova, a hugely talented ballerina. Sarah's mother died during childbirth from mysterious complications, and there are rumours that Sarah was the result of genetic manipulation. Her early childhood was traumatic—her father had wanted a son—and her brothers hated and despised her. She matured physically fast and displayed a mix of the tactical genius of her father and the athleticism of her mother. But it was never enough to please her father and when she turned twelve events took a turn for the worse and she was beaten almost to death by her brothers with the tacit approval of her father.

Sarah ran away as soon as she recovered and stowed away on a transport to Luna. There, lost and alone in the huge city she encountered Wolfgang Strauße, then a young violinist. He took her under his wing and became a mentor and surrogate father to her, and eventually her business partner. Together they founded "Snowflake Detective Agency". Sarah has to keep her true identity secret as she knows that her father still searches for her to erase his greatest 'mistake'.

WOUNDS:

- ◄ Head 3
- ◄ Arms 4
- ◄ Serious 6
- ◄ Mental 8
- ◄ Torso 8
- ◄ Legs 6
- ◄ Critical 4

SOAK: Ballistic nylon form-fitting cat suit: (Arms 1, Torso 1, Legs 1)

ATTACKS:

- ◄ **Combat Knife (melee):** 1+ \uparrow 4, 1H, Armour Piercing 1, Hidden 1



Thanks to Fred "Frost" Lorent

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	10	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	8	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	3	3	2	1	2	-	2	2

- ◄ **MP-105GW (ranged):** Close, 1+ \uparrow 3, Burst, Unbalanced, Ammo (Spread 1)
- ◄ **GW-1055 Grenade Launcher (ranged):** Medium, Muntion, As Grenade

SPECIAL ABILITIES

- ◄ **Natural Acrobat and Athlete:** Winter has inherited all of the gymnastic ability that propelled her mother to stardom as a megacorporate athlete. She may re-roll one d20 when making an Acrobatics test, but must accept the new result. Additionally, when calculating damage from falling, she may reduce the distance fallen by two floors. Further, she generates an additional success on any Athletics test that generates at least one success. Finally, she never suffers from vertigo or fear of heights and may reduce the difficulty of any climbing test by one, which may eliminate the need for a test.
- ◄ **Professional Freelancer:** The Snowflake Detective Agency is regarded as one of the best small-scale freelance outfits available for hire within the confines of Luna City due to

both Sarah and Wolfgang's professionalism. She may re-roll one d20 when attempting a Lifestyle test, but must accept the new result. Additionally, prior to attempting a Lifestyle test, she may attempt an Average D1 Persuade test, with every point of Momentum earned from the Persuade test providing an additional d20 to the Lifestyle test.

Standing on the roof of a nameless tenement on the borders of the Ancient Quarters, Sarah Winter prepared the parawing. She moved swiftly and professionally as she assembled the glider. Sarah was a freelance bodyguard and operative for hire. Distaining the bulky, cumbersome armour so many others wore, Sarah was clad in a tight-fitting dark blue cat-suit that allowed maximum freedom of movement. Her build was athletic and strong – and as she had found – often distracting to male opponents causing them to underestimate her. Her pretty face only further belied her fearsome close combat skills.

Her current charge had been kidnapped and Sarah was going to get him back. He was guarded by a small army. No one could get to him. At least that was what they thought, but Sarah was used to doing the impossible. Taking one more moment to check her equipment – pistol holstered at her hip, boot knife, two wrist mounted knives and a Bauhaus MP-105 machine pistol slung over her shoulders. She popped her night vision goggles into place, took a step back then ran straight off the edge of the building, launching herself into the air.

She swooped down, nimbly steering herself through the complex web of walkways, wires, towers and elevated roads with deft twists of her body. The guard never saw her coming. At the last minute Sarah released the parawing and slammed into the poor unfortunate with both boots, quickly fired spike attached to a line of into the ground and launched herself off him into the air pulling her machine pistol and pistol as she did so. A pair of quick shots and the next two guards were down and Sarah was running, trailing the long wire behind her. Bringing the two weapons together she fired at the glass of the skylight, holstered her pistol and launched herself through the cracked glass into the five-story atrium below. As she dropped like the stone she fired twice more with the machine pistol, taking out two more surprised guards. The wire spooling out behind her suddenly snapped taught, barely a metre above the ground. Sarah slammed the release and dropped the remaining distance. She turned and ran along the corridor. A wrist knife silenced one more guard and a burst from the MP-105 another.

She skidded to a halt in front of a door that looked just like all the others. Reached into her utility belt and pulled out a small shaped charge. She slammed it on the lock, stepped to one side, and counted and detonated it. She kicked open the door and rolled in a flashbang.

The remaining two guards went down without a fight and she moved to the man tied to an office chair. He looked at her with terrified eyes. She smiled at him.

“Good evening Mr Venn. My name is Sarah, I've been hired to protect you. Sorry I was a bit late, traffic was awful.”

HOUSE STERNBERG

House Sternberg is an ancient house withering on the vine. In recent years fewer and fewer Sternberg children have been born. This is a pity because the family has produced some of the most brilliant scientists, artists, and scholars in Bauhaus history. Hans Sternberg was famous for writing *Blood and Honour*, set in the days of the founding of the Brotherhood and considered by many to be the definitive novel about life in Bauhaus. Klaus Sternberg is still revered as the inventor of the Sternberg smelting process, which produces the finest quality steel known. Romain Sternberg produced the great murals which adorn the ceiling of the Heimbürg Cathedral. Vivien Sternberg's *A Guide to Small Unit Tactics* is still used as a textbook by the Heimbürg Military Academy. Today the family palace in Heimbürg is a sad reminder of those days, a dilapidated mansion filled with mildewed books and crumbling works of art. Here and there in its musty corridors a few family members still pursue their works of scholarship and writing.

◆ **FAMILY CREST:** An open book within the Bauhaus cogwheel.

HOUSE VALMONTE

House Valmonte controls Stud Pictures, the most infamous producer of erotic cinema in the Solar System. House Valmonte is also infamous for having more members of the family in disgrace than any other. During its long history a total of 112 Valmontes have been exiled by the corporation. They are notorious for their low morals, lewd behaviour and occasional bouts of the utmost depravity. The only thing that has saved the entire family from expulsion is the fact that the Valmontes have also produced some of the finest warriors in Bauhaus history. More than 150 Valmontes have received the Iron Sword for Valour. More than 90 of these were awarded posthumously. The Valmontes are also known for their considerable personal charisma, and their ability to charm and fast talk their critics also may help explain why they have retained their status.

◆ **FAMILY CREST:** A silver stallion rampant within the Bauhaus cogwheel.

HOUSE BORGIA

House Borgia is very wealthy, but no one is sure how they came to possess such riches. They have been investigated by the Magistrates many times in their long history but not once has any suspicion been confirmed, or any charge made to stick. The Borgias are widely supposed to have dealings with non-Bauhaus criminals such as Capitolian drug syndicates and Mishima's infamous Black Poppy Society. The Ministry of Justice has never moved against them, so perhaps the truth is better reflected by another rumour that is often spread in regard to the family, that they use their contacts to gather intelligence for the Ministry of Fear. The feared Order of the Crimson Skull protects members of this family from assassination, when it's not busy doing assassinations itself.

◀ **FAMILY CREST:** A winged dagger within the Bauhaus cogwheel.

COMMONERS AND THRALLS

COMMONERS

There are several classes of commoners within the Bauhaus domains. In the eyes of the nobles the difference in gradations is infinitesimal, but among commoners they are very important.

The retainers are the managers of the corporation. They often dwell in the same apartment buildings as their noble superiors, or have their own wings in the palaces. They report directly to their noble superiors for their instructions and then see that these instructions are carried out. They are trained from childhood to perform these tasks and the duties often pass from parent to child. They are not complacent. They know that if they do not perform their duties competently they will be replaced by those more able. In wartime, they make up the lower officer ranks and the NCOs of the Bauhaus military. In peacetime, they oversee the flow of goods from the factories and estates.

Workers are the bedrock on which the corporation rests. They know that they are among the most skilled artisans and labourers in the system. They are grateful to the corporation for providing them with the opportunity to develop their skills and put them to good use. They are proud to be among the chosen people, toiling to preserve all that is best in humanity (and an unending barrage of propaganda from the Ministry of Truth sees that they remain that way). In wartime, they know and accept that they may be conscripted to defend their homelands. If that happens, they welcome the opportunity to prove their loyalty to the corporation which has done so well by them.



Bauhaus workers: efficiency is mandatory.

THRALLS

In every Bauhaus megacity there are teeming millions who are not part of the corporation, although they dwell in Bauhaus-built houses, eat Bauhaus-grown food, and ride to their workplaces in Bauhaus-operated transportation. They are the thralls, the unskilled labourers who work in the huge sweatshops and factories that every corporation needs in order to maintain its economic power. They are not entrusted with management positions, and they are not part of the Reserves. In theory they have no responsibility to the corporation and the corporation has no responsibility to them.

In practice this isn't true. It is impossible to live in an area controlled by Bauhaus and not be swayed by the propaganda produced by the Ministry of Truth. Every day the thralls look upon Bauhaus billboards advertising Bauhaus products. They listen to Bauhaus radio programs and read corporate newspapers. In myriad subtle and not so subtle ways their thoughts are influenced by the corporation. Despite their humble place on the social ladder, many thralls feel a sense of strong loyalty to Bauhaus and they have good reason to, for in general, the corporation pays well and makes for fair employers. Their houses and apartments are Bauhaus-built, and consequently constructed to a higher standard than the slum dwellings that other corporations provide for their poorer workers. The corporate security which patrols their area keeps the streets safe and relatively crime free. It is also less corrupt than the police and security services of other corporations.

Recently, with the rise of the Anarchist Movement, there have been uprisings and riots among the thralls. Many complain of their economic oppression and point to the fact that the sons of noble families have so many more advantages and opportunities than they do. This growing sense of discontent, encouraged by Heretic agitators, may instigate a widespread lower class resentment in years to come.

CREATING A CHARACTER

Bauhauser characters can be created using the variant rules in this chapter rather than those in the rulebook. Many of the differences are essentially superficial—providing details more appropriate to a Bauhauser character—but this section also provides numerous alternative options specific to Bauhauser characters, including new education options, new careers, and new event tables.

The process of creating a Bauhauser character is essentially the same as creating any character, and follows the same Lifepath Decisions as described in the *Mutant Chronicles* rulebook. This chapter will provide additional options for many of the decision points. Obviously, these options are only available to characters who come from the Bauhaus Corporation.

DECISION THREE, STATUS

Bauhauser characters should roll on the following table to determine their Social Status. Amongst Homebuilders, social standing is all-important, and the ordered structure of Bauhauser society is a source of pride and comfort to its people.

Roll 2d6 and consult the Bauhaus Social Status table below.

A character may pay one Life Point to select any result up to and including Noble: Great House. A character may pay two Life Points to select the Noble: Electoral House result.

Based on your roll, you receive items from the following table. Whether your character maintains this standard of living or moves up in the world is dependent upon the campaign you're playing in and the achievements of that character. See **Belongings** in the *Mutant Chronicles* rulebook.

SUBJECT OF BAUHAUS (CITIZEN TALENT)

All Bauhauser characters automatically receive this talent during character creation. Possessing this talent marks the character as a citizen and subject of Bauhaus. The character contributes to, and benefits from, belonging to such an ordered and prosperous society.

When legally purchasing any item manufactured by the Bauhaus Corporation or any of its subsidiaries, you may reduce the Restriction Rating by one and Cost by two. All Bauhauser citizens are well-provided-for by their corporation, ensuring that their needs are met so that they, in turn, can support the corporation to the fullest degree. Bauhauser citizens receive basic healthcare from the corporation, counting as Medical Insurance (page 254 of the *Mutant Chronicles* core rulebook) with a Restriction of 1 and a Maintenance of 4, which is completely free and requires no effort or expenditure on the citizen's part. The other benefits of Bauhaus' social programs are included in the character creation rules in this chapter.

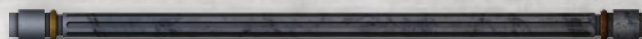


BAUHAUS SOCIAL STATUS

ROLL	SOCIAL STATUS	ATTRIBUTE BONUS	SKILLS	EARNINGS RATING
2	Thrall	Agility and Strength	Resistance	0
3-5	Commoner	Physique and Strength	Survival	1
6-8	Retainer	Awareness and Mental Strength	Education	2
9-10	Nobility	Physique and Personality	Close Combat	3
11	Noble: Great House	Determined by Specific Great House		4
12	Noble: Electoral House	Determined by Specific Electoral House		5

NOBILITY STATUS

SOCIAL STATUS	ITEMS OF INTEREST (PICK ONE)	APPAREL	ACCOMMODATION
THRALL	A battered deck of cards, several worn paperback novels, a postcard from family in another city, a battered hip flask	Basic, second-hand clothing	A single room in a worker's tenement
COMMONER	A mini-torch*, a pocket knife (slicer*), a lighter, a military-issue wristwatch, a set of polished army boots, mementos from your parents' Pilgrimage	Basic, hard-wearing clothing, some of which is new	A small apartment in a commoner's tenement
RETAINER	A belt buckle or shoulder pad with your employer's sigil on it, an old video of an ancestor meeting someone important, several sets of military dog-tags, a parent's old wrench (cudgel*)	A modest wardrobe of respectable, subdued clothing	A comfortable apartment in an exclusive building, or quarters in the Retainer's wing of a noble's palace
NOBILITY	Statuette of a famous ancestor or previous Cardinal, VIP card from a prestigious club, well-used duelling sabre* owned by a grandparent, a family portrait	A large wardrobe of stylish, fashionable clothing	Quarters in the family palace, at least one lavish apartment in another major city
GREAT HOUSE	As per Great House	An extensive wardrobe of bespoke-tailored clothing	A suite in the family palace, and several lavish apartments in other major cities
ELECTORAL HOUSE	As per Electoral House	As above, but finer and more expensive	As above, but the suite and apartments are larger



BAUHAUS SOCIAL STATUS EQUIPMENT TABLE

D20 ROLL	NOBLE	D20 ROLL	GREATER	D20 ROLL	ELECTOR
1-3	Karlstein	1-2	Fieldhausen	1-5	Romanov
4-6	Rathausen	3-4	Kruger	6-10	Richthausen
7-9	Piquarde	5-6	Salvatore	11-15	Bernheim
10-12	Sternberg	7-8	Bayer-Hrothgar	16-20	Saglielli
13-15	Valmonte	9-10	Giraud		
16-18	Borgia	11-12	Luther		
19-20	Choose One	13-14	Philippe		
		15-16	Rotherberg		
		17-18	Dante		
		19-20	Matochek		

THE NOBILITY

The number of noble houses that make up the upper echelons of Bauhauser society are varied and each have their own quirks, nuances, and peculiarities. For this reason, characters belonging to one of these Noble Houses may gain different advantages and disadvantages to those listed on the social standing table, above.



NOBLE HOUSE

There are far too many noble houses to list rules for all of them here. Instead, this section provides rules for the handful of noble houses described on page 21 of this book. A character who rolls or chooses the Nobility social status may roll or choose from the Noble column of the Nobility table instead of gaining the normal benefits.

KARLSTEIN

Karlsteins are natural soldiers, and the family has a strong and proud military tradition.

ATTRIBUTE BONUS: Physique and Strength

SKILL: Ranged Weapons

OTHER NOTES: A Karlstein may always pick Military Academy or Officer Training when determining Education. The character may pick one of these options after rolling.

RATHAUSEN

Rathausens are lucky, but they tend to push their luck, and most of the family wealth comes from the casino business.

ATTRIBUTE BONUS: Awareness and Intelligence

SKILL: Persuade

OTHER NOTES: Once per session, a Rathausen may re-roll a single d20 or up to three **↑** from a single roll. The new result stands. This reroll may be used on any roll that was made because of some direct action that the character took, and the GM's discretion is final as to whether it applies on any given roll.

PIQUARDE

Piquardes have a strong tradition of skill in the air, and there are more fighter aces with Piquarde blood than there are from any other noble family.

ATTRIBUTE BONUS: Agility and Coordination

SKILL: Pilot

OTHER NOTES: When attempting a Piloting test to operate an aircraft—of any sort—a Piquarde may roll one additional d20 if he scores at least one success.

STERNBERG

Sternbergs are an ancient and dwindling family, with a long tradition of producing scholars, scientists, and artists of spectacular quality.

ATTRIBUTE BONUS: Intelligence and Mental Strength

SKILL: Education

OTHER NOTES: A Sternberg receives one additional trapping, a personal library, for any one skill he possesses. The character does not have to choose which skill the library applies to until the end of character creation.

VALMONTE

Valmontes are reckless and daring, quick with both blade and tongue.

ATTRIBUTE BONUS: Agility and Personality

SKILL: Persuade

OTHER NOTES: A Valmonte may re-roll a single d20 on any Persuade test, though the second result stands.

BORGIA

Borgias have strong ties to the darker parts of society, and their familiarity with poison has been earned the hard way.

ATTRIBUTE BONUS: Awareness and Physique

SKILL: Thievery

OTHER NOTES: A Borgia reduces the difficulty of all Resistance tests to avoid the effects of poison by one step, which may remove the need for a test.

GREAT HOUSE

There are ten Great Houses that sit within the upper reaches of the Bauhauser nobility, surpassed only by the Electors in power and influence. A character who rolls or chooses the Noble: Great House social status must roll or choose from the Greater column of the Nobility table to determine which of the Greater Houses he comes from, and thus what benefits he gains.



Boardroom discussions are heated in Bauhaus but rarely descend into duels.

FIELDHAUSEN

Shamed by the defection of much of the family to Imperial, House Fieldhausen is nonetheless one of the foremost manufacturers of vehicles in Bauhaus.

ATTRIBUTE BONUS: Coordination and Intelligence.

SKILL: Mechanics or Pilot (choose one).

OTHER NOTES: A Fieldhausen character gains an Enemy in the form of the Imperial Clan Fieldhausen—their defector cousins. Due to their traditional familiarity with vehicles of all kinds, a Fieldhausen may re-roll a single d20 when making a Pilot or Mechanics test to operate, repair, or attack a Fieldhausen vehicle—this includes Imperial Fieldhausen designs. The second result stands.

ITEM OF INTEREST (PICK ONE): A portfolio of schematics and engineering designs, advanced repair kit, a collection of letters from a distant relative in Imperial, a belt buckle with the House Fieldhausen emblem.

KRUGER

Krugers deal in steel, from mining iron ores, to smelting and milling, to construction and trade.

ATTRIBUTE BONUS: Intelligence and Mental Strength.

SKILL: Mechanics.

OTHER NOTES: Due to extensive trading contracts with Capitolian companies, a Kruger gains a single Contact within the Capitol Corporation, who must be involved in some industry that trades with Kruger Steel.

ITEM OF INTEREST (PICK ONE): Deed to a mine or steel mill, a globe of Venus or Mars with gems marking House Kruger holdings, a fine duelling sabre owned by a renowned ancestor, a family portrait.

SALVATORE

House Salvatore has benefitted greatly from their wide range of chemicals businesses... often in ways that are quite sinister.

ATTRIBUTE BONUS: Physique and Strength.

SKILL: Sciences or Treatment.

OTHER NOTES: A Salvatore is extraordinarily resistant to a wide range of poisons and diseases, and reduces the difficulty of all

Resistance tests against poisons and diseases by one step, which may remove the need for a test.

ITEM OF INTEREST (PICK ONE): lifetime supply of mysterious stimulants, folder full of pharmaceutical research, personal library (Medicine or Sciences), an heirloom weapon owned by a distant ancestor, a contact in the Cartel.

BAYER-HROTHGAR

House Bayer-Hrothgar is a powerful force in the Bauhauser media, and its scions are noted for their charisma and grace.

ATTRIBUTE BONUS: Physique and Personality.

SKILL: Persuade.

OTHER NOTES: Bayer-Hrothgars are extraordinarily attractive, often distractingly so. A Bayer-Hrothgar character may re-roll one d20 on any Persuade test made when attempting to seduce someone, but they increase their Repercussion range by one on all Stealth tests, as they stand out in a crowd.

ITEM OF INTEREST (PICK ONE): wardrobe full of designer clothing gained from sponsorship deal, membership of three different exclusive clubs, a 'little black book' filled with the details of numerous celebrities, contact details for numerous reporters who owe the character 'a favour'.

GIRAUD

The Girauds dominate the Bauhauser aerospace industry, and you can be certain that anything that flies in Homebuilder skies came from a Giraud factory.

ATTRIBUTE BONUS: Intelligence and Mental Strength.

SKILL: Pilot or Space (choose one).

OTHER NOTES: A Giraud gains a contact within the Cybertronic Corporation. Girauds are familiar with the workings and operation of aircraft, and may re-roll a single d20 when making a Pilot or Mechanics test to operate or repair a Giraud vehicle. The second result stands.

ITEM OF INTEREST (PICK ONE): free access to a jet or helicopter owned by the family, schematics and plans for a number of craft, pilot's dress uniform and jacket from an ancestor, job offer from Cybertronic, charts and maps of the airspace and flight paths over three different Bauhauser cities.

LUTHER

The Luthers are a pious, dedicated, and ruthless House, but also a clandestine and secretive one.

ATTRIBUTE BONUS: Awareness and Mental Strength.

SKILL: Stealth.

OTHER NOTES: A Luther gains the Tithed talent (and thus reduces his Earnings by one). Further, he gains a contact within the League of Purity, the Secret Crusaders, or another anti-Dark Legion force. Finally, all Luthers increase their Corruption Soak by one.

ITEM OF INTEREST (PICK ONE): intelligence reports on a dozen suspected heretics, a gilded icon of the Brotherhood, an elaborate triptych of the Venusian Crusades, Cartel public service award for charity, public library or gallery named in the character's honour.

PHILIPPE

House Philippe has many shrewd businessmen, who dominate the consumer electronics market.

ATTRIBUTE BONUS: Awareness and Personality.

SKILL: Lifestyle or Observation (choose one).

OTHER NOTES: Philippes are keen-eyed and insightful, often picking up on details that others may have missed. A Philippe gains one bonus Momentum on all Awareness-based skill tests.

ITEM OF INTEREST (PICK ONE): top of the line cell phone, stuffed Venusian Devilcat, Order of the Devilcat dress uniform worn by an ancestor, enormous music library, hunting knife (never used, purely decorative).

ROTHERBERG

The Rotherbergs dominate banking in Bauhaus territories. Both their wealth and their frugality are renowned, as is their sense of responsibility.

ATTRIBUTE BONUS: Intelligence and Mental Strength.

SKILL: Lifestyle.

OTHER NOTES: A Rotherberg increases his Earnings Rating by one. Further, whenever a Rotherberg makes an Acquisition, he may re-roll the **↑** he rolls when applying Cash to a purchase—he may re-roll as few or as many **↑** as he wishes on each Acquisition.

ITEM OF INTEREST (PICK ONE): extensive investment portfolio, large collection of rare and ancient coinage, plain but finely-crafted duelling sabre, an ancestor's Order of the Golden Helm dress uniform.

DANTE

The Dantes control the production and distribution of alcohol across Bauhaus territories, and are well-known for their frivolity.

ATTRIBUTE BONUS: Physique and Personality.

SKILL: Resistance.

OTHER NOTES: A Dante can hold his drink better than almost anyone, and reduces the difficulty of all Resistance tests to resist the negative effects of Alcohol (*Mutant Chronicles* rulebook, page 251) by three steps, which may remove the need for a test (as the test difficulty increases by one for each drink, this means that a Dante automatically passes the tests for the first three drinks).

ITEM OF INTEREST (PICK ONE): well-stocked wine cellar with a number of rare and valuable vintages, private vineyard and winery, platinum-plated decorative tankard, stuffed Venusian shrieker monkey with a hidden compartment in the stand, gold- and platinum-plated globe of Venus with rubies and emeralds marking Dante vineyards.

MATOCHEK

The Matocheks own vast quantities of real estate, and their familiarity with the wilderness and the frontiers of civilisation.

ATTRIBUTE BONUS: Awareness and Physique.

SKILL: Athletics, Stealth, or Survival (choose one).

OTHER NOTES: A Matochek gains an Enemy in the Imperial Corporation, representing someone whose ancestors have stolen land that once belonged to House Matochek. In addition, a Matochek gains one bonus Momentum on all Athletics, Stealth, and Survival tests made to move around, navigate, or survive within a jungle environment.

ITEM OF INTEREST (PICK ONE): large folio of maps showing Matochek territories 'stolen' by others, tattered old regimental banner, collection of trophies taken from defeated Dark Legion or Imperial foes, ancient sword corroded by the blood of a Nepharite (unusable).

ELECTORAL HOUSE

There are four Electoral Houses that sit at the very top of Bauhaus society, ruling over all Homebuilders everywhere. A character who rolls or chooses the Noble: Elector House social status must roll or choose from the Elector column of the Nobility table to determine which of the Elector Houses he comes from, and thus what benefits he gains.

ROMANOV

The Romanovs control the Ministry of War, and thus, the entirety of the Bauhauser military. Their scions—and even distant relatives of the House—frequently serve in the military, and they own numerous arms manufacturers.

ATTRIBUTE BONUS: Coordination, Physique, or Strength (choose two).

SKILL: Command or Ranged Weapons (choose one).

OTHER NOTES: A Romanov may always enter the Military Academy or Officer Training educations, and he may make this choice after rolling. A Romanov may choose to have a Contact in Cybertronic, but if he does, he must also have an enemy in the Brotherhood.

ITEM OF INTEREST (PICK ONE): exquisitely-crafted heirloom rifle, maps and charts from an ancestor's military victory, membership of a prestigious club, an ancestor's collection of medals and commendations.

RICHTHAUSEN

The Richthausens dominate the Homebuilders' industrial empire, owning a full quarter of all industry within the corporation, and commanding the bureaucracy that oversees the other three-quarters.

ATTRIBUTE BONUS: Intelligence and Mental Strength.

SKILL: Mechanics or Sciences (choose one).

OTHER NOTES: A Richthausen begins play with five additional Assets. Further, Richthausens may reduce the Life Point cost of rolling on Table B or Table C of the Education Table (page 42 of the *Mutant Chronicles* rulebook) by one, to a minimum of one.

ITEM OF INTEREST (PICK ONE): gold and saurian-hide cloak, gold and silver orrery with gemstones marking Bauhauser territories, deed of ownership and financial reports from three factories or mines, an original map made by the first Bauhauser settlers on Venus.

BERNHEIM

The Bernheims are the smallest of the four Elector Houses, but that is akin to saying "a small Dreadnought". Between their control of the Ministry of Civilisation, and their direct control over an overall majority of the food production and media industries, they are still extraordinarily wealthy and powerful.

ATTRIBUTE BONUS: Physique and Strength.

SKILL: Lifestyle or Persuade (choose one).

OTHER NOTES: A Bernheim may always choose a Creative Education or a Managerial Education, and he may make this choice after rolling. A Bernheims' political and financial connections mean that he may re-roll a single d20 on a Lifestyle test, but the second result stands.

ITEM OF INTEREST (PICK ONE): VIP season pass to the most exclusive opera houses and theatres on Venus, business cards for the managing editors of the Heimbürg Gazette and the Volksbürg Herald, a hundred-acre plot of farmland, a bottle of very ancient liquor, portrait of one of the original Bernheims.

SAGLIELLI

The Sagliellis control the Ministry of Faith, and spearhead the battle against the Dark Legion, and while they have a vast and diverse economic portfolio, most of that is managed by subordinates while the Sagliellis focus on their vengeance against the forces of Darkness.

ATTRIBUTE BONUS: Mental Strength and Physique.

SKILL: Willpower.

OTHER NOTES: A Saglielli may freely enter the Brotherhood Educated, Military Academy, or Officer Training education, or enter the Brotherhood Apprenticeship education for one Life Point. All Sagliellis increase their Corruption Soak by one.

ITEM OF INTEREST (PICK ONE): an unabridged copy of the *Book of Law*, an ancient painting depicting the defeat of Algeroth during the Venusian Crusades, a portfolio containing details of suspected anarchists and heretics, an ornate but well-used duelling sabre, correspondence with a cousin who is an Inquisitor.

THE OATH OF ALLEGIANCE

Upon achieving adulthood at age 16, Bauhauser nobles must visit their local Cathedral and swear loyalty to the Cardinal and to the corporation. They spend a full day being examined for stigmata and other signs of corruption, before undertaking a night-long vigil in the Cathedral. Once this is done, the oath is sworn in the presence of an Art-capable member of the Brotherhood. It is rare that a Heretic evades detection during this time.

The corporation would like to administer this oath to every single employee, but the sheer size of the population makes this impossible. However, the fact that every son and daughter of nobility has been tested and sworn in is one of the reasons that Bauhaus maintains such strong ties to the Brotherhood, and why Bauhauser nobles are amongst those most trusted by the Cardinal's followers.

This oath must be renewed upon admission to certain organisations, as noted elsewhere in this book.

The Oath has no particular effect unless the character is a Heretic, at which point the character's life is quickly ended—a young Heretic in a Cathedral doesn't last long. Consequently, a Bauhauser noble cannot be a Heretic during his education (if using the rules in the *Dark Soul* sourcebook).

DECISION FOUR, ENVIRONMENT

Determine the character's Environment normally. The following table provides a number of additional examples for what each type of environment may be for a Bauhauser character.

ENVIRONMENT TABLE

RESULT	BAUHAUS
Luna City	Gotland or The Nines
Heritage World	Venus—Heimbürg, Petragrad, Bernheim
Heritage Foothold	Mars—Mundberg, San Dorado, or Freedom Lands
Heritage Hotspot	Venus—Graveton Archipelago, Volksbürg, Romburg
Orbital / Minor Heritage Location	Triumvar, Novakursk, Torburg
Sequestered	Asteroid Estate, Research Outpost

DECISION FIVE, EDUCATION

For the most part, the Education results in the *Mutant Chronicles* rulebook are used for Bauhauser characters, though there are a number of small differences, which are described below. Bauhauser characters should roll on the table on page 42 of the rulebook.

As normal, you may pay one Life Point to pick (or roll) from Table A or Table B, or two Life Points to pick or roll from Table C.

THE IMPORTANCE OF EDUCATION

Bauhauser culture places enormous emphasis on the importance of a well-educated populace. Even the lowliest commoner must be well-trained to ensure that he is prepared to enter the workforce and serve the corporation to the best of his ability, while every scion of nobility must learn proper etiquette and family history.

Consequently, no Bauhaus character may **ever** take the Grew Up On the Streets education—the very notion is unbecoming of a Homebuilder, and indicative of the kind of anarchy that pervades the other corporations. This education may not be chosen by any Bauhauser character, under any circumstances, and if it is rolled, then the player **must** re-roll the result immediately.

Thralls, not being considered true Bauhausers, are not subject to this rule.

MILITARY SERVICE

Every son and daughter of Bauhaus, upon their 16th birthday, commits to two years of military service. During this period, they learn the skills necessary to defend their homeland and corporation from any threat. The Nobility are taught the means and methods of commanding soldiers in battle, while everyone else is taught how to be soldiers.

A character with a Social Standing of Commoner or Retainer may select the Ranged Weapons skill as one of his Elective Skills for his education, unless Ranged Weapons is provided by that education. If he does this, then he is a member of the Reserves, and he is given routine leave from his work to attend training (normally one day a week, or one weekend a month, depending on where he lives) and field exercises (a week each year). He can be called up to serve as a soldier in any time of emergency. For these purposes, the character receives an AG-11 assault rifle, a combat helmet, a bullet-proof vest, and a pair of light military shoulder pads. These items are to remain locked in a cabinet in the character's home unless he is training or has been called up, and every use of these items must be reported. It is considered criminal negligence to allow a firearm discharge to go unreported.

All Noble characters may select the Command or Ranged Weapons skill (choose one) as one of his Elective Skills for his education, unless that skill is already provided by that education. If he does this, he is an officer in the Reserves. This works similarly to a Commoners'

service in the Reserves, only the Noble's participation in training or exercises is not mandatory (though it is regarded as unseemly to not attend), and they receive no additional equipment (any scion of nobility is expected to be able to provide his own wargear).

In either case, once a character has chosen to enter the Reserves, he may continue to count the associated skill (Ranged Weapons for Commoners and Retainers, a choice of Command or Ranged Weapons for Nobles) as an Elective Skill for every career he enters which does not already provide that skill. This represents the character's continued training and state of readiness. A character who is in the Reserves may always choose to enter the Military (basic) career when entering a new career.

Thralls are never expected to join the Reserves, and no allowances are made for them to join the Reserves.

ADOLESCENT EVENT TABLE

The following table replaces the normal Adolescent Event table for Bauhauser characters, but functions in the same way. You may spend one Life Point to re-roll or, with GM approval, pick the result. Some of the results provide suggested character Traits, which can be triggered to gain Chronicle points (See **Chapter 09: Chronicles Points**, in the *Mutant Chronicles* rulebook). There are many more Traits you could have, so you can also use these as inspiration and pick your own based on the Adolescent Event. In addition, each event can trigger optional effects that allow you to customise your character further.



Military Service in the Venusian jungle can prove deadly without backup.

ADOLESCENT EVENT TABLE

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	You have no idea why, but as a youth a number of your acquaintances were rounded up and sent to the gulags. Whilst you have no idea what they had done, you fear you might be under suspicion.	Guilt By Association	You have an Enemy in Law Enforcement, and you may not enter a Police career. Further, you may freely select the Criminal Primary Career at the start of your first Career Phase.
3	Your immediate family come from a branch of the family considered in some way disreputable. If noble, your forefathers have performed some act that has brought shame on the family. If a commoner, your family used to be noble, but have fallen into disgrace.	Bad Seed	You increase the Repercussion range of all Persuade, Lifestyle, and Command tests by one step. However, necessity means that you may re-roll one d20 on any Survival or Thievery test you attempt.
4	There's something odd you can do, nothing much, just... weird. What is it, why are you afraid of showing people what you can do?	Mutant	What strange little thing can you do? It should not provide any Skill benefit and will make Command, Lifestyle, and Persuade tests more difficult by one step if people see you do it. See Mutants & Heretics handbook for expanded rules.
5	Your father was a military man, and his fathers before him. From birth your family have prepared you for your place in the army, but shouldn't there be more to life?	Unwanted Heritage	If you do not have the Teenage Draft, Military Academy, or Officer Training education, you must enter the Reserves. Further, you may always choose to enter a Military career for free. However, your resentment reduces your Corruption Soak by one.
6	You just don't know when to say no.	Weak Willed	Command and Persuade tests against you receive one bonus Momentum, but your openness to opportunity has paid off. Gain one Asset.
7	During your childhood you developed a naïve and self-taught ability to work a minor version of the Art.	Natural Artist	Nominate a single skill. When attempting a test using that skill, you may spend two Mental Wounds in order to add 1d20 to that test.
8	You are scrawny and lacking in strength.	You Feel Every Punch	Reduce your Serious Wounds by one and increase your Critical Wounds by one.
9	The hierarchical structure of Bauhaus gets you down. If a commoner, you feel your natural place is among the nobility. If noble, you sympathise with those amongst the common folk who advocate change. You have secret sympathies with Anarchist groups.	Anarchist Sympathies	Gain a contact amongst an Anarchist group, but also gain an enemy in the Nobility.
10	Dim-witted.	Slow To React	When you attempt a Willpower test against mental assault, you reduce the difficulty by one (to a minimum of one), but you always act at last in action scenes (after all NPCs have acted) unless you pay one Dark Symmetry point.
11	As a young man, you committed a serious crime and spent some years in the Polar Gulags of Venus.	Criminal Record	Add 1d6 years to your age before your first career phase. Gain a Criminal Record*
12	You were raised in an orphanage. You often wonder who your parents might have been, and why they couldn't take care of you yourselves.	Orphan	Reduce your Social Status by one category, to a minimum of "Thrall" (this does not affect your attribute bonuses or skills). However, gain 1d6 assets at the age of 20 from an estate left to you.

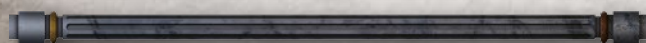
ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
13	You possess a degree of self-confidence that borders on the unbearably arrogant.	Big Headed	You gain one bonus Momentum on all Willpower tests , but you increase the Repercussion range of all Persuade tests by one.
14	During your youth you fought a duel for love or honour. Your opponent was wounded and your honour was satisfied, though he apparently bears you a serious grudge.	Duellist	Gain your opponent as an enemy. If your character is not a Noble, this result indicates a confrontation that turned to violence, rather than a legitimate duel.
15	You are wanted for a minor crime you committed as a youth. The magistrates have yet to apprehend you.	Wanted Man	Add one to the Repercussion range of all Persuade tests when dealing with Law Enforcement.
16	You had little contact with your peers as a child. Maybe you were raised in a rural backwater by poor farmers, or kept in private tuition by strict noble parents.	Closeted Upbringing	Increase the difficulty of all Persuade tests by one step. However, due to your self-reliance, you gain two bonus Momentum on all Willpower tests .
17	Influential Godparent—you have a godparent with connections.	Annoying Family	You may choose any result from Column A on the Primary Career Table , or roll for free on Column B.
18	You have always suffered from serious reactions to common allergens such as pollen or milk.	Industrial Hay Fever	All Resistance tests to resist the effects of artificial substances have their difficulty increased by one step. Coagulant used on the character provides no bonuses.
19	Criminal Family.	Connected To Criminals	You may freely choose the Criminal Primary Career. You are often a suspect on police enquiries and all Command and Persuade tests that involve police or security services increase in difficulty by one step. You gain a favour in a criminal organisation.
20	Growing up in Bauhaus society has left you with the distinct impression that one's worth is dictated by one's social position. You idolise the nobility and harbour a distrust of the poor.	Snob	Your fawning and obsequiousness have gained you an ally in the Bauhaus nobility. However, your scorn means that you increase the difficulty of all Persuade tests made to deal with anyone not of noble birth (regardless of corporation).
21	You'll believe anything.	Naïve	Illusions seldom cause confusion. You either believe them, or you do not. All tests to deceive you with an illusion increase in difficulty by one step, but if they succeed, they last twice as long.
22	Your free time is spent largely in prayer and contemplation. You regularly attend services at the cathedral and can list the names and deeds of every Brotherhood Cardinal there has ever been.	Pious	Increase your Corruption Soak by one, and re-roll one d20 on Education tests that pertain to Brotherhood history.
23	You spent much of your childhood in and out of hospital. Whilst you have made a full physical recovery the mental scars are still to fade.	Childhood Illness	You dislike hospitals, and must attempt an Average D1 Willpower test or suffer one Dread when entering one.
24	During your schooling you cultivated many interests, but found it hard to concentrate on any particular field of expertise.	Dilettante	Your Signature Skills may only be trained up to four ranks of Expertise and Focus, rather than five. However, you ignore all penalties for being untrained in a skill.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
25	You once experienced a sudden trauma, like witnessing a death, or suffering an accident or an assault. It is sometimes difficult to take your mind off it. Sometimes you vividly relive the experience as if it is happening again.	PTSD	If you fail a Willpower test against mental assault, add +2 to the dice rolled to determine mental damage.
26	You both rebel against, and internalise the attitudes of, an overweening father figure.	Bully	You may re-roll one d20 on any Persuade tests made to intimidate those weaker than you. However, you increase the difficulty of all other Persuade tests by one step.
27	During your childhood there was a great deal of conflict between your closest family members. You developed a talent for helping people find common ground.	Mediator	When attempting to prevent or defuse conflict, you may re-roll one d20 on Command and Persuade tests .
28	You have been embroiled within a private war between two noble houses. If a noble or a retainer, you come from one of the feuding households. If a commoner or thrall, you have provided one of the families with a service that has linked you to their disputes.	Noble Feuding	Gain the rival noble house as an enemy. However, you also gain five assets from the 'spoils of war' obtained during your part of the feud.
29	Pointing out the flaws in the thinking of others is a passion of yours. It is not always appreciated.	Gadfly	You gain one bonus Momentum on Insight and Observation tests made when attempting to evaluate another person. However, you increase the difficulty of Persuade tests by one step due to your off-putting manner.
30	Your parents made sure you had everything you wanted whilst growing up, and you have high expectations of the degree that others should accommodate you.	Spoiled Brat	You may re-roll one d20 on any Command or Lifestyle test . However, your high expectations and self-important manner increase the repercussion range of all Persuade tests you attempt by two.
31	You spent a lot of time with the wrong people, either due to a rebellious streak or circumstances at home. Or, you could simply not have had a lot of options. Your friends taught you how to survive on the street, how to steal, beg, rob, or other "useful life lessons". You may or may not have cut your ties with your old associates, but they surely remember you. Even if they don't, the law certainly does.	Bad Company	You are comfortable around low-lives and know how to communicate with them. Gain one bonus Momentum on all Command or Persuade tests when dealing with criminals and Thralls. Alternately, gain a single Contact in a criminal organisation.
32	A period of your youth was spent in an agricultural working environment, and you have learned much about herbalism and plant husbandry.	Green Fingers	You no longer suffer the untrained penalty for the Animal Handling and Survival skills. If you are trained in those skills, you may re-roll a single d20 on any test involving them.
33	As a child you were quick to learn that the shops filled with bonbons and chocolate bars stood as testament to the fact that the solar system's best confectioners work for Bauhaus.	Sweet Tooth	Overindulgence has left you overweight and somewhat unhealthy—increase the Repercussion range of all Resistance tests you attempt by one. However, you're seldom without something sweet on your person, which allows you to re-roll one d20 on Persuade tests if you offer someone a sweet.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
34	Your body is very resistant to artificial substances and it takes a lot to make you intoxicated.	Extraordinary Chemical Tolerance	All Resistance tests against artificial substances have their difficulty reduced by one step, to a minimum of one.
35	Money has always been your primary incentive, and your thoughts are constantly on acquiring more.	Greed	When you Apply Cash to purchasing an acquisition, you may re-roll as few or as many  as you wish.
36	It's not that you necessarily shirk work, but someone else in the vicinity always strikes you as better suited to whatever it is you might otherwise do.	Lazy Bones	Your languid approach to work has gained you an enemy. However, you may reroll one d20 on any Command test you attempt, as you are quite good at delegating responsibility.
37	Whilst you can fake a cheery mood in company if you so wish, the truth is that you tend to focus on pessimistic perspectives on life, and that you can be melancholy.	What's The Point?	You're seldom surprised when things go badly, so whenever you generate a Repercussion, the GM only adds one Dark Symmetry point to the pool instead of two.
38	There's something quite cool you can do, it got you in trouble a few times before you learned to hide it. What is it? Why did your parents tell you never to tell anyone about it? You try not to use it much as you get killer headaches afterwards.	Mutant	Pick the first talent of any skill's talent tree. You may pay a Chronicle point to use this talent for that scene. However, you must take a Challenging D2 Willpower test or suffer a mental assault afterwards from the pain it causes. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics guidebook for expanded rules.
39	You were raised by parents who decided to inculcate you in unconventional beliefs. Whilst not heretical, you hold notions about history and science that vary wildly from the conventional.	Bad Education	You increase the Repercussion range of all Education and Sciences tests by two, due to your unconventional education. However, for each d20 on an Education or Sciences test that rolls a natural 1, you generate one additional success, as your odd approach reaches an insightful conclusion.
40	You're changing, you can feel it, there's something going on inside your body since you were a kid, you have these odd dreams, and you're afraid people will think you corrupted or something. What one thing about you is different from other people that you have to hide?	Mutant	Pick the top talent of any skill's talent tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics guidebook for expanded rules.

*CRIMINAL RECORD

Bauhausers treat criminals harshly and swiftly. A noble Bauhauser with a Criminal Record is Disgraced, disowned by his family and stripped of his status. The character is no longer considered to be a Noble, and cannot rely upon his family for assistance. A commoner with a Criminal Record has been Transported; roll 1d6 and add that many years to the character's age, as they are sent to a gulag. In either case, a character with a Criminal Record is Fired (if already in a career) and may only select Primary Careers from Column A or Column B of the table. Characters with a Criminal Record may automatically select Criminal or Military careers for free, and may never select a Police or Corporate Executive career.



DECISION SIX: PRIMARY CAREERS

For the most part, Bauhauser characters use the same primary careers as everyone else, and determine their primary career in the same way: rolling or choosing from the table below, with the option of replacing that result with a free career option from the character's Education (certain Adolescent Events also provide a free career option).

Where the Homebuilders differ, however, is that their culture is extremely stable and conservative where employment is concerned. Citizens enter into careers for life, and are unlikely ever to change their field of employment—the corporation has spent time and

money training that individual to do that particular job, and it would be foolish to disregard that training.

Consequently, on a character's second and subsequent Career Phases, a Bauhauser character may choose to continue in his current Primary Career, or attempt entry into an Iconic Career, but he may not choose a different Primary Career. The only exceptions to this are if he has been Fired due to a career event—at which point, he may choose or roll a new Primary Career—or if the character chooses the Pilgrim career, in which case he must immediately return to his previous Primary Career afterwards. However, each time that the character chooses to continue in his existing Primary Career, he gains a single **Promotion**. **Promotions** may be used later during Character Creation to gain a number of beneficial effects.

This section provides alternative primary careers for several options. Entries on the Career Table below marked * have additional options in this section.

UNEMPLOYED

Where the other corporations tend to shun and abandon those who lose their jobs, Bauhaus does not. For a citizen of Bauhaus to be unemployed is an affront to the corporation—each citizen has had time and money invested in their training and their wellbeing to ensure that they serve the corporation as best they can.

Consequently, no Bauhauser is ever truly unemployed. Few Bauhausers ever leave their jobs to begin with, and the few who do become unemployed—because they've been fired, made redundant, or forced out by some other circumstance—have a few options. Those who can't find new work straight away can become a Student, studying a new craft, trade, or set of job skills, preparing them to enter a new field of employment.

The other option is Pilgrimage. Every Bauhauser is permitted two years of unpaid leave to become a Pilgrim, travelling around the solar system to visit the Cathedrals and other holy sites of the

Brotherhood, and many who become unemployed use that as an opportunity to become Pilgrims.

A Bauhauser character who becomes unemployed may choose or roll on the following table, but they may not take the normal Unemployed career option. Thralls may take the normal Unemployed career, but they may not take the Student careers below—they are not expected to contribute as much to Bauhaus, nor can they expect the same support. Thralls may still become Pilgrims, however. A Bauhauser may never spend more than one Career Phase unemployed, and cannot gain a Promotion from Unemployment.

When determining a character's age, Unemployment adds only 2 years, instead of 1d6+1. In all cases, if a character becomes Unemployed for his first or second career phase, he regains a single Life point, as described on page 50 of the *Mutant Chronicles* core rulebook.

UNEMPLOYMENT TABLE

ROLL	UNEMPLOYMENT
1	Student (Military)
2	Student (Media)
3	Student (Business)
4	Student (Technical)
5-6	Pilgrim

STUDENT (MILITARY)

Students being retrained for the Military are often Reservists seeking to become professional soldiers. Their re-education is sufficient to prepare them for a new life in the armed forces, though it pales in comparison to the training received at proper Military Academies.

A character may not enter the Student (Military) career if he has previously taken the Teenage Draft, Military Academy, or Officer

CAREER TABLE

ROLL	CAREER TABLE A	CAREER TABLE B	CAREER TABLE C	CAREER TABLE D
1	Unemployed*	Military*	Medical (first responder)	Corporate Executive
2	Corporate Worker	Military*	Medical (first responder)	Corporate Executive
3	Technical*	Military*	Academic (researcher)	Ship Crew
4	Rural*	Police (beat cop)	Academic (researcher)	Ship Crew
5	Pick Result from Column A	Police (beat cop)	Media (reporter)	Intelligence (operative)
6	Roll on Table B	Criminal	Media (reporter)	Intelligence (operative)

Training education, or any Military career—such characters already have military training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

Mandatory Skills: Athletics, Ranged Weapons

Elective Skills: Any one of Close Combat, Survival, or Willpower

Signature Skill: Ranged Weapons

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Military Fatigues

STUDENT (MEDIA)

Students being retrained for the Media are given opportunities to see more of Bauhaus than most ever do. Their training covers primarily the technical side of the media, such as operating cameras, radio equipment, and the craft of journalism. The creative flair to succeed in the media must be provided by the citizen himself.

A character may not enter the Student (Media) career if he has previously taken the Creative Pre-Career Training or Creative Education options, or any Media career—such characters already have Media training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
0	1	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	2

Mandatory Skills: Education, Observation

Elective Skills: Any one of Insight, Mechanics, or Persuade

Signature Skill: Education

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Media kit

STUDENT (BUSINESS)

Students being retrained for business are taught the fundamentals of administration, finance, and people management, allowing them to keep the wheels of the great Bauhaus machine running smoothly.

A character may not enter the Student (Business) career if he has previously taken the Clerical Education, Managerial Experience, or Managerial Education options, or the Corporate Worker or Corporate Executive careers—such characters already have Business training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

Mandatory Skills: Education, Lifestyle

Elective Skills: Any one of Observation, Persuade, or Willpower

Signature Skill: Lifestyle

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: One corporate quality suit.

STUDENT (TECHNICAL)

Technical Students learn practical skills that allow them to work in one of the many factories, workshops, or other technical industries that Bauhaus is famous for. Most commoners retrained for technical work end up as technicians or factory workers, as the more prestigious technical roles require many years of specialised training and experience.

A character may not enter the Student (Technical) career if he has previously taken the Technical OTJ Training, Technical Pre-Career Training, or Post-Graduate Technical/Scientific education options, any Technical career, or the Ship Crew career—such characters already have Technical training.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
1	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	1

Mandatory Skills: Mechanics, Pilot

Elective Skills: Any one of Observation, Resistance, or Sciences

Signature Skill: Mechanics

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Basic tool kit

PILGRIM

It is commonplace for nobles and wealthy commoners, as well as many of those who have lost their job for whatever reason, to take a two-year leave of absence from their work to become a Pilgrim. They wander across the solar system seeing the sights and attending ceremonies at each of the Brotherhood's Cathedrals. Pilgrimages are a fine way to demonstrate faith and devotion, and most parts of the corporation find a former Pilgrim to be a laudable employee. Some Orders only accept those who have undertaken Pilgrimage, regarding such an outward demonstration of faith to be essential for their membership.

Unlike the other Unemployment careers in this section, Pilgrims have no specific restrictions for entry.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	1	3	2

Mandatory Skills: Survival, Willpower

Elective Skills: Any one of Observation, Persuade, or Resistance

Signature Skill: Willpower

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 0

Equipment: Symbol of the Brotherhood, abridged copy of the Book of Law

Special: Employees are always eager to accept Pilgrims back into the fold—gain one Promotion.



TECHNICAL

Bauhaus is industry. Bauhaus is craftsmanship. Bauhaus is quality. This is the mantra that defines so much of Bauhauser culture, which is focussed upon the creation and construction of tangible things.

If this result is rolled randomly, roll on the table below to determine the character's Primary Career. If this result is picked, such as because a Life Point was spent, then pick (or roll) a single choice on the table below.

TECHNICAL CAREER

ROLL	TECHNICAL CAREER
1	Technical (repairman) – Page 51 of the <i>Mutant Chronicles</i> rulebook
2	Technical (Freight Driver)
3	Technical (Factory Worker)
4	Technical (Field Mechanic)
5	Technical (Precision Engineer)
6	Technical (Designer)

TECHNICAL (FREIGHT DRIVER)

All across Venus, and across Bauhauser territories on Mars, there are massive freight convoys, moving raw materials and completed machinery from warehouse to warehouse. Other drivers operate the orbitals and shuttles that carry freight from surface to ship and back again. Their work is not glamorous, and hauling freight commonly requires long weeks or months away from home, but such individuals are lauded for their self-reliance and dedication.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	0

Mandatory Skills: Mechanics, Pilot, Survival

Elective Skills: Athletics, Observation, Space

Signature Skill: Mechanics, Observation, Pilot, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 2

Equipment: Basic tool kit, truck, basic survival kit (pick one environment)

TECHNICAL (FACTORY WORKER)

The common image of the Bauhauser commoner to outsiders is the mutely obedient factory worker, slaving away in an austere factory. The truth isn't too far from this, but factory efficiency comes mostly from well-trained and highly-motivated workers, rather than treating people like machines, and the factories have complex hierarchies of machinists, order stewards, and supervisors.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	1

Mandatory Skills: Education, Lifestyle, Mechanics

Elective Skills: Observation, Persuade, Pilot

Signature Skill: Education, Lifestyle, Mechanics, Observation

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Basic tool kit, hard-wearing work uniform

TECHNICAL (FIELD MECHANIC)

Rural communities, such as farms, logging camps, and frontier outposts, often make use of heavy-duty machinery. While anyone working with such equipment must have some understanding of repairs and maintenance, things aren't always simple to fix. Consequently, many Homebuilder companies employ roving Field Mechanics to travel out to the wilderness and fix things. These frontiersmen-engineers are extremely valued employees, and they frequently work alone in the most grueling conditions.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	0

Mandatory Skills: Mechanics, Resistance, Survival

Elective Skills: Athletics, Pilot, Willpower

Signature Skill: Athletics, Mechanics, Resistance, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 2

Equipment: Colonial Survival Kit (any one environment), cell phone, advanced repair kit

TECHNICAL (PRECISION ENGINEER)

The Homebuilders' reputation for high-quality goods comes down to the skill of their precision engineers. Ensuring that products are designed and manufactured with tolerances down to a few micrometres, their diligence and talent allow Bauhaus to dominate the upper end of the market in a variety of fields.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	1	1

Mandatory Skills: Education, Mechanics, Observation

Elective Skills: Insight, Sciences, Willpower

Signature Skill: Education, Mechanics, Observation, Sciences

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: advanced repair kit, workshop

TECHNICAL (DESIGNER)

Designing products is a different matter to making them. Teams of designers—design engineers, draftsmen, conceptual consultants, prototype machinists, etc.—create, develop, test, and refine new product concepts over months or years, until they have a final schematic that can be passed on to factories for mass-production.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	2

Mandatory Skills: Education, Mechanics, Sciences

Elective Skills: Observation, Persuade, Willpower

Signature Skill: Education, Mechanics, Persuade, Sciences

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 3

Equipment: Media kit, workshop

RURAL

Bauhaus' territories on Venus and Mars are dominated by massive tracts of land. Some of this has been developed into farmland or turned into mines. Other areas remain undeveloped, whether

because they have no immediate use, or because they aren't yet fully explored. Bauhaus necessarily employs large numbers of rural and frontier workers, in order to make the best use of the corporation's vast holdings.

If this result is rolled randomly, roll on the table below to determine the character's Primary Career. If this result is picked, such as because a Life Point was spent, then pick (or roll) a single choice on the table below.

RURAL CAREER TABLE

ROLL	RURAL CAREER
1-3	Farmer/Frontiersman—Page 52 of the <i>Mutant Chronicles</i> rulebook
4	Rural (Drover)
5	Rural (Scout)
6	Rural (Lumberman)

RURAL (DROVER)

These individuals are specialists in raising large herds of animals and driving them across the land, from pasture to pasture, from market to market, and so forth. Drovers—also known as Viehtreiber on some parts of Venus—tend to ride along with their herds on horse—or raptor-back, or using an ATV. They're skilled in dealing with panicky or recalcitrant animals, even in large numbers, but they're also talented salesmen, dealing with auctioneers at massive regional herd-markets.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	2

Mandatory Skills: Animal Handling, Lifestyle, Pilot

Elective Skills: Athletics, Resistance, Survival

Signature Skill: Animal Handling, Lifestyle, Pilot, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Riding animal (any one) or Sabretooth half-track, survival kit (choose one environment), handler's kit (choose one type of animal)

RURAL (SCOUT)

Scouts exist on the frontiers, pushing out into the unknown in order to make it known. Whether exploring new or unexploited territories, or moving into hostile regions to determine the threats, scouts are a vital part of both civilian and military expansion. All scouts are comfortable moving through rough terrain on foot, but some also

favour use of a riding beast for long-range scouting as well. Vehicles are less favoured, as they require too much fuel and maintenance to be convenient. Almost all scouts carry a firearm for personal defence, often a sturdy rifle.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	1	0

Mandatory Skills: Athletics, Observation, Survival

Elective Skills: Animal Handling, Ranged Weapons, Stealth

Signature Skill: Athletics, Observation, Stealth, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 2

Equipment: SG-35 rifle, colonist's survival kit (choose one environment), binoculars

RURAL (LUMBERMAN)

Massive, burly woodsmen are a common sight in rural parts of Venus. Logging camps are commonly established in frontier regions, to help clear the land long before it can be turned over to another use. The Venusian forests and jungles are dense enough to require logging on an industrial scale, and hardy lumbermen—or Holzfäller, in some older Bauhauser dialects—are needed to cut down the trees, haul them away, and prepare the wood for transport back to the mills.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
3	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

Mandatory Skills: Athletics, Mechanics, Survival

Elective Skills: Close Combat, Pilot, Resistance

Signature Skill: Athletics, Close Combat, Mechanics, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Woodsman's axe, survival kit (jungle or forest)



MILITARY

The military remains one of the most prestigious and respectable profession for Bauhausers, and many young Homebuilder children dream of earning glory in battle, whether against interlopers from other corporations, or against the scourge of the Dark Legion.

If this result is rolled randomly, roll on the table below to determine the character's Primary Career. If this result is picked, such as because a Life Point was spent, then pick (or roll) a single choice on the table below.

Military characters have an additional consideration, due to the particular structure of the Bauhauser armed forces. Any Bauhauser who has the Officer Training education, or who is of Noble status, enters the career as an officer, and thus uses a different set of Elective Skills, marked in the career entries below as Officer Elective Skills.

MILITARY CAREER TABLE

ROLL MILITARY CAREER

1-3	Military (Hussar)
4	Military (Guard Order)
5	Military (Artillery Korps)
6	Military (Dragoon)

MILITARY (HUSSAR)

The common line infantry of the Bauhauser military are the Hussars. They're well-equipped by corporate infantry standards, but Homebuilder military doctrine uses Hussars as a second line after the armour has shattered the enemy.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

Mandatory Skills: Athletics, Close Combat, Ranged Weapons

Elective Skills: Acrobatics, Survival, Willpower

Officer Elective Skills: Command, Persuade, Survival

Signature Skill: Athletics, Close Combat, Ranged Weapons, Survival

Talents: Select one talent from Mandatory Skills.

Earnings Rating: 1

Equipment: Hussar Mk. IV armour, AG-17 'Panzerknacker' Rifle

MILITARY (GUARD ORDER)

Separate from the regular armed forces, the Orders of Guards are the private militias of each noble house, dating back to less certain times. These forces are similar to the Hussars, though equipped according to the means of their house, and to join a Guard Order is regarded as a prestigious posting, though rumours persist of the Guard Orders being used in a range of clandestine operations.

For obvious reasons, nobles may only serve as officers in their own house's order.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	2

Mandatory Skills: Close Combat, Persuade, Ranged Weapons
Elective Skills: Acrobatics, Stealth, Willpower
Officer Elective Skills: Acrobatics, Command, Stealth
Signature Skill: Close Combat, Persuade, Stealth, Ranged Weapons
Talents: Select one talent from Mandatory Skills.
Earnings Rating: 2

Equipment: Hussar Mk. V armour, AG-17 'Panzerknacker' Rifle, Sword
Notes: Individual Noble houses train their Guard Orders differently. At the GM's discretion, a character entering this career may use one of the variations noted under "The Orders of Guards", on page 91.

MILITARY (ARTILLERY KORPS)

The Bauhaus Artillery Korps (BAK) are responsible for the operation and maintenance of all Bauhauser field artillery. Mounted on heavy-duty carriages and drawn by a variety of trucks and tracked vehicles (and sometimes horses or draught-raptors), these artillery pieces provide Bauhauser forces with considerable long-range firepower. The engineers responsible for these pieces are not only skilled soldiers, but also talented mechanics and technicians, owing to the complexity of the machines.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	1	1

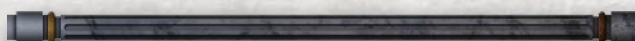
Mandatory Skills: Gunnery, Mechanics, Ranged Weapons
Elective Skills: Athletics, Pilot, Observation
Officer Elective Skills: Command, Observation, Persuade
Signature Skill: Gunnery, Mechanics, Observation, Ranged Weapons
Talents: Select one talent from Mandatory Skills.
Earnings Rating: 1
Equipment: Hussar Mk. IV armour, MP-105 pistol

MILITARY (DRAGOON)

The mighty Dragoons, the glorious iron fist of the Homebuilders, are celebrated by Bauhausers everywhere. Driving into battle in great fume-belching war machines, Dragoons rely on their armoured steeds for offence and defence in the heat of battle. These lauded warriors revel in their celebrity, though seldom so much that they dishonour themselves.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	2	1	1

Mandatory Skills: Heavy Weapons, Pilot, Ranged Weapons
Elective Skills: Gunnery, Mechanics, Persuade
Officer Elective Skills: Command, Persuade, Willpower
Signature Skill: Heavy Weapons, Persuade, Pilot, Ranged Weapons
Talents: Select one talent from Mandatory Skills.
Earnings Rating: 2
Equipment: Bulletproof vest, light military shoulder pads, MP-105 pistol



CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	Disabling Disease.	You contract a wasting disease. The treatment will cost fifty assets and until then you count as having wounds equal to one level lower on the Starting Wounds Table (page 71 of the <i>Mutant Chronicles</i> Core Rulebook).
3	You may not know why this occurred, you may not even know that it has occurred, but somewhere someone in a Secret Order harbours a significant enmity against you.	You gain an enemy in a Secret Order. You also gain the Trait: Hidden Enemy.
4	You're on the run, who's after you, and why?	Gain an enemy in a Heretic cult, or the Brotherhood, or a Corporate Authority.
5	Barred from an Order—due to some regrettable foolishness on your part—an Order that you once belonged to make the decision to bar you. Members of the order in question regard you as a disgrace.	Gain an enemy in a single Order related to your career. You lose a single promotion (if you possess any).

ROLL	CAREER EVENT	GAME EFFECT
6	You once unwittingly assisted forgers in duplicating products bearing the cogwheel. The Ministry of Fair Trade would very much like to subject you to torturous interrogations in regard to this crime.	Gain a trait: Subject to Unkind Inquiries.
7	You were once accused of a serious crime. Fortunately for you, the Magistrate involved in the subsequent investigation did not deem you worthy of conviction. However, it did throw your career into chaos.	You are Fired; you may spend a Promotion to avoid this.
8	During your career you beat a business from a rival corporation to a major deal, making a lifelong enemy of their CEO in the process.	You have a powerful enemy within another faction (roll a d6: 1-Cybertronic, 2-Capitol, 3-Imperial, 4-Mishima, 5-Cartel, 6-Whitestar) with whom you have a conflict.
9	Somebody that you treated poorly in the past, an ex-lover or someone who depended on your friendship, has recently had a streak of good fortune, and may be out for revenge.	Gain an enemy—the person you’ve treated poorly. You can try and repair your relationship, but it won’t be easy.
10	You were called in for questioning by the authorities, what did they want to know? They let you go, but on what condition?	You owe a favour to someone in the Ministry of Faith or the Brotherhood.
11	Your name was mentioned in connection with a criminal act and recorded with BLEU and security databases. You lost your job as a result.	You are Fired, and may not continue in this Primary Career. Gain a Criminal Record.
12	You have been engaged in the selling of Bauhaus trade secrets to agents from the Imperial branch of the Fieldhausen family. In order to finish the deal and secure their promise to keep your involvement secret, you must do them two further favours.	You have an ally in the Imperial Clan Fieldhausen. However, you owe that ally two favours. The GM will determine the details of these during play.
13	Someone has been keeping an eye on you, they always seem to be there when you look around, what do you think they’re interested in? Who are they?	Gain a trait: Under Surveillance.
14	You inherited shares in a Mars-based Ironworks, a Capitol concern. They aren’t worth a great deal, but could be if you saw to it that more Bauhaus companies purchased their produce.	At the end of each adventure (or after a period of time chosen by your GM), roll a number of 🎲 equal to your earnings rating; for each Dark Symmetry Icon rolled, you gain one asset, as the shares pay dividends.
15	You’re obsessed with one of the beautiful Bayer-Hrothgars, a toothsome minor media star you once worked alongside. You dream about their dazzling smile and pulchritudinous figure. Oh it’ll never happen; you move in different worlds now. But you just can’t stop thinking about them.	Gain a trait: Impossible Infatuation. Further, your obsession leaves to easily tempted, reducing your Corruption Soak by one.
16	Someone you know is a Heretic (or Criminal) but you can’t turn him or her in—what hold do they have over you?	Gain a trait: Blackmailed.
17	You have had a number of dealings with Cybertronic. This had led to you networking to positive effect with a number of people in the corporation. However, it has also alienated you from the more pious citizens of Bauhaus.	You have an ally in Cybertronic. However, you also have an enemy in either the Ministry of Faith or the Brotherhood.
18	Lost in the Jungle—you were one of the few survivors when an expedition into the Venusian Jungles encountered difficulties and lost their way before being rescued.	Add one year to your age, and gain a trait: Jungle Nightmares.
19	Under a cloak of secrecy, you volunteered to take part in a secret medical experiment with House Salvatore. It strengthened your body. Now if only you could do something about the resulting wild mood swings.	You gain one additional Serious Wound and one additional Critical Wound. However, you reduce your maximum Mental Wounds by two.

ROLL	CAREER EVENT	GAME EFFECT
20	You got fired!	You are Fired. You may not continue in this Primary Career.
21	Your lover is from a higher social class. They are very wealthy and generous, but one day you know they will leave you in order to secure a better match.	Increase Earnings Rating by one (to a maximum of five) whilst they are still in love with you, but they are very demanding or vulnerable (gain the Vulnerable Lover trait).
22	You foiled a Heretic (or criminal) plot on your own, or with some friends, why didn't you call in the Brotherhood (or Authorities)?	Gain an enemy in a Heretic cult. Gain five assets in 'liberated equipment'.
23	Your work has led you to spend a lot of time assisting with Brotherhood missions and pilgrims. You have friendly contacts in the Brotherhood.	You have an ally in the Brotherhood, and gain one Promotion.
24	Working for House Philippe led you to join the entourage of a famous Opera Diva. You still have showbiz contacts. Your friends can find your constant name-dropping tedious.	You have an ally in the media, and gain three assets. Also, you gain the Trait: Annoying Name-Dropping.
25	A member of House Dante once humiliated you by subjecting you to a defamatory practical joke when you were performing a crucial piece of work. You have never forgiven them, and your reputation is still somewhat tarnished.	Gain an enemy in House Dante (or, if a commoner, one of House Dante's retainers). Further, you lose one Promotion (if you have any)
26	You volunteered to undertake a special duty for the local Reserve forces in the hope that it would lead to opportunities a work. In reality the role has led to mixed blessings.	Gain a Promotion. However, also choose one of the following: Reduce your Serious Wounds by one, gain an enemy in a random corporation, reduce your Mental Wounds by one.
27	You are a strong believer in the Cartel cause. This has won you regard with some members of other corporations, at the cost of a degree of trust with fellow Homebuilders.	Randomly select one corporation using the Heritage Table (page 36 of the Mutant Chronicles Core Rulebook). You have a contact in that corporation who owes you a favour. However, you also gain a rival in Bauhaus.
28	A colleague was exposed as a Heretic and the Inquisition interviewed you about their behaviour. You decided not to tell them that you had kept your own suspicions about the man quiet. This has left you feeling paranoid about the possibility of them finding out.	Gain a favour from someone in a Heretic or rebel group.
29	You were implicated in a Heretic plot. Why were you involved? Why did the Brotherhood let you go?	Gain a contact in the Brotherhood, or the Ministry of Faith. The contact owes you a favour.
30	You helped the BLEU to uncover an anarchist cell. A number of the members escaped but most were executed. You were rewarded for your help by the Ministry of Justice.	Gain five assets for your trouble, and the trait: Snitch.
31	During the course of your career you accompanied a team into the depths of an abandoned citadel. Against your better judgement you took a small metal object, some token of the Dark Legion, as a souvenir of your expedition. You still keep it, believing it to bring you good fortune.	Gain an enemy in a Heretic cult. Further, the 'souvenir' grants you one additional Chronicle point. Whenever you use a Chronicle point, roll a  — if a Dark Symmetry icon is rolled, the character suffers a  3 Corruption Roll.
32	A marketing department at your work was once tasked with producing propaganda for the Ministry of Fear. During the course of the project you made a contact within the ministry, though you feel uneasy about the nature of the work you helped produce.	Gain a Promotion. However, your doubts leave you vulnerable; reduce your Corruption Soak by one.
33	A noble household was impressed by a service or product that you provided for it. They have awarded you a huge gratuity for your work.	Gain five assets and a Promotion.

ROLL	CAREER EVENT	GAME EFFECT
34	During the course of your work you have been asked to keep an eye out for certain Heretical activities, and to make regular report of them to an anonymous contact. You think you are working for the Ministry of Information, but your contacts are actually members of the heretical Temple of Solar Light.	Gain an ally; you believe this ally is from the Ministry of Information, but they're actually a Heretic. In addition, gain five assets as a 'reward' for your information.
35	You are a reluctant spy involved in counter-espionage. The Supreme Ministry of War runs the Office of Secrets. For reasons that you hardly understand they have contacted you in order to report on any activity you notice that might be linked to the Office of Information of the Diplomatic Korps of the Supreme Ministry for Industry.	Periodically during play, you will be contacted by your handler in the Office of Secrets with an assignment to observe and report upon a particular individual, or to obtain particular documents. If you succeed at this assignment, you will gain an additional 100xp during that session.
36	You are a minor media star with a couple of successful films or music releases to your name. People occasionally recognise you, but your career isn't set to take off in a big way.	You gain one free Momentum on successful Command , Lifestyle , and Persuade tests , but all Stealth tests increase their difficulty by one step where being recognised would cause you a problem.
37	You were disabled in a serious accident.	All movement related skill tests are one difficulty harder, but you have gained a strong will. All Mental Strength tests are one difficulty lower (minimum of 1).
38	Good Negotiator—whether it's in the boardroom, doing a deal on the streets, or talking down an armed robber you're gifted at negotiating.	All Lifestyle and Persuade tests made to negotiate reduce their difficulty by one step (minimum 0).
39	You're harbouring an AI system, perhaps in a childhood toy. The AI is strongly degraded. You grew up with it and can't bear to part with it.	Gain an item worth five assets that houses the AI. The AI provides one Momentum to Education tests so long as the characters can freely converse with it.
40	Major Career success.	You have been incredibly successful in this career path. Increase your Earnings Rating by one, and gain two Promotions.



Each Bauhauser takes pride in unity.

PROMOTIONS

Promotions are an important resource for Bauhauser characters, representing their progression within lifelong vocations. A Bauhauser character may use the Promotions he has accrued in the following ways:

- ◆ When rolling on the Career Events Table, each Promotion spent allows the character to roll one additional d20, and choose which two he wishes to count for the result.
- ◆ When attempting to enter an Iconic Career, each Promotion spent allows the character to roll one additional d20 on the skill test to enter the career.
- ◆ Upon taking his third or fourth Career Phase, a character may spend two Promotions to replace one of his existing Signature Skills with one of the Signature Skills for his current career. He may not replace a Signature Skill that already has four or more ranks of Expertise or Focus training.

- ◆ After the character has taken as many Career Phases as he wishes, he may spend Promotions to increase his Earnings Rating. It costs a number of Promotions equal to his current Earnings Rating to increase it by one, and each increase must be obtained separately.
- ◆ At the end of character creation, when purchasing bonus skill ranks, any remaining Promotions may be spent to obtain Expertise 1 or Focus 1 in any skill.

DECISION SEVEN, ICONIC CAREER

The following iconic careers are specific to Bauhauser characters, and represent particular elite groups, noteworthy archetypes, and powerful organisations within the Bauhaus Corporation. They function in all ways as all Iconic Careers do, though they are all restricted purely to Bauhaus characters.



OPTIONAL: AGING

The universal healthcare provided to Bauhauser characters helps them live long and productive lives, and those of higher status will remain healthier for longer.

Bauhauser characters roll for aging (as described on page 71 of the *Mutant Chronicles* rulebook) at the following points:

AGING TABLE

SOCIAL STATUS	AGING ROLL AT AGE...	...AND EVERY X YEARS AFTER
Thrall	30	3
Commoner	32	3
Retainer	32	4
Nobility	35	4
Noble: Great House	35	5
Noble: Electoral House	35	5

BLITZER



The corporation's elite demolitions and anti-armour specialists, the Bauhaus Blitzers have a reputation for approaching their duties with what appears to be reckless enthusiasm. In truth, while most Blitzers are adrenaline junkies—facing down an enemy battle tank is not for the faint of heart—they're extremely cool under pressure. Their maniacal demeanour and levity in the face of danger is their way of dealing with the stress of a dangerous job.

Prerequisites: Bauhaus, Military career, Ranged Weapons Expertise 2, Willpower Expertise 1

Difficulty: 2

Mandatory Skills: Heavy Weapons, Mechanics, Willpower

Elective Skills: Acrobatics, Athletics, Ranged Weapons

Signature Skill: Athletics, Heavy Weapons, Mechanics, Willpower

Talents: Two talents from Athletics, Heavy Weapons, Mechanics, or Willpower

Equipment: Hussar Mk V armour, two demolition charges or Giraud ATML 100 'Firefist

Earnings Rating: 2



COMPANION OF THE HONOURABLE COMPANY OF SCRIBES



The humility implied by the title bears almost no resemblance to the powerful individuals who belong to the Honourable Company of Scribes. Its members are administrators, upper-level managers, executives, and diplomats of extraordinary power and influence, and the Order serves as a professional association for these powerful individuals. Information, gossip, business insights, and mutual favours are traded in the halls of the Order's meeting houses.

Prerequisites: Bauhaus, Lifestyle Expertise 2

Difficulty: 3

Mandatory Skills: Education, Lifestyle, Persuade

Elective Skills: Command, Lifestyle, Willpower

Signature Skill: Command, Education, Lifestyle, Persuade

Talents: Three talents from Command, Education, Lifestyle, or Persuade

Equipment: Top-quality bespoke business attire, three contacts elsewhere in Bauhaus, five Assets

Earnings Rating: 4

Special: The character is a member of the Honourable Company of Scribes (see page 62), with all the accompanying advantages. The increase in Earnings Rating from that membership is already included above.



BAUHAUS ICONIC CAREERS

The *Mutant Chronicles* core rulebook contains a number of Iconic careers for Bauhauser characters. Due to the options introduced in this book, there are a few considerations that need to be made for those careers.

- ◆ **VENUSIAN MARSHAL:** A Venusian Marshal adds a riding horse or Venusian raptor to his starting equipment.
- ◆ **MERCHANT CAPTAIN:** The Merchant Captain career changes the Social Status prerequisite to Social Status: Retainer, or any Nobility, to reflect the Bauhaus-specific social standing table in this chapter.
- ◆ **RAKE:** The Rake career changes the Social Status prerequisite to Social Status: any Nobility

STUDYING THE ART



A few particularly elite and devout Bauhausers can receive training in the Art, an honour typically reserved to those whose lives have been devoted to the Brotherhood. The careers who may receive this honour are noted in their entries. Characters from those careers do not have to seek out training in the Art—it is an option, not a requirement—and the careers' entries do not assume that the character has received this training.

A character that undertakes this training during character creation may exchange one of the talents provided by that Iconic Career with the Mystic talent (page 168 of the *Mutant Chronicles* rulebook), in spite of the fact that they haven't taken the Brotherhood Apprenticeship education. From that point on—including the character's current career—any Mysticism talent the character takes may be from the Art talents in the core rulebook or the *Brotherhood* sourcebook. Bauhaus characters learning the Art in this way may not take talents from more than a single Aspect of the Art. This training in the Art adds two years to the career in which the Mystic talent was gained.

Characters who don't undertake Art training during character creation still have the option of learning to wield the Art in later life. However, this still takes two years of training in seclusion, which make take the character out of play for some time. Buying the Mystic talent in this way costs 600 experience points (which is not reduced by having ranks in Mysticism Focus), in addition to the two years of training time.

COMPANION OF THE ORDER OF WAYFARERS



While many Bauhausers undertake a pilgrimage at some point in their lives, a few take to the pilgrim's life as if it were their calling. These individuals become Companions of the Order of Wayfarers, whose lives are devoted to guiding and supporting pilgrims. They maintain a network of Pilgrim Houses, liaise between the pilgrims and the Brotherhood, and generally serve to assist the vast number of pilgrims—many of whom may never have left their home cities before—to have a peaceful and fulfilling journey. Companions are worldly, widely-travelled, and often speak several languages. For an inexperienced pilgrim on a foreign world, a Companion's presence can mean the difference between life and death.

Prerequisites: Bauhaus, Pilgrim career

Difficulty: 2

Mandatory Skills: Education, Linguistics, Willpower

Elective Skills: Lifestyle, Observation, Persuade

Signature Skill: Education, Observation, Linguistics, Willpower

Talents: Tithed, plus two talents from Education, Observation, Linguistics, or Willpower

Equipment: Sturdy travelling clothes, abridged copy of the Book of the Law, symbol of the Brotherhood

Earnings Rating: 1

Special: Though he has the Tithed talent, a Companion does not reduce his Earnings Rating by one—he gives his time and his service instead of coin. The character is a member in good standing of the Order of Wayfarers (page 62), with all the accompanying advantages.



COMPANION OF THE VENERABLE ORDER OF SAVANTS



Bauhaus has a long history of scientific research and development, and the Venerable Order of Savants exists to support and celebrate this tradition. Alongside its role as a professional body, it serves as a publishing house for the most trusted scientific and technical journals, and its members have access to one of the most extensive and exclusive libraries of scientific and technical knowledge in the solar system. To be a Companion of the Order requires being published in one of its journals, an honour afforded only to the most insightful and learned scientists and engineers.

Prerequisites: Bauhaus, Mechanics Expertise 2 or Sciences Expertise 2

Difficulty: 2

Mandatory Skills: Education, Mechanics, Sciences

Elective Skills: Lifestyle, Persuade, Sciences

Signature Skill: Education, Lifestyle, Mechanics, Sciences

Talents: Two talents from Education, Lifestyle, Mechanics, or Sciences

Equipment: Laboratory or workshop, access to an Academic Library (all subjects)

Earnings Rating: 4

Special: The character is a member in good standing of the Venerable Order of Savants (page 62), and gains all the accompanying benefits.



ETOILES MORTANT



These traditionally female warriors are experts in covert operations, reconnaissance, and sabotage, particularly against the Dark Legion. They're lightly armed and armoured, preferring to move quickly and silently rather than confronting the enemy head-on. The Etoiles Mortant even have the support of the Brotherhood, and many in their ranks have been given a degree of training in the Art. Though there is no official prohibition against male Etoiles Mortant, the overwhelming majority of Mortants are female.

Prerequisites: Bauhaus, Military career, Close Combat Expertise 1, Acrobatics Expertise 1 or Stealth Expertise 1

Difficulty: 2

Mandatory Skills: Acrobatics, Close Combat, Stealth

Elective Skills: Mysticism, Ranged Weapons, Willpower

Signature Skill: Acrobatics, Close Combat, Stealth, Willpower

Talents: One talent from Acrobatics, Close Combat, Stealth, or Willpower

Equipment: P-60 Punisher Handgun, Punisher Short Sword, ballistic nylon undersuit, medium military shoulder pads

Earnings Rating: 3

Special: Etoiles Mortant are supported by the Brotherhood, and their weapons are ritually blessed. Any weapon an Etoiles Mortant owns (not those picked up in the spur of the moment) gains the

Pious 1 quality. Etoiles

Mortant may be trained in the Art.

GUARDIAN OF THE ORDER OF STAFF AND HAND



Pilgrimage is an important milestone in a Bauhauser's life, but it is also a vulnerable one. Pilgrims face many dangers on foreign worlds, and in the wilds between the cities, and not all of those dangers are physical. Away from the safety of a Bauhaus domain, pilgrims risk being exposed to foreign ideas as they cross paths with citizens from other megacorporations, or those who sit outside the corporate world. The Council of Electors founded the Order of Staff and Hand to help guard pilgrims against threats both physical and moral.

Prerequisites: Bauhaus, Military career, Pilgrim career, Willpower Expertise 2

Difficulty: 2

Mandatory Skills: Close Combat, Observation, Willpower

Elective Skills: Athletics, Persuade, Ranged Weapons

Signature Skill: Close Combat, Observation, Persuade, Willpower

Talents: Two talents from Close Combat, Observation, Persuade, or Willpower

Equipment: Hussar Mk V armour, Ironshod Ebony Staff, HG-25 handgun

Earnings Rating: 3

Special: Guardians may be trained in the Art. See page 72 for more on the Order of Staff and Hand.



HOMEBUILDER



Homebuilders—not to be confused with the common term ‘Homebuilders’ that Bauhausers often use to refer to themselves and their society—are dispatched to claim new domains. They’re usually under the command of a noble who has just received a Patent of Nobility or a new parcel of land, and who wishes to exploit that domain. Homebuilders are volunteers. They mostly consist of young men and women who seek adventure outside of the staid life of civilised domains and want to find their fortunes. The frontier gives them opportunities they would never find in an ordinary career. They’re jacks of all trades, as they need to be able to clear the jungle, build shelter, and fight to protect the domain against interlopers. Anyone can volunteer to become a Homebuilder, and there is always high demand for their skills.

Prerequisites: Bauhaus, Lifestyle Expertise 1, Survival Expertise 1

Difficulty: 1

Mandatory Skills: Athletics, Mechanics, Survival

Elective Skills: Lifestyle, Persuade, Ranged Weapons

Signature Skill: Athletics, Lifestyle, Mechanics, Survival

Talents: One talent from Athletics, Lifestyle, Mechanics, or Survival

Equipment: Colonist’s survival kit, SG-35 rifle or HG-12 shotgun, extensive maps of new domains, compass

Earnings Rating: 4

Special: Homebuilders of noble status may choose to take Command as a Signature skill, as they’re expected to lead other homebuilders in the field.



JUGGERNAUT



Officially, these warriors are a specific sub-set of the Hussars—“Juggernaut” is a name given to them by their enemies. Each Armoured Hussar is fitted with an advanced suit of “Steel Strider” powered armour, designed for close quarters assaults in dense terrain. Many battles have been ended by a small squad of Juggernauts bursting through the terrain and laying waste to an unprepared foe. Many Armoured Hussars go on to pilot Vulkan Battlesuits.

Prerequisites: Bauhaus, Military career, Athletics Expertise 1, Close Combat Expertise 1

Difficulty: 2

Mandatory Skills: Athletics, Close Combat, Ranged Weapons

Elective Skills: Heavy Weapons, Mechanics, Unarmed Combat

Signature Skill: Athletics, Close Combat, Observation, Resistance

Talents: Two talents from Athletics, Close Combat, Observation, or Resistance

Equipment: XO-102 ‘Steel Strider’ armour (with integrated weapons)

Earnings Rating: 3



JUSTICAR OF THE ORDER OF THE SILVER SKULL



This colossal order is the military arm of the Ministry of Order. Its members serve to guard the great public buildings, such as the palaces of government. They have the same powers of arrest and detainment as the BLEUs, and are trained in riot suppression and the forcible maintenance of public order. Beyond these roles, the Order of the Silver Skull also deploys its Justicars to situations which require greater force of arms and military prowess than the BLEUs or Magistrates can bring to bear alone. Justicars are feared by the guilty, but they are seldom shown much respect by members of other Orders.

Prerequisites: Bauhaus, Close Combat Expertise 1 or Ranged Weapons Expertise 1

Difficulty: 1

Mandatory Skills: Close Combat, Persuade, Ranged Combat

Elective Skills: Athletics, Observation, Willpower

Signature Skill: Close Combat, Persuade, Ranged Combat, Willpower

Talents: One talent from Close Combat, Persuade, Ranged Combat, or Willpower

Equipment: Hussar Mk V armour, HG-14 shotgun, bladed nightstick, mini-torch

Earnings Rating: 3

Special: Justicars are considered law enforcement officers in all regards, and have all the associated powers, privileges, and responsibilities. See page 71 for more on the Order of the Silver Skull.



KOMMANDANT OF THE ORDER OF FEAR



These dread warriors are renowned for their brutality and cruelty, and even the innocent fear their presence, for none wish to contemplate the Order of Fear's unkind attentions. They seldom take to the field of battle unless circumstances are dire. Instead, their primary role is guarding, containing, and interrogating prisoners, and they are most commonly stationed in the infamous gulags, where their skills are frequently needed.

Prerequisites: Bauhaus, Persuade Expertise 1, Willpower Expertise 2
Difficulty: 2

Mandatory Skills: Close Combat, Persuade, Willpower

Elective Skills: Ranged Weapons, Resistance, Treatment

Signature Skill: Close Combat, Persuade, Resistance, Willpower

Talents: Two talents from Close Combat, Persuade, Resistance, Willpower

Equipment: Hussar Mk V armour, Neurolash, MP-103 'Hellblazer' SMG, interrogator's tools

Earnings Rating: 3

Special: See page 71 for more on the Order of Fear.



MOUNTED HUSSAR



These warriors serve as fast scouts and mobile reserves for their infantry counterparts. There are two broad kinds of Mounted Hussars, distinguished by the nature of their mount—those who ride into battle upon raptors, and those who ride upon the distinctive Vorreiter tracked bike. There's a fierce rivalry between these two cadres of warrior, and they regard one another as the 'poor cousins'.

There are two sets of rules for Mounted Hussars, the first for Vorreiters, and the second for Raptor Riders.



Prerequisites: Bauhaus, Military career

Difficulty: 2

Mandatory Skills: Observation, Pilot, Ranged Weapons

Elective Skills: Heavy Weapons, Resistance, Survival

Signature Skill: Heavy Weapons, Observation, Pilot, Ranged Weapons

Talents: Two talents from Heavy Weapons, Observation, Pilot, Ranged Weapons

Equipment: Hussar Mk. IV armour (if not already possessed), MP-105 pistol, Vorreiter tracked bike

Earnings Rating: 2

Prerequisites: Bauhaus, Military or Rural career, Animal Handling Expertise 1

Difficulty: 2

Mandatory Skills: Animal Handling, Close Combat, Observation

Elective Skills: Ranged Weapons, Resistance, Survival

Signature Skill: Animal Handling, Close Combat, Observation, Survival

Talents: Two talents from Animal Handling, Close Combat, Observation, or Survival

Equipment: Hussar Mk. IV armour (if not already possessed), MP-105 pistol, machete, S-34 Thermite Lance, Venusian Raptor mount

Earnings Rating: 2

TEMPLAR



Templars belong to military orders, blurring the line between duty and devotion. They are warriors with an enormous dedication and a fanatical belief in both the Bauhaus corporation and the Cardinal's cause. Individual Orders vary in nature and purpose a considerable degree, with some being de facto parts of the Ministry of War, while others are independent organisations, or controlled by other Ministries. The most devout of these Orders may even be granted training in the Art, something normally reserved for members of the Brotherhood.

The rules here represent the Order of the Fiery Sword, which is the largest of the Military Orders, and serves as an example for those that came after. The GM may provide a modified version of this career to represent other Military Orders of his own devising.

Prerequisites: Bauhaus, must have a single term as a Pilgrim, Close Combat Expertise 1 or Ranged Weapons Expertise 1

Difficulty: 3

Mandatory Skills: Close Combat, Ranged Weapons, Willpower

Elective Skills: Athletics, Insight, Mysticism

Signature Skill: Close Combat, Ranged Weapons, Mysticism, Willpower

Talents: Three talents from Close Combat, Ranged Weapons, Mysticism, or Willpower

Equipment: Guardsman Mk III armour, Templar blade (any one), P-60 Punisher handgun or HG-25 'Equalizer' handgun

Earnings Rating: 2

Special: Templars may be trained in the Art. Templars are assumed to be members of the Order of the Fiery Sword (see page 65) or a similar Order Militant, with all the accompanying advantages.



VENUSIAN RANGER



The most famous of all Bauhauser Special Forces, the Venesian Rangers are trained in a wide range of military disciplines, and an intense regime of physical conditioning. Very few qualify for the Rangers, and fewer can complete the arduous training regime, which results in hardened, lethal men and women.

Prerequisites: Bauhaus, Military career, Ranged Weapons Expertise 2, any one of Athletics 1, Stealth Expertise 1, Survival Expertise 1, or Willpower Expertise 1

Difficulty: 3

Mandatory Skills: Athletics, Ranged Weapons, Survival

Elective Skills: Close Combat, Stealth, Willpower

Signature Skill: Athletics, Ranged Weapons, Stealth, Survival

Talents: Three talents from Athletics, Ranged Weapons, Stealth, or Survival

Equipment: Guardsman Mk III armour, AG-17 'Panzerknacker' rifle, heavy cloak (counts as camouflage kit)

Earnings Rating: 3



THE BAUHAUS CORPORATION

“There are those who say that civilisation is best left to evolve with as little interference from those in charge as possible. In Bauhaus we know that such a laissez-faire approach to the management of society would inevitably lead to its degeneration, and we only have to look at what has become of Capitol as evidence of that.”

—Elector Duke Hans Bernheim

Bauhaus is an extremely conservative society that seems hidebound and even anachronistic to outsiders. Public life in the corporation is managed by four Supreme Ministries, each of which is under the hereditary control of a Duke Elector and his household. These Ministries, along with their multifarious sub-ministries, oversee all aspect of life in Bauhaus domains.

Unlike Capitol, Bauhaus does not have a written corporate charter. Instead, it relies on the enduring authority of its traditions. Things are the way they are because that's how they've always been. To most Homebuilders it is practically unthinkable that any subordinate noble would seriously challenge the authority of the Elector Houses, they would view such insubordination as tantamount to anarchy. After all, knowing one's place and respecting the social stratification of Bauhaus are values that are drilled into Homebuilders from birth.

In recent times, with the growing threat of the Dark Legion, the degree of faith the Homebuilders have in their hierarchies and traditions has become even greater than it was in ages past. Bauhaus is a very successful corporation and its law-abiding people are as comfortable as it is possible to be in these troubled times. No loyal member of the corporation wants this to change.



Bauhaus have a strong sense of hatred for the Dark Legion and their Heretic adherents.

The degree to which such a system could be abused is clear, and there are innumerable examples of aristocrats who have exercised their wealth and privilege with snobbish contempt for their social inferiors. However, there are many organisations within Bauhaus, including most of their major media outlets, that help quash the spread of such stories whilst extolling the virtues of those nobles who make efforts to manage Bauhaus responsibly.

THE COUNCIL OF ELECTORS

The supreme political power in Bauhaus is the Council of Electors. It meets in session to discuss the policies of the corporation and to make executive decisions. Only the Council of Electors can declare war or make major changes to Bauhaus policy. Declarations of war are common, whilst announcements of changes in policy are few and far between. The Council of Electors also has the power to settle the private feuds and territorial disputes that certain Noble Houses are notorious for.

There is no fixed location for meetings of the council though there are two semi-permanent venues. These are the Palace of Government in Heimburg and the East-West Towers on Luna. Since the East-West Towers were the subjects of a Heretic-inspired Anarchist attack, these locations have been used less and the Duke Electors have been patronising more private and out of the way locations for the purpose of Electoral Chamber.

Security measures are tight and exacting wherever the Supreme Council meets. The chamber is ritually cleansed, swept for bugs and sealed by Brotherhood Mystics to prevent eavesdropping through paranormal means. The Electors and their Brotherhood advisors sit at a great table shaped like the

Bauhaus cogwheel. Representatives of the Great Houses are also typically present but they hold no real power in the debate and are expected to retain a quiet decorum throughout. They can only hope to influence the Electors to support their interests.

Traditionally, the meeting is chaired by one of the Electors, known as the occupant of the Ascendant Throne. Exactly which Elector is rotated from meeting to meeting, but they always sit in a great gilded throne the back of which displays the inlaid design of the Bauhaus cogwheel. The symbols of the Brotherhood are inscribed on the armrests. The throne is placed on whichever side of the great table faces the direction of the Cathedral of the Brotherhood.

All decisions are made by majority vote among the Electors. In the case of a tie, the occupant of the Ascendant Throne has the deciding vote. For the most part the Electors tend to support an ongoing status quo, though Vittorio Saglielli is a rather more radical character and the other Duke Electors are careful not to table any controversial decisions when he occupies the Ascendant Throne.

THE SUPREME MINISTRIES

After each council meeting the Electors return to the Supreme Ministries and implement the policies that they agreed upon at the meeting. Each of the Supreme Ministries is responsible for one area of Bauhaus life and has almost total power in that area. Each ministry is overseen directly by an Elector Duke. Each Duke has a legion of lackeys, civil servants, and advisors to whom he or she delegates authority.

CONFLICT AND COLLABORATION BETWEEN MINISTRIES AND OFFICES

The Supreme Ministries openly support the Bauhaus cause and are dedicated to the corporation. No Supreme Ministry, nor any of their sub-ministries, would knowingly act in such a way so as to damage the Bauhaus brand. Despite their bureaucratic nature and the constant intriguing of their noble patrons, the Supreme Ministries work well together in the main.

On occasion the Ministries can be guilty of protecting their own interests over and above those of the corporation, and this behaviour can be exacerbated when the fact that both the noble families and the orders have their own notions of priority and often exert undue influence on operations.

For example, the Supreme Ministry of War runs the Office of Secrets, the Diplomatic Korps of the Supreme Ministry for Industry runs the Office of Information, within the Supreme Ministry of Civilization is the Ministry of Knowledge which runs the Office of Scrutiny, and the Supreme Ministry of Faith operates the Ministry of Fear. All these various offices and sub-ministries effectively share the role of information gathering, and, whilst the focus of the espionage carried

out by the Ministry of Fear might differ from that of the Office of Scrutiny, the number and variety of spies and spooks working for the various ministries can lead to circumstances where one spy can find himself spied on by another as he attempts to spy on a third.

THE SUPREME MINISTRY OF WAR

The Ministry of War oversees Bauhaus's mighty military machine and the corporation's armies and fleets. It is responsible for the military policy and the procurement of arms. The Supreme Ministry of War does not tend to draft written codes of conduct unless Bauhaus agree on a treaty with another corporation, instead it relies on the respect Bauhaus soldiery have for their tradition of honour during conflict, and the leadership of the noble officers. When it comes to dealing with the Dark Legion, of course, anything goes. The Ministry has dozens of sub-ministries, the most important of which are:

THE HIGH COMMAND

The High Command is the assembly of Bauhaus's top generals and marshals, almost all of whom are drawn from the ranks of old aristocratic families. It is the final link in the chain of command with the exception of Elector Duke Romanov himself. The High Command is responsible for long-range operational planning, directing campaigns and coordinating the efforts of Bauhaus's many military arms.

THE ARMY MINISTRY

This ministry directly oversees all of Bauhaus's enlisted ground forces. It is one of the most prestigious of all ministries, reflecting the high value Bauhaus places on all things military. From its huge fortified bunker in Heimbürg the Army Ministry dispatches orders to battlegroups in every inhabited corner of the Solar System.

THE FLEET MINISTRY

This ministry controls Bauhaus's Air Fleet, including the deployment of the feared Aerial Dreadnoughts. It is responsible for the maintenance of the Homebuilders' enormous aerodromes.

THE ADMIRALTY

The Admiralty is based on Hydra, a huge artificial satellite locked in geostationary orbit over Heimbürg. It controls both Bauhaus's naval and space fleets.

THE OFFICE OF PROCUREMENTS

The Office of Procurements controls all of Bauhaus's military spending and is responsible for seeing that the forces of Bauhaus remain the best equipped in the system. Army Quartermasters must submit requisition requests to the Office of Procurements.

DIETMAR BÖHMER, ACE REPORTER



"Wherever the news is happening, I'll be there! First from the front! This is Dietmar Böhmer on BHM News." Those words are the trademark of Dietmar Böhmer, ace reporter with his crew at BHM News Channel Heimburg. He is in his mid-forties, just under two metres tall, with green eyes, a beard, and short blond hair with patches of grey. Böhmer has been nominated for the Prix Bayer-Hrothgar des Correspondants de Guerre twice but has not yet won, probably because he has a habit of asking the right questions of the wrong people and a tendency to have a flexible approach to the official corporate line. His high ratings have kept him safe from any 'corporate restructuring'. At least for now. Usually embedded with the 42nd Dragoons, he has earned the trust of the traditionally suspicious troopers by bringing their experiences vividly to life for the viewing public. Unusually for a field reporter, his home life is stable and eight years ago he met Tina von Rudersdorf, the daughter of a lesser Noble House. He is old friends with Professor Martin Kühne at Straker Biotech.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
7		9		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		9		8		10	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	2	2	3	3	2	1

WOUNDS:

- ◆ Head 3
- ◆ Arms 4
- ◆ Serious 6
- ◆ Mental 8
- ◆ Torso 7
- ◆ Legs 5
- ◆ Critical 3

SOAK: Ballistic nylon fatigues, bulletproof vest, BHM news combat helmet: (Head 2, Arms 1, Torso 2, Legs 1)

ATTACKS:

- ◆ **HG-12 (ranged):** Close, 1+↑3, Semi-Automatic, 1H, Close Quarters, Hidden 1

SPECIAL ABILITIES

- ◆ **Astute Interrogator:** Böhmer has a knack for asking the right questions, pressing his advantage, and understanding

The artillery rained down all around his position, the explosions so deep it made Dietmar Böhmer's teeth shake. The silence after each strike was profound, though short, as it was followed by the harsh metallic noises of shrapnel tearing into everything above ground.

When he had become a journalist, Dietmar had wanted to be a frontline war correspondent more than anything, but on days like these he questioned his own sanity. Embedded with the 42nd Dragoons, he was covering their current deployment. It was supposed to be a routine deployment, but had turned into anything but when the artillery had begun lighting up the sky at 3AM.

"Captain! Can you tell me what is happening?"

The captain looked over at him. "We are being shelled, Dietmar." Even under pressure Captain von Trier was sardonic. "Yes, but by whom?" The captain smiled grimly and pointed over the lip of the trench they hid in.

"You're about to find out. FIX BAYONETS!" he shouted. The Captain looked down at Dietmar and threw him his sidearm. Dietmar looked puzzled. "I'm a reporter, Captain, not a soldier!"

"We are about to be engaged by the forces of the Dark Legion, Dietmar. I don't think you have a choice!"

when someone is lying to him. He may re-roll one d20 when making an Insight test, but must accept the new result. Finally, when attempting to intimidate an opponent, he gains two additional d20 to his Persuade or Command. Additionally, when attempting to fast-talk an opponent, each Dark Symmetry point spent on the test provides two bonus d20 to the Persuade test instead of one.

- ◆ **War Correspondent:** Böhmer has experienced some truly harrowing situations during his time as a front line reporter, which has mentally toughened him. He may re-roll one d20 when attempting a Willpower test, but must accept the new result. Additionally, he may reduce the difficulty of the test by one step when attempting a Willpower test due to exposure to a traumatic event.

THE RESERVE ARMY MINISTRY

This vast bureaucracy works with the Ministry of Faith, the Ministry of Civilisation, and the domains, keeping track of the huge reserve army forces that Bauhaus can muster from among its citizens. In a state of emergency, it ensures that the reserves are mustered quickly and efficiently. In times of peace it ensures that the reserves are not missing training or misusing equipment.

THE OFFICE OF SECRETS

The Office of Secrets guards Bauhaus's military secrets and collects information on the military strengths of other corporations. Its Bureau of Analysis has the reputation for producing better and more profound military intelligence than almost any other agency in the system. On many occasions it has accurately predicted Mishiman and Imperial strikes days in advance of their occurrence through thorough analysis of the deployments and supply chains of enemy forces.



THE SUPREME MINISTRY FOR INDUSTRY

Under the direction of Elector Duke Richthausen this ministry controls Bauhaus's industry policy. It decides which areas should be concentrated on and how to turn the threat of competition from other corporations into opportunities. It is charged with maintaining the industrial power on which Bauhaus's status as a corporation rests. It issues edicts to all of Bauhaus's corporate subsidiaries and ensures that the various business wings do not come into direct conflict with one another. The Ministry for Industry has thousands of sub-ministries overseeing every aspect of the running of the industrial fiefdoms. It is also responsible for maintaining cordial business relationships with the other corporations. The most important sub-ministries are:

THE OFFICE OF STANDARDS

The Office of Standards has tens of thousands of inspectors who constantly and vigilantly guard Bauhaus's reputation for producing only the highest quality goods. They work ceaselessly to ensure that

all the services and products which have earned the right to use the Bauhaus cogwheel as part of their branding meet the standards of excellence that the corporation demands. They tirelessly visit factories, mills, and domains. They check every aspect of production and punish those who fail to meet their targets and expected service levels. They have even been known to go so far as to order the execution of lazy or incompetent managers. The inspectors from the Office of Standards are among the most feared individuals in the corporate hierarchy.

THE MINISTRY OF WEALTH

The Ministry of Wealth collects taxes with a zealous degree of devotion. They make sure that Bauhaus subsidiaries pay their corporate tithes and that all individual citizens pay their taxes on time. They are known for their merciless approach to tax-dodgers and work together with the Magistrates of the Ministry of Justice to ensure their prosecution. Debtors had better settle their bills quickly if they want to stay out of the gulags.

THE DIPLOMATIC KORPS

The Bauhaus Diplomatic Korps has offices across the system. Their duties range from negotiating treaties with the other corporations to gathering information and performing acts of espionage. The Diplomatic Korps has its own intelligence unit known as the Office of Information, an innocuous title for such an expertly managed spy network.

THE SUPREME MINISTRY FOR CIVILIZATION

The Ministry for Civilization answers to Elector Duke Bernheim and it sees that Bauhaus citizens recognise and enjoy all the privileges of belonging to the greatest of all corporations. Its task is to ensure that the Homebuilders are educated, looked after and remain properly devoted to the corporation that provides for them. It is responsible for seeing that Bauhaus citizens remain placid, content and loyal. Its best known arms are:

THE MINISTRY OF HEALTH

This ministry looks after people when they are sick and works to ensure that they remain well once cured. It maintains great hospitals that are the envy of the system. The ministry makes sure doctors meet the high standards of excellence and ethics that Bauhaus demands. It has a huge remit, since it is responsible for ensuring that all citizens have their Certificates of Fitness or Exemption checked every two years. It ensures that Bauhaus doctors are trained in the detection of stigmata and mutation, and know the procedure for reporting signs of corruption to the Ministry of Fear.

THE MINISTRY OF KNOWLEDGE

At the most basic level, this ministry makes sure all of the people are well educated and thoroughly indoctrinated in the Bauhaus way of life. Its job is to ensure that the work force is well trained. It works with the Brotherhood to see that the people are instructed in their faith. It does its best to ensure that all Bauhaus citizens know that they belong to the best and most generous of all corporations, and monitors them to make sure they show an appropriate degree of gratitude. This ministry oversees the academies of higher education and research institutes for which Bauhaus is justly famed. Its sub-ministry, the Office of Scrutiny, ensures that all scientists are loyal and investigates potential security risks. Since the mass defection of Bauhaus scientists to Cybertronic, investigators from the Office of Scrutiny have been working with particular vigour, forging particular ties with the Office of Information in order to better synergise their respective spy networks.

THE MINISTRY OF TRUTH

The Ministry of Truth is the best known of all the Ministry of Civilization's departments. It controls an effective propaganda machine. Its Office of Censors works round the clock to ensure that the Bauhaus media gives every story the appropriate slant. At the Office of Public Morale, ten thousand of the system's best advertisers invent new slogans for the billboards that bedeck the domains. The Office of Fairness makes sure that most scandals are hushed up and never come to public attention.

THE MINISTRY OF HERALDRY

This small but important office keeps track of all the Patents of Nobility granted, and records all births, deaths, and marriages among the Noble Houses. Its huge, musty library contains tens of thousands of stone tablets bearing information on almost every member of every house ever born, all the awards they won, and all the misdeeds they committed. It is a repository of information that cannot be found elsewhere.

THE MINISTRY OF ORDER

This huge ministry is responsible for public order within the corporation. It handles all matters of policing that are not directly under the supervision of the Ministry of Faith. In this role it controls "the Blues", Bauhaus's notorious paramilitary police corps. With the rise of the Anarchist gangs and the increasing number of Heretic-inspired riots, it has its hands full. Recently the Council of Electors issued edicts for the recruitment and training of another 600,000 officers for Venus alone. Yet there are those who are sceptical that even this will be enough.

THE SUPREME MINISTRY OF FAITH

This is the smallest of the Supreme Ministries, but in many ways it is the most powerful and dangerous. It sees itself as responsible for the spiritual welfare of the citizens in the same way that the Ministry of Civilization is responsible for their intellectual and physical well-being. It is also responsible for stamping out the taint of heresy and corruption within the corporation and for ensuring that justice is seen to be done. Its members are notorious for their ruthlessness throughout the human worlds. The best known sub-ministries are:

THE MINISTRY OF JUSTICE

This organization employs the Magistrates and Executioners who oversee the administration of justice in the Bauhaus domains. They work closely with the Ministry of Order to ensure that criminals, Heretics, and other malefactors get their just deserts. The Magistrates of the Ministry of Justice have extraordinary powers to apprehend, question, and sentence evil-doers.

THE MINISTRY OF LIGHT

This powerful ministry is in charge of dealing with the Brotherhood and with the overt investigation of religious crimes (heresy, apostasy, religious schism, and so on). It also oversees the network of Pilgrim Houses and ensures the safety of Bauhaus Pilgrims travelling out from Venus. To this end it controls the mighty Templars of the Staff and Hand, a powerful military order whose members accompany religious wanderers and safeguard them from the many perils and temptations of their journeys.

THE MINISTRY OF FEAR

Sometimes you cannot rely on people's love for their corporation to hold firm. Sometimes the threat of terrible punishment is all that keeps potential rebels in line, and it becomes necessary to do things that are not honourable, legal, or just. The operatives from the Ministry of Fear perform this grim task.

They are responsible for a huge spectrum of covert activities, ranging from infiltration of secret orders, to the performance of assassinations and terrorist acts. This ministry has agents everywhere within the corporation, constantly monitoring for anarchism, heresy, espionage, and malingering. The vaults of the Ministry of Fear are as dreaded as the Inquisition's cells, for understandable reasons. The Office of Interrogation has a reputation for inhuman degrees of brutality. The ministry also has its own military order, the Order of Fear. They run Bauhaus's polar prison camps, the infamous gulags.

THE ORDERS

THE SYSTEM OF ORDERS

To an outsider one of the most confusing aspects of Bauhaus society is the importance that the Homebuilders place on the membership of orders. When one citizen of Bauhaus meets another for the first time, it is normal for him or her to present them with a stack of cards. These cards not only give their name, rank, and title, but list the orders to which they belong.

The orders system originated as associations of people who had common values, beliefs, or professions. Some of the orders of the present day trace a line of descent from an ancient fraternity, club, or union. Over the long centuries of Bauhaus history, the orders have become more integral to an individual's position in society and the opportunities available to them. The orders cultivate an air of exclusivity, mystery, and glamour, and not unjustly so. The larger orders have loyal members in every strata of Bauhaus society and may even have contacts in the other corporations. A great deal of information, from the strategic to the salacious, is open to such orders, and the influence they wield is significant.

A minority of orders are secret societies which reputedly wield disproportionate degrees of power and influence. A member of such an order knows to be careful about showing off about his or her membership. Other orders are overt centres of power, to the extent that they are considered small armies who answer to their own Grandmaster rather than the Ministry of War. Such a situation might be cause for concern were it to occur within the structure of another corporation, but the Duke Electors are so confident of their people's respect for tradition and hierarchy that even these effective and private armies do not trouble them too greatly.

The orders represent powerful facilitators of peer-to-peer networking and social climbing and almost everyone in Bauhaus either belongs to an order or wishes to join one. It can be a cause of serious trauma to someone brought up within the culture of the Bauhaus corporation to fail to find a place within an order. Every young Homebuilder anxiously anticipates joining up, and regards those who earn early membership with both awe and envy. Suicides and spree shootings have even been linked to the failure of a young Homebuilder to earn membership.

There are various types of order within Bauhaus. The most common and well known orders are the Professional Orders. They are basically clubs for people in the same line of work. The Orders Militant consists of the various Templar Orders, active paramilitary

units that are usually linked with the defence of a particular area or a struggle against a particular enemy. Such orders are tolerated by the Duke Electors, and they are positively encouraged by the Brotherhood who regard them as useful allies in the armed struggle against the forces of the Darkness. There are guard orders who are effective fighting forces as well, but take a rather more traditional role in Bauhaus society than the Orders Militant. They form bodies of professional troops dedicated to the protection of Noble Houses and their estates.

JOINING AN ORDER

The orders have reputations as exclusive clubs. The first and most important requirement an aspiring member must meet is that he or she must be invited to join. All orders have certain Requirements. Some refuse entry to anyone of low social standing. Others, particularly the Professional Orders, require that aspirants demonstrate a certain skillset or body of knowledge. Many of the Orders Militant expect their members to have spent two years serving as a pilgrim or missionary.

Once a citizen has joined an order they benefit from certain advantages. The first and most important one is that the order will act as a useful source of services, information, and even legal advocacy. Orders also provide opportunities and a sense of purpose, in that they ask their members for favours and errands, and honour those who answer such calls with competence. Orders may well assist their members in the acquisition of new skills, promotions, and may even tutor them in the mystic Arts.

There is no limit to the number of orders a citizen of Bauhaus can join providing that they meet the requirements.

If a character wishes to join an order he or she should meet the requirements. Usually this will entail acquiring a particular level of social standing within the Bauhaus corporation or developing a certain skill or body of knowledge.

It is not unknown for some orders to make exceptions in regard to entry requirements in extreme circumstances. However, the GM should be very careful about making such exceptions. The grand masters of the orders know that, if they set a precedent for relaxing the standards by which they accept new members, they may end up destroying their order's reputation for integrity and excellence. So the situations under which such a thing would occur would be exceptional indeed.



Not everyone respects the Code Duello, as a Bauhauser Noble finds out.

In game terms, a character is most likely to join an Order during play—the normal exceptions to this are Career options during character creation that are tied to specific Orders, and these are noted both in this chapter and in **Chapter 02: Society and Lifepath**.

ADVANTAGES

Each order confers certain advantages to its members, and characters belonging to an order are no exception. Advantages fall into two distinct categories.

The first category consists of advantages that are conferred simply by becoming a member of the order. The character need not do anything other than join the order to benefit from these advantages and they include things such as networks of contacts, increased promotion opportunities, and social standing.

The second category involves advantages that can be garnered through active participation at facilities belonging to the order. These include such things as library access, discounts when lodging in Pilgrim Houses, and bonuses to statistics resulting from practice in gymnasiums.

A character can only benefit from this second set of bonuses if they actively participate at such venues.

LEAVING AN ORDER

Once an order accepts a member they are generally regarded a member for life. Even if the member subsequently does little to acknowledge the order's existence or work towards its goals, other members will still regard them with fraternal respect. Obviously, the order looks most favourably upon those members who continue to attend meetings and ceremonies, and who have a track record of providing useful service when called on, but orders do not typically exclude members for complacent attitudes. After all, many of Bauhaus's most celebrated citizens are members of dozens of orders, and can hardly be expected to run errands for all of them.

However, if it becomes widely known that a member of an order committed a serious crime, or if they are vocal in their opposition to the Duke Electors or the Brotherhood, the order will usually decide to revoke their

membership. This may be down to nothing more than a public relations exercise. Orders may also want to stop having anything to do with one of their members if he or she behaves in such a way that is antithetical to the values held by the order. For example, if a member of the Order of Oxia Palus, known for its unstinting opposition to the forces of the Dark Legion, were to suggest some kind of parlay with cultists, or compromise in fervour, they would likely find themselves deemed an apostate in the eyes of the order.

In some extreme cases members of an order have seen fit to renounce their own memberships, either because their personal values run counter to the actions of the order or because of some political brinksmanship. Some orders may even take such a rejection in good humour, particularly if their relationship with the ex-member was friendly prior to his or her decision to leave. In the main, though, the members of an order take it as a serious slight when one of their fellows publicly announces his or her departure.

The Orders Militant and Secretive Orders will take somewhat different approaches to problematic members. Orders Militant may deem those who cannot abide by their values as blasphemous, and seek to see them prosecuted or subjected to a penitent ordeal. Secretive Orders are even more uncompromising, and if they have reason to believe that a member is set to betray the order they will typically attempt to have them assassinated.



THE PROFESSIONAL ORDERS

There is a Professional Order dedicated to virtually any vocation a citizen of Bauhaus can expect to join during his or her life. There are hundreds of Professional Orders, and most are fairly mundane affairs that do little more for their members than acknowledge that they are competent at the tasks required to do their job. The orders that are described in this section are only a tiny fraction of those that exist and have been selected due to their pertinence to the adventurous lifestyle followed by characters.

THE ORDER OF THE IRON GAUNTLET

The Order of the Iron Gauntlet is a large order which draws its membership from those who have served as officers in the Bauhaus military. When they take up the civilian life such people can go on to hold very high positions, so the order's web of influence extends far beyond military concerns. The order is well known to take care of its members after they leave active service, procuring medical help for veterans whose combat experience has left them physically or

psychologically scarred, and advocating for those members who run into legal trouble. The Order of the Iron Gauntlet has chapter houses in every large Bauhaus city and domain where members meet to discuss old times and reinforce the network of support.

REQUIREMENTS: The character must be a serving Officer in the Bauhaus military.

ADVANTAGES: When a member of the Order of the Iron Gauntlet attempts to acquire medical care or legal assistance, reduce the Restriction of the acquisition by one, and the Cost by two. In addition, the character may call upon fellow members of the Order for favours, though he in turn may be sought for assistance by his brethren.

THE ORDER OF THE PAULDRON

This order was established on the instruction of the Duke Electors in order to reward those who have performed some exceptional service to the Bauhaus corporation. Most of the members of this order have served in some sort of military capacity, though prominent scientists and diplomats have been honoured with membership as well. On induction each member of this order is given a ceremonial chrome steel shoulder pad to be worn on the left shoulder. This order is amongst the most renowned, and those who wear the steel pauldron are widely acknowledged as true servants of the corporation.

REQUIREMENTS: None.

ADVANTAGES: Those honoured with the Order of the Pauldron gain one bonus Momentum on all Command, Persuade, and Lifestyle tests made when dealing with another Bauhauser.

BAUHAUS LEGION OF HONOUR

The Legion of Honour is another order that consists of those who have been decorated for conspicuous gallantry on the field of battle. Such heroes are awarded the Corporate Medal of Honour, which is a small iron cogwheel shaped like the Bauhaus logo. Bearers of this medal are regarded as heroes within Bauhaus society.

REQUIREMENTS: To join the order a character must have actively served in the Bauhaus military, either through having pursued a career in the military or having been called up from the Reserves during a time of emergency.

ADVANTAGES: Your gallantry has been noted. You gain one bonus Momentum on all Persuade and Lifestyle tests when dealing with a member of the Bauhaus military or the Reserves, due to the respect you've earned, and your heroism means that your Earnings rating is increased by one. Though you can be decorated with the Legion of Honour multiple times, you only gain these benefits the first time you join the Order.

THE ORDER OF THE ICE BEAR

The Order of the Ice Bear is similar to the Bauhaus Legion of Honour in many ways. Like the Legion of Honour, it is awarded to those who have faced the enemy in battle with conspicuous bravery. However, the order is reserved almost exclusively for those who have fought to defend the Martian city of Mundberg from those who seek to claim it for rival corporations.

REQUIREMENTS: To join the order a character must have actively served in the Bauhaus military and must have been actively involved in the defence of Mundberg.

ADVANTAGES: A character who has received the Order of the Ice Bear may re-roll one d20 on any Willpower test made to resist Mental Assault. Further, whenever a character with the Order of the Ice Bear removes Dread, he may remove one more Dread than he would otherwise (if the character is removing Dread because of Momentum spent, he removes one extra Dread in total, not one extra per Momentum).

THE HONOURABLE COMPANY OF SCRIBES

The Honourable Company of Scribes is the humble title of a not-so-humble order whose influence stretches to the furthest domains of Bauhaus society. It recruits only from the ranks of Bauhaus's most successful administrators and diplomats and its members regularly provide one another with information, gossip, and mutual favours that are worth more than money. If you ever need to know about anything that's going on within Bauhaus, these are the people who can tell you.

REQUIREMENTS: To join, the character must be a manager, administrator, diplomat, or otherwise hold a significant executive, diplomatic, or political position within the corporation. Characters who have taken the Companion of the Honourable Company of Scribes Iconic Career are automatically members of this Order.

ADVANTAGES: Membership of the Honourable Company of Scribes marks a character as being an important part of Homebuilder society, with all the contacts and benefits that such status brings. Being a member of the Honourable Company of Scribes grants a character two bonus Momentum on all Lifestyle tests, and increases the character's Earnings Rating by one. Characters who are in this Order because of their Iconic Career do not gain that increase in Earnings Rating—they've already received it.

THE VENERABLE ORDER OF SAVANTS

This order consists of Bauhaus's most respected scientists and public intellectuals. It was originally set up as a clearing house for information. It publishes its own journals dedicated to a number of

diverse academic fields and all its chapter houses have extensive and exclusive libraries on arcane and esoteric subjects. They are places where a curious individual could find manuscripts detailing the history of the Dark Legion, learned tracts on the nature of Dark Technology, schematics of the lost cities of Venus, and all sorts of other interesting material. Within their chapter houses, discussions are held on almost any subject and some of the most learned people in the corporation provide their opinions and interpretations. Rumour has it that the order is instrumental in maintaining friendly lines of communication between the Cybertronic Corporation and the scientific community of Bauhaus.

REQUIREMENTS: The character must be a respected scientist, engineer, or other practitioner of a technical profession. An Intelligence of at least 10 and Expertise +2 in any of Mechanics, Medicine, or Sciences is recommended. Any character who has entered the Companion of the Venerable Order of Savants Iconic Career is automatically a member.

ADVANTAGES: The character has full access to the Order's libraries and scientific experts—this is considered to be access to an Academic Library covering all subjects, which comes at no cost to the character beyond his continued membership of the Order. Further, members may re-roll a single d20 on all Lifestyle or Persuade tests made to interact with other members of the Order.

THE ORDER OF WAYFARERS

This order is made up of pilgrims who travel from world to world visiting holy sites. These wayfarers receive preferential treatment from the Brotherhood and may stay for free in special Pilgrims' lodgings near the cathedrals. They also have special access to Brotherhood records and may even be allowed to view the Chronicles themselves for the purposes of memorizing passages and parables. The order also maintains Pilgrim Houses in all the major megacities. In these houses Pilgrims can find free lodging and access to a library of Brotherhood-approved literature. Pilgrim Houses also serve an important community function. Travellers can meet within the common rooms and canteens of the Pilgrim Houses and swap stories and news from the various distant places from which they have journeyed.

REQUIREMENTS: The aspirant must be, or have been, a Pilgrim. Any character who becomes a Pilgrim at any time may choose to become a member of the Order of Wayfarers. Characters who take the Companion of the Order of Wayfarers Iconic Career are automatically members of this Order.

ADVANTAGES: A member of the Order of Wayfarers receives free room and board at any Pilgrim House in the solar system, and reduces the Cost of all travel along pilgrimage routes by two. The character increases his Corruption Soak by one.



Pilgrim Houses are a welcome refuge for travellers, especially on Venus

THE ORDER OF THE SILVER DISCUS

Bauhaus society places a high priority on its youth attaining physical excellence, strength, and endurance. This order is sponsored by the Ministry of Health. It is open to all ranks and classes of society with a gift for athletics. The order maintains huge gymnasiums and sports facilities in all Bauhaus cities within which a member can train in almost any sport and compete against the best athletes Bauhaus produces.

REQUIREMENTS: Any two of Agility, Coordination, Physique, or Strength at 10 or higher, and Athletics or Acrobatics Expertise +2 or higher.

ADVANTAGES: Regular training with the best instructors means that members count their Athletics and Acrobatics Focus as one higher each for the purposes of purchasing Athletics and Acrobatics talents, and reduce the experience points cost of buying additional ranks in the Athletics and Acrobatics skills by 50 (to a minimum of 50). These discounts are lost if the character ever leaves the Order.

THE ORDER OF OXIA PALUS

This order has a reputation for ruthless and effective persecution of the forces of the Dark Legion and its extensive contacts within the Ministry of Fear. Its purpose is to root out and stamp out heresy wherever it may be found. Whilst most Homebuilders believe that the order does useful work, many of them view it with a certain degree of paranoia, as tales are often told of unscrupulous members persecuting witch hunts against the innocent.

REQUIREMENTS: The order is only open to aspirants who have served as Magistrates, serving officers in the Bauhaus military, and Inquisitors and Mystics of the Brotherhood who operate within Bauhaus domains.

ADVANTAGES: Members of this order have contacts with the Ministry of Fear, and may be judged with relative leniency if they ever come under scrutiny by Bauhaus security agents or the Ministry itself.



THE HIGH ORDER OF MERIT OF THE TEMPLAR KNIGHTS OF VENUS

Usually referred to as the High Order, this is the most powerful order on Venus. Its members are drawn from the ranks of the most influential men and women within Bauhaus society. All of the Duke Electors belong to it. It is the order to which all the movers and shakers of the Bauhaus domains aspire to belong. Even so, only those who are undoubtedly among the elite and who have cultivated untarnished public reputations are selected to join the order. The lower orders of Bauhaus society are heavily indoctrinated into the belief that membership of an order is a worthy thing, and they regard the members of the High Order with awe and reverence.

REQUIREMENTS: Greater or Elector Noble, or GM's discretion. The High Order of Merit of the Templar Knights of Venus is a highly exclusive and selective organisation, and, even amongst the very best of Bauhaus, they are extraordinarily careful in who they invite to become members.

ADVANTAGES: Contact with the most powerful individuals in society. Members of this order can go so far as to arrange private meetings with the Elector Dukes and heads of important Ministries. Those who aren't the social peers of members of this order will often go to great lengths to provide them with perks and services in the hope of ingratiating themselves with such important individuals. There are no mechanical benefits to being a member of this Order, but the social advantages are considerable.

JAN FELIX MEIER, ETOILE MORTANT

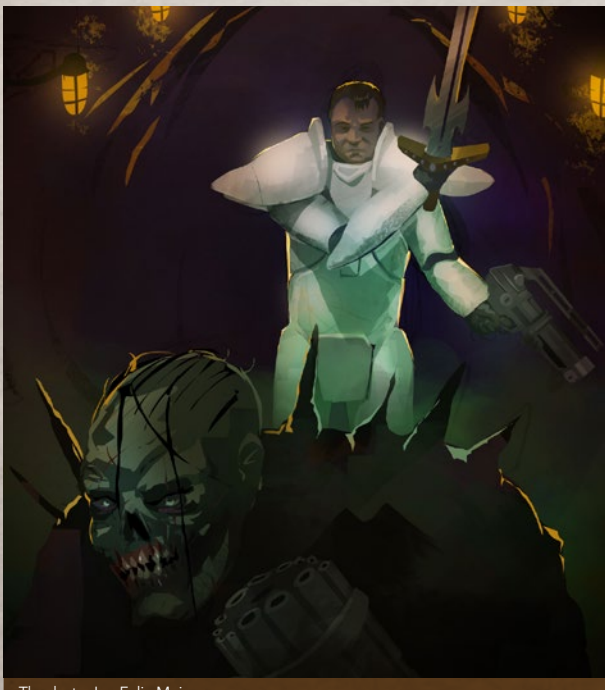


One of the finest Etoile Mortants operating in the service of Bauhaus, Jan Felix Meier has seen more horrors than almost any other human. Tasked with the most arduous of duties, it is the role of the Etoile Mortants to infiltrate active Dark Legion Citadels to gather intelligence, rescue prisoners and carry out targeted assassinations of key Dark Legion Creatures.

Never seeking adulation or praise, Jan is a relatively introverted character when not in field. However, when he is pursuing a Dark Legion target he is relentless, and ruthless. Learning that Jan is actively pursuing them is one of the few things that can give the greater horrors a moment's pause. Jan has been asked several times to join the Doomtroopers, but so far he has always refused, being content with his current duties. Though he is happy to operate alongside others were required, he performs his best work solo and fears that a partner would all too easily become a liability in the labyrinthine citadels.

WOUNDS:

- ◀▶ **Head 3**
- ◀▶ **Arms 4**
- ◀▶ **Serious 6**
- ◀▶ **Mental 11**
- ◀▶ **Torso 8**
- ◀▶ **Legs 6**
- ◀▶ **Critical 4**



Thanks to Jan Felix Meier

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		9		10	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		7		10		7	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	4	3	2	2	1	-	3	3

SOAK: Ballistic nylon undersuit, medium military shoulder pads: (Arms 2, Torso 1, Legs 1)

ATTACKS:

- ◀▶ **Punisher Shortsword (melee):** 1+ \uparrow 5, 1H, Duelling, Parry 3, Pious 1
- ◀▶ **P-60 Punisher (ranged):** Close, 1+ \uparrow 6, Burst, Unbalanced, Close Quarters, Knockdown, Pious 1

SPECIAL ABILITIES

- ◀▶ **Dealing in Death:** Meier is equally adept in using either weapon or body as a death-dealing instrument. He may re-roll up to two damage dice when making either a Close Combat, Ranged Weapons, or Unarmed Combat attack, but must accept the new results. Additionally, when wielding one-handed melee weapons, each point of Momentum used for the Bonus Damage Momentum spend will add two points of damage instead of one. Further, when making an attack with a Ranged Weapon, each point of Momentum spent on the Called Shot Momentum spend may be used to shift the location roll by up to two points. Finally, when spending Momentum to Disarm an opponent, the cost is reduced by one. An additional point of Momentum may be used to gain hold of the item dropped by the target.
- ◀▶ **Stalking Dark Paths:** Meier can move like a specter of death when required to, is capable of bypassing most security measures to reach his target, and has witnessed horrors that would shatter the sanity of lesser men. He may re-roll one d20 when making a Stealth, Thievery or Willpower test, but must accept the new result. Additionally, when attempting to remain unseen or unnoticed, he may add three d20s to his Stealth pool. Further, when attempting to pick a lock or overcome a security system—regardless as to whether it is mechanical or electronic—he may re-roll up to three d20, but must accept the new results. Finally, when attempting a Willpower test due to exposure to a traumatic event, he may reduce the difficulty by two, which may eliminate the need for a test.

Clad in the alabaster-white armour and skull helmet of the Etoiles Mortant, Jan Felix Meier was a fearsome sight as he moved swiftly and silently down the rough-hewn tunnels deep underneath Luna City. In the distance he could hear the unearthly howling of foul Screaming Legionnaires. They had obviously found something or someone and were moving in for the kill. He took off his helmet and smelled the air. The rot was strong here. Jan was not phased, all it meant to him was that nearby there would be greater creatures, such as Necromutants in command and that was what he was after. He took a savage joy in destroying the command and control network of the Dark Legion. He continued stealthily moving towards the noise, his MP-105 held on one hand and his Mortis Sword—given to him by the Brotherhood in reward for foiling an attempt on the Cardinal's life—held in the other.

A noise came from ahead—really more of an absence of noise as if something bulky had stepped between him and the sound of the Screaming Legionnaires. As he rounded the corner he saw a bulky Necromutant—his back towards Jan—talking in a low-voice that echoed from the depths of hell to three men—obviously heretics. Inside his helmet, Jan smiled and pounced. Before they knew what happened he decapitated the Necromutant from behind and unleashed a full burst from his machine pistol into the first heretic, then without pausing for breath, he ran the second through and blew off the remaining heretic's left leg below the knee.

Time to get some answers, thought Jan as he dragged the screaming heretic back into the shadows.



THE ORDERS MILITANT

The Orders Militant are the great paramilitary orders famed throughout the worlds for their dedication, fanaticism, and ruthlessness. Orders Militant differ from other orders in that they are careers and so, in order to join a Templar Order, an aspirant must first leave their present career. The Orders Militant are more similar to one another in terms of entry requirements and advantages than the Professional Orders.

THE KNIGHTS OF THE FIERY SWORD

The oldest of the Orders Militant are the Knights of the Fiery Sword. They trace their founding back to the first incursion of the Dark Legion on Venus. In those perilous days when it seemed as if the spawn of Algeroth would overwhelm all humanity, a man named Lothar Mathias had a precognition. He saw that the Cardinal would rise up and smite the Demon Lord. When he drew his sword it blazed with the pure clear flame of light. Mathias knew that the Cardinal would need aid, so he walked among the people, talking to the beaten and despairing men of Bauhaus's armies and giving them new heart and hope. Inspired by his example and charisma, the soldiers swore to follow him into the heart of the Dark Symmetry itself if necessary. Mathias made them swear an oath that none would dare break. Following their first Grandmaster, the knights of the order fought alongside the Cardinal in every major battle until the final dread day when they faced Algeroth himself. Lothar Mathias fell in combat with the Nepharite Alakhai, but not before smiting the foul being, giving the Nepharite such a severe wound that he was forced to retire from the battlefield. After the battle the Cardinal himself honoured the order, and the Elector Dukes granted it its own domain near Heimburg. Since that day the order has become one of the most feared fighting units in the Bauhaus domains.

This huge Order Militant has chapter houses across the system, always erected in defiant proximity to the dreadful Citadels the Dark Legion has raised. Its purpose is to oppose the Dark Legion wherever and however it may be found, and, when not fighting the forces of Darkness on the battlefield, its members can be found body-guarding Inquisitors, Mystics, and Magistrates in Bauhaus territory.

REQUIREMENTS: To join the Knights of the Fiery Sword a character must have spent two years as a Pilgrim and make an Oath of Allegiance. A decent level of combat ability is also necessary—as an Order Militant, the Knights of the Fiery Sword will only recruit those who can stand strong in battle. Characters in the Templar Iconic Career are assumed to be members of the Order of the Fiery Sword or a similar Order Militant.

ADVANTAGES: Membership of an Order Militant is typically accompanied by considerable duties and responsibilities, rather than benefits—the benefits are the honour and prestige of membership.

A character belonging to an Order Militant must obey his superiors and follow all legitimate orders given to him. However, in turn, he has access to the Order's armouries, and may openly carry a weapon in public. Further, he holds rank and status equivalent to that of a member of Bauhaus's Special Forces, allowing him to command others as the situation requires. Members of the Order of the Fiery Sword may learn to wield the Art, as described on page 93.



THE SECRET ORDERS

Secret Orders are clandestine organisations dedicated to interests that would strike many Homebuilders as distasteful, fanatical or criminal. Unlike other sorts of orders, the members of Secret Orders do not boast about their memberships. If such people were to broadcast their affiliation with Secret Orders they would likely intimidate and anger those around them, ruin their own reputations, and suffer alienation, maybe even persecution, from the order concerned. The Secret Orders are vested in their own privacy and (to some extent) the rather sinister reputations their furtive nature provides them. That is how they exercise power, after all. Members of such orders take the task of silencing anyone who reveals their secrets very seriously.

THE ORDER OF SECRET CRUSADERS

The Secret Crusaders are a group of powerful and influential people dedicated to keeping Bauhaus free of any taint of alien influence. They are not part of Bauhaus's official structure and officially the Elector Dukes consider them an illegal organization. Unofficially, they sometimes find the Secret Crusaders useful, which is why the Ministry of Justice has not made any effective move to crush them.

The Secret Crusaders try to root out Heretics, traitors, and spies. They see themselves as punishing those who have avoided the law.

They also take it upon themselves to enact revenge for acts of warfare committed by other corporations, especially those they deem terroristic or disproportionate in nature. They are responsible for many bombings, assassinations, and other acts of violent retribution. The Secret Crusaders are not particularly discriminating when it comes to enacting revenge attacks, often deeming it acceptable to answer for the deaths of Bauhaus civilians by killing innocents affiliated to rival corporations. Were a member of the order to be asked if they see their own violent acts as terrorism, they would no doubt offer some mealy-mouthed sophistry as to why such targets are justified casualties of war.

REQUIREMENTS: A potential member of the Order of Secret Crusaders must be honourable and loyal to Bauhaus, with no stain upon his record or his reputation. Those with a Criminal Record are automatically excluded. Scions of Noble houses are automatically viable candidates, while Commoners must prove themselves worthy.

ADVANTAGES: The Secret Crusaders will frequently require members to judge and execute suspected Heretics and others working against Bauhaus. In return, the Order will provide aid to members who find themselves in legal or career trouble, and they will leap at the opportunity to help destroy cults and cells of heretics and anarchists.

THE ANCIENT ORDER OF BLOOD AND HONOUR

This order is made up a group of aristocratic Homebuilders who worry that the elevation of common folk to the ranks of the nobility will weaken notions of high birth and undermine the respect that the citizens of Bauhaus have for the corporation's hierarchy. They work in a covert manner, digging up dirt on commoners who look likely to be raised to the aristocracy so that their names are besmirched before they are ennobled. The members of the order have contacts within the Ministry of Heraldry and together the two organisations work to glorify those they deem the right sort of people, and thereby ensure the status quo.

Because of the social standing of those who make up its membership, the Ancient Order of Blood and Honour is a very influential order that wields significant power throughout Bauhaus. It does all it can to ensure that the prestige of the old Noble Houses is maintained, even to the point of hushing up scandals involving their members. Any character who joins the order will be expected to do the same. They will also be made aware that, should they betray the order, they will face fatal consequences.

REQUIREMENTS: Any prospective member of the Ancient Order of Blood and Honour is a scion of a Noble house, with at least ten generations of proven standing. The older a person's family is, the more likely it is that they will be invited to join the Order.

ADVANTAGES: Should a character who is a member of this Order find himself the subject of scandalous rumour or disgrace, the order will make moves to effectively hush it up. The order will distance itself from persistent offenders, however, and may even take steps to punish a noble who seems set of tarnishing the reputation of the aristocracy.

THE TEMPLE OF SOLAR LIGHT

The Temple of Solar Light is the most dangerous of the many heretical orders that hide within Bauhaus society. It is a front through which otherwise decent people are recruited to the service of the Dark Apostles. This Temple leads potential members to believe that it is a secret order dedicated to the glory and power of Bauhaus.

The new recruits are told that they are to be engaged in necessary espionage, monitoring their own departments and regiments for traces of heretical activity. Sometimes they will receive a request to copy dossiers or acquire plans so that they can be reviewed by the Ministry of Justice. The Temple also promises the recruit that such service will not go unrewarded and the order actively and effectively lobbies for the promotion of loyal members.

Most people inducted into the Temple of Solar Light do not think it is anything other than a diligent monitor of dangerous and heretical activity. They can spend their whole career believing they are serving their corporation and being rewarded for it. The truth is that they are effectively spying for Algeroth. The ultimate beneficiaries of any pertinent information uncovered by the members of the order are the commanders of the Dark Legion.

Should any members of the Temple of Solar Light discover the truth they will typically be silenced, either as a result of assassination or blackmail. A few manage to convince their superiors that they are useful and corrupt enough that they would make valued additions to the ranks of the heretics. The new recruits also bear an undue degree of risk, as Bauhaus security forces and Brotherhood Inquisitors do not regard ignorance as an excuse for heresy.

REQUIREMENTS: Anyone can be approached to join the Temple of Solar Light, but most members are those who have a proven and valued place within the Bauhaus corporation.

ADVANTAGES: The Temple will ask its members for favours from time to time, and these favours are likely to be fairly innocuous. These favours are rewarded in kind, and members can take advantage of widespread contacts to further their personal or professional lives. Further, members of the Temple of Solar Light can easily become Heretics, as described in the Dark Soul guidebook.



A member of the Order of the Unsleping Eye interrogates a suspected Heretic.

THE ORDER OF THE UNSLEEPING EYE

The Order of the Unsleping Eye is an unofficial branch of the Ministry of Justice. It was set up to protect the order system from being abused by infiltrating Heretics and spies. Its duty is to infiltrate and monitor other orders to make sure they don't carry the taint of darkness and are not used as a front by hostile powers.

REQUIREMENTS: The aspirant must already be a member of an order and have a reputation for unstinting dedication to the Bauhaus cause.

ADVANTAGES: Members of the order are in direct contact with one of the most powerful of all Bauhaus's ministries, capable of providing them with forged documents, assassin's weapons and equipment, immunity from prosecution, or anything else they deem necessary for the eternal fight against the Darkness. So long as it serves the needs of the Order and the Corporation, a member can request it, and have a reasonable expectation of that request being granted.

THE HERMETIC ORDER OF ANCIENT LIGHT

This secret order is made up of students of the Art. It is not recognised by the Brotherhood and would swiftly be eliminated if it was revealed. It was founded by Michael Lucius, a renegade Brother and Keeper of the Art who lived and (probably) died over twenty generations ago. Michael Lucius decided that the Art was not merely a gift granted to the Cardinal's servants by the Light, but a manifestation of a psychic phenomenon that could be studied and mastered. He also claimed that there was a manifestation of the Art that could make its caster immortal. Inevitably, his ideas led to him being declared an apostate and hunted by the Inquisition. Brother Michael Lucius travelled to Venus and founded the secret order. Since that day the Order of Ancient Light has worked secretly against the Darkness and worked to expand humanity's knowledge of the Light. The Grandmaster of this order is called Michael Lucius to this day and some members speculate that he may even be the same man.

REQUIREMENTS: Must never have been an Inquisitor or a Templar. Must contain no trace of Darkness or any stigmata.

ADVANTAGES: A member of the Hermetic Order of Ancient Light may seek to be taught the ways of the Light, as described on page 93. However, this tutelage is illegal, and will be punished severely by the Brotherhood if discovered.



THE ORDERS OF GUARDS

The Orders of Guards are elite military units that come directly under the command of the Noble Houses or the various ministries. They are superb troops with many privileges. They are always provided with cutting edge equipment such as high quality weaponry and battle armour (invariably incorporating a specially designed cresthelm unique to the order itself). Many young nobles join the Orders of Guards, though it is unheard of for a noble to join an order other than those that are associated with his own Noble House. Whilst there are no explicit laws forbidding such membership, any noble doing so would be seen as grievously offending his own House. The

Order that accepted such a maverick into its ranks would be seen as not only risking inter-House strife, but also running the risk of inducting a spy into its own ranks.

All the Great Houses maintain their own orders. Each has its own distinctive cresthelm based on the House crest. All of them wear Guardsman armour painted in the appropriate camouflage for their estate. Those who dwell in the Rings of Winter usually wear white or grey. Those who dwell in the Rings of Fire or Strife usually are green and black.

All Noble Houses, except the very poorest, maintain their own Orders of Guards. They are not permitted to wear cresthelms, these being reserved for the Great Houses, but they are entitled to use the Special Forces skull helmet, which is usually decorated in a distinctive manner.

In play, the majority of characters who are members of an Order of Guards are those who have taken the Military (Guard Order) Primary Career during character creation. These form the core of each Order, representing both the common soldiers and the noble officers who command them. For these characters, this section lists a few Career Variations to distinguish between different Orders of Guards. These variations are optional.

The small minority who join an Order of Guards later in life do so as honorary members, their status granted as a reward bestowed by the family that owns that particular Order. Both serving members and honorary members of an Order of Guards have a special place within their Order's House, and receive the listed Advantages.

THE ORDER OF THE WOLF

The Order of the Wolf is the House Guard of the Elector Duke Romanov. It is renowned as the finest body of warriors on Venus, as would be expected from those who serve the head of the Supreme Ministry of War. Its black uniforms and silver wolf cresthelms are famed throughout the Solar System. The Order is unusual in providing their very own tank division, which is often seen at the vanguard of major Bauhaus military offensives. The Order of the Wolf has a strict code of discipline and etiquette. Its members are famous for being loyal, honest, principled, and quick to fight duels in defence of their honour.

The field uniform of the Order of the Wolf is a suit of black Guardsman armour and a silver wolf cresthelm.

CAREER VARIATIONS: Under Elective Skills, Officer Elective Skills, and Signature Skill, exchange Stealth for Pilot.

ADVANTAGES: A member of the Order of the Wolf will have a contact with a member of House Romanov.

MARSHAL CHRISTOPHER PEARSON, VENUSIAN RANGER



Marshal Christopher Pearson is a hard-nosed Venusian Ranger who turned his back on his noble heritage. Over two meters tall, Pearson is an imposing figure with long dark hair and a piercing stare full of ice. He is covered in countless scars, and he knows where each one was earned. He is never without his trusty Mephisto Sniper Rifle. Pearson gave up a promising career as a sniper in first the Hussars and then the Jaegers to transfer to the Venusian Marshals, after a chance encounter saw him save the life of Ranger Kaptain Romanov.

He is the first to take on solo deep range hunting missions to find and destroy the worst Dark Legion creatures, with no regard for his own safety. Some say he has had a death wish ever since a Praetorian Stalker known as the Headhunter wiped out his unit, leaving Pearson the only survivor. Pearson is obsessed with finding Headhunter and stopping it, no matter the cost. To this day he carries a pouch of his comrades' dog tags and pours a glass of vodka to their memory before each mission.

WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 9
- ▶ Torso 8
- ▶ Legs 6
- ▶ Critical 4

SOAK: Guardsman Mk III armour: (Head 4, Arms 3, Torso 4, Legs 3)

ATTACKS:

- ◀ **Combat Knife (melee):** 1+**T**4, 1H, Armour Piercing 1, Hidden 1
- ◀ **Mephisto Sniper Rifle (ranged):** L, 2+**T**6, Burst, Unwieldy, Unforgiving 3

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	8	9	10

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	3	1	1	2	2	2	-	3	1	2	-



SPECIAL ABILITIES

- ◀ **Hunting the Headhunter:** Pearson's obsession with solo seek and destroy missions has made him a night-unparalleled master in the arts of stalking and subsistence survival. He may re-roll one d20 when making Stealth or Survival tests, but must accept the new result. Further, when attempting to remain unseen or unnoticed he may add two d20s to his Stealth pool. Finally, when attempting to find food, water, or shelter, each point of Momentum earned on the Survival test can be spent to provide necessities for two additional allies, or for two additional days if on his own.
- ◀ **Solo Stalker:** Pearson is at his most focussed when operating alone, better able to tune in to the living beat of the jungle and more easily detect abominations of nature. When undertaking a mission alone, he may re-roll one d20 on any Observation or Insight test, but must accept the new result. Additionally, he may make an Average D1 Survival test when in the jungle to avoid all implicit dangers—possibly even dangerous encounters. Momentum from the Survival test may not be used to protect allies, as this ability is only useable by Pearson when he is solo stalking.

THE ORDER OF THE CONDOR

The Order of the Condor is famed for their ruthlessness, savagery, and pride. Others often refer to them as the Vultures, but not within earshot of an active member. They are affiliated with House Saggielli and their reputation for brutality runs counter to the popular conception that Bauhaus forces fight according to a code of honour protecting prisoners and affording mercy to its enemies. The Order of the Condor mostly fights against forces of the Dark Legion, and perhaps this is the reason for their bloody-handed ruthlessness. Members of the order are also known to work undercover, rooting out heretics and other malefactors.

The field uniform of the Order of the Condor is a suit of jet-black Guardsman armour and a condor cresthelm.

CAREER VARIATIONS: Under Elective Skills and Officer Elective Skills, exchange Acrobatics for Mysticism.

ADVANTAGES: A member of the Order of the Condor will have a contact with a member of House Saggielli. A member of the Order of the Condor may seek to be trained in the Art, as described on page 93. During character creation, this may only be done during a second term in the Military (Guard Order) career, and it costs a single Promotion to take that training.

THE ORDER OF THE DRAGON

The Order of the Dragon is affiliated with the Great House of Richthausen and is noted for its honour, precision, and deadlines. In many ways it is an exemplary order, and its members follow the Articles of Battle to the letter. They treat their prisoners with every courtesy and are expected to behave with honour at all times. They have a considerable rivalry with the Order of the Wolf, and members of the two orders are known to brawl or even duel when off duty.

The field uniform of the Order of the Dragon is a suit of grey Guardsman armour and a dragon cresthelm.

CAREER VARIATIONS: Under Elective Skills, Officer Elective Skills, and Signature Skill, exchange Stealth for Pilot.

ADVANTAGES: A member of the Order of the Dragon will have a contact with a member of House Richthausen.

THE ORDER OF THE BEAR

Also known informally as the Grizzlies, the Order of the Bear are the elite troops of House Bernheim. They are all huge men and women, chosen for their size and strength and their prowess in close combat. This also enables them to use the heaviest of heavy weapons, such as the Atlas Megacannon and the Nimrod Autocannon. They have a reputation for being short-tempered, often getting drunk and brawling when off duty. However, their battlefield prowess is doubted by no one.

The field uniform of the Order of the Bear is a suit of brown Guardsman armour with a bearskin cloak and a bear cresthelm. By tradition, each member of the order must hunt and slay a bear armed with no more than a knife as part of the initiation ceremonies they must go through to qualify for membership.

CAREER VARIATIONS: Under Attribute Improvements, change Personality to 1 and Strength to 3. Under Elective Skills, Officer Elective Skills, and Signature Skill, change Stealth to Heavy Weapons.

ADVANTAGES: A member of the Order of the Bear will have a contact with a member of House Bernheim.

THE ORDER OF THE GRIFFIN

This order specialises in airborne assaults. It is basically an air cavalry unit with its own small air force, paid for by House Giraud. Its troops are often called upon by the High Command to airdrop into enemy areas during states of emergency. Its members have a reputation for daring and bravery second to none.

The field uniform of the Order of the Griffin is a suit of golden Guardsman armour and a griffin cresthelm.

CAREER VARIATIONS: Under Attribute Improvements, change Agility to 2 and Strength to 1. Under Elective Skills, Officer Elective Skills, and Signature Skill, exchange Stealth for Pilot.

ADVANTAGES: A member of the Order of the Griffin will have a contact with a member of House Giraud.

THE ORDER OF THE UNICORN

This is the famed Guard unit of Fieldhausen. It specialises in armoured warfare, but its members are trained heavily in hand-to-hand fighting as well.

The field uniform of the Order of the Unicorn is a suit of grey Guardsman armour and a unicorn cresthelm.

CAREER VARIATIONS: Under Elective Skills, Officer Elective Skills, and Signature Skill, exchange Stealth for Pilot.

ADVANTAGES: A member of the Order of the Unicorn will have a contact with a member of House Fieldhausen.

THE ORDER OF THE SPIDER

This sinister and feared order is often called upon to lead assaults into the warzones surrounding Citadels. Its members are often eccentric to the point of insanity, having been subjected to strange experimental processes by their masters in House Salvatore. Because of their reputation for insane cruelty and bravery, they tend to be shunned by members of the other orders.

The field uniform of the Order of the Spider is a suit of black Guardsman armour and a brass spider cresthelm. The armour usually bears a spider web design on the breastplate.

CAREER VARIATIONS: Under Attribute Improvements, change Physique to 2 and Strength to 1. Under Elective Skills and Officer Elective Skills, exchange Acrobatics for Resistance.

ADVANTAGES: A member of the Order of the Spider will have a contact with a member of House Salvatore. Further, the sinister experiments done to members of the Order mean that the character may choose to increase his Expertise and Focus on any skill test, at a price: the first time this is done, the character must attempt an Average D1 Willpower test or suffer a mental assault. The difficulty of this test increases by one for each use after the first, until the character rests for at least eight hours, at which point the test difficulty resets to Average D1.



OTHER ORDERS

Whilst these orders are not technically Guards and do not come under the direct control of the High Command, they are included here because their members receive the same training as the Special Forces and they are standing military units of professional soldiers, not just part of the reserves.

As with the Orders of Guards, the Orders described below are populated primarily by long-standing members recruited earlier in their careers. Thus, most player characters that enter these Orders will have done so by taking the relevant Iconic Career during character creation. There are still many who receive membership in these Orders on an honorary basis, granting them status and influence but not the full training that long-standing members receive.

The advantages listed in the entries below describe the social and political advantages that membership bestows to both long-standing and honorary members.

THE ORDER OF THE SILVER SKULL

This massive order is the militarised arm of the Ministry of Order. Its members defend the great public buildings of Bauhaus such as the Palace of Government. As such, they have the same powers as officers of the BLEU when it comes to apprehending and

retaining criminals. They are specially trained in riot control and the maintenance of public order. During a state of emergency, they maintain curfews and see that order is established. They are often called upon to defend Bauhaus cities when they are under siege. This is not a high-status order, and its members are often treated with an undue snobbishness by members of more prestigious orders, such as the Guard Orders.

The field uniform of the Order of the Silver Skull is a suit of black Hussar armour and a silver skull helmet.

ADVANTAGES: A member of the Order of the Silver Skull has much the same police powers as a member of the BLEU, and have the associated powers, privileges, and responsibilities.

THE ORDER OF FEAR

This notorious order is shunned by most people. Its members have a reputation for brutality and cruelty unmatched in the human worlds. They are responsible for guarding prisoners and overseeing the infamous polar gulags. In time of war they may even be called upon to fight and conduct enhanced interrogations. It is a matter of pride amongst the Homebuilders that they take good care of prisoners of war, but, on the rare occasions that a noble officer wishes to forgo such niceties in the hope of extracting vital information, he may well call upon the grisly talents of the Order of Fear.



The Order of the Silver Skull deal with a local gang problem. No paperwork needed.

The field uniform of the Order of Fear is a suit of black Hussar armour and an iron skull mask worn under a black leather hood.

ADVANTAGES: A member of the Order of Fear, due to a mixture of specialised training and the grim reputation of their order, may re-roll a single d20 on any tests made to interrogate a subject.

THE ORDER OF STAFF AND HAND

This is another large Order responsible for overseeing the safety and moral wellbeing of Bauhaus Pilgrims. Its members can be found all over the inhabited worlds shepherding their charges from Cathedral to Cathedral, solving their problems, and protecting them from harm. None may join the Order of Staff and Hand without going on pilgrimage, however, for they must understand the struggles of those they are charged with protecting.

The field uniform of the Order of Staff and Hand is a suit of polished Hussar armour with a long purple cloak and cowl. Their members bear a close fitting helm which is not embossed with a skull but a design based on the wearer's own face. Each member of the order also carries a heavy ebony Pilgrim staff.

ADVANTAGES: A member of the Order of Staff and Hand will have one or more contacts within the Brotherhood, and may be invited to study the Art if they possess sufficient devotion and presence of mind.



Captain Benjamin Koch commanded Unit 19. Unit 19, he thought to himself, was such a bureaucratic name, sounding like a rear echelon administrative unit. Most of his fellow officer cadre in the Dragoons, Hussars or Air Cavalry certainly thought so, barely concealing their contempt of a role they considered to lack honour and potential for glory. They were so very wrong.

Looking around at his team as they efficiently set up their reconnaissance post deep in the Venusian Jungles over twenty clicks behind enemy lines in Dark Legion territory, Captain Koch knew better. Unit 19 served as forward combat controllers providing crucial communication, meteorological and targeting information to the main forces, but they did so with none of the prestige of the Orders, or the other famous Special Forces. The meteorological data that they supplied kept the planes in the air, the targeting information they painstakingly gathered gave the artillery targets. When Hussars or Venusian Rangers ambushed units of Dark Legion creatures it was because Unit 19 put them there. The work that Unit 19 carried out was classified Top Secret at the highest levels.

Like his team, Captain Koch wore light battle armour in jungle camo pattern. Five of his unit were setting up the transmitters to relay their intelligence back to command, and a further four were securing the perimeter. The last two – his adjutant Lieutenant Kassel was already in the forward observation post, recording information on movements of the Dark Legion.

No, their job might not be glamorous, but it was what would win this war.



Thanks to Benjamin Koch

DOMAINS

THE DOMAINS

Although the men and women of the Ministries oversee the smooth running of the Bauhaus machine, the actual production takes place within the domains. Each Noble House has its own domain, a huge industrial fiefdom which produces goods worthy of the Bauhaus brand. Each Noble House also controls vast estates, huge tracts of land where the family owns towns, palaces, and farms. The factories of the industrial fiefdoms are also typically located on the lands of the estate. Most of the Great Houses control several of these huge estates spread across Venus and the other inhabited areas of the Solar System.

Within their domains, the Noble Houses enjoy great power. Most Noble Houses command their own house troops and their own intelligence services. In the past, it was not uncommon for the retainers of one Noble House to clash with one another, though these private wars have become less frequent since the arrival of the Dark Legion.

GENERAL ARCHITECTURE

Bauhaus is the system's best builder. Its skyscrapers are marvels of intricate design, combining the latest construction techniques with timeless artisanship. Like all corporations, Bauhaus builds big, but this does not stop its buildings from being ornate. The sides of even the largest skyscrapers are carved in intricate patterns which include displays of the family crests of the occupants, owners, and builders. They are terraced with ledges upon which stand huge statues, and gargoyle heads poke from corners and cornices.

The cities in the Bauhaus domains are built in tiers, with many bridges running between the buildings. Seen from above, they resemble nothing less than a huge three-dimensional spider's web. Almost every bridge is lined with statues. Monuments and memorials to Bauhaus's splendid past are visible in all parts of the city. The style of architecture typical of Bauhaus domains has been termed Megacorporate Gothic, or "Megagothic", because of its complexity and style. Heraldic flags, bunting, and pennons flutter all about, advertising the omnipresent patronage of the nobility. Gigantic neon billboards constantly flash the Ministry of Truth's latest slogans before the eyes of the citizenry.

Since the arrival of the Dark Legion, a new trend has arisen. Atop every building are searchlights. The gargoyle-haunted terraces bristle with light cannons, machine guns, and anti-aircraft missiles.

Beneath every apartment block lies a huge bunker designed to provide shelter for the citizenry during air raids. Most administrative districts contain a redoubt, a huge fortress where local reserve forces muster and train. Along every major street are watchtowers, lesser fortifications which serve as police bases and havens during time of invasion. All of these factors, combined with the huge number of armed and uninformed officers in the streets, can make Bauhaus cities seem like grotesque and ornate armed camps.

THE MEDIA

Bauhaus has the most overtly and heavily censored media in the Solar System. Its journalists are expected to conform to an exacting list of protocols laid down by the Ministry of Truth. Those who don't can expect a visit from the Ministry of Fear and subsequent indictment on charges of treason and moral sabotage.

The Ministry of Truth ensures that all newspapers and newscasts in the domains hold to the corporate line. Political criticism of the Elector Dukes and the nobility is strictly forbidden, even opinion pieces, cartoons, and pastiche articles are tightly controlled. Even pieces about disgraced nobles are careful to support the notion that, in general terms, the aristocracy is a boon to Bauhaus society.

Coverage from the warzones is heavily edited. Only solid victories are reported since anything else would be deemed bad for morale, and stories about great feats of heroism by Bauhaus military forces can churn around the news cycle for weeks or even months. Coverage of other corporations' works and plans is usually critical or dismissive, and occasionally demonising. There are many tales of Bauhaus corporate triumphs and lots of upbeat coverage of local events. Despite the degree of editorial control, the human interest stories are often excellent, and the Bauhaus media excels in reporting gossip about nobles, court bulletins and glossy stories about media stars.

Skilled observers of the Bauhaus press have learned to read between the lines. If there is a story about Lady Sternberg being seen wearing an old dress, they can cautiously infer that the power of the Sternberg family is waning. If they read an article about how Ludwig Romanov hopes he will soon have a chance to prove his valour, they can conclude that plans for war are afoot.

The major Bauhaus papers are *The Heimbürg Gazette* and *The Volksbürg Herald*. They exemplify the Bauhaus media, being glossily produced, upbeat, and heavily partisan to the Elector Dukes' preferred line of the moment.

Bauhaus is a major player in films. Aside from the many inspiring war movies and highly acclaimed historical dramas, the industry produces very little mass entertainment. It does provide sophisticated art films that are popular with the system's intellectuals, though. But, to the shame of the more pious sections of Bauhaus society, the most lucrative part of the Bauhaus cinema industry is House Valmonte's notorious line of pornographic cinema.

Bauhaus excels in high culture. This is the result of a subsidised system primarily geared to the tastes of the aristocracy and the middle classes who ape them. Its theatres, opera houses, and galleries are famed throughout the system. Its novelists are reckoned to be among humanity's finest, and paintings and sculptures produced by the corporation's artists are universally hailed as excellent.

TRANSPORT

Bauhaus is a leader in all fields of transport. Its luxury cars are justly renowned for their performance and comfort. Its aerospace industry is second only to Capitol's and arguably exceeds it in certain areas, such as spacecraft building and the creation of large flying machines like zeppelins and Aerial Dreadnoughts.

The complex river systems of Venus have led Bauhaus to develop the most advanced hovercraft and ground effect vehicles currently being produced. These range from the famous hovertanks of the Dragoons to the gigantic hoverliners which cruise the waters of the Southern Ocean.

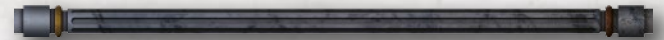
FOOD

Bauhaus is, as you would expect, renowned for its production of wines. The warm Venusian climate is perfect for growing grape vines as well as other forms of agriculture. After Capitol, Bauhaus is the system's largest trader in food. Bauhaus cuisine is shaped by the refined tastes of the aristocracy and known for its complex sauces and subtle seasonings. Surprisingly there are few Bauhaus brand restaurants. Most of the noble families eat at home with their guests, dining on food produced by the best trained chefs in the system. For those who would sample Bauhaus cuisine without being invited to a noble's home, there are a very few exclusive restaurants, and they are often found in Bauhaus hotels. The food here is also cooked to perfection by chefs who have also often achieved a certain status as eccentric celebrities. The result of their work is best appreciated by gourmets with deep pockets, for it is not cheap. Bauhaus fast food tends to be dominated by meat products, particularly large spiced sausages. These compliment the cheap (but tasty) beer beloved by the lower classes.

STORES

Bauhaus owns most of the system's luxurious and expensive malls and department stores, and the Supreme Ministry for Industry ensures that they carry a full line of Bauhaus products. Jaeger's is

perhaps the best known, but there are a dozen more. Within these veritable shopping palaces servile assistants hasten to gratify the client's every whim, providing they show the wherewithal to make a purchase. Unkempt and unlikely looking customers are excluded by discriminating tuxedo-clad security guards. If such scruffs prove to actually have money, they will be provided with a jacket and tie if they wish to continue to browse the store.



BAUHAUS ON VENUS

Venus is the centre of the Bauhaus domains and the seat of the corporation's power. This was the world first colonised by the Homebuilders, who carved their magnificent Estates from its jungles and plains. It is a rich world, overflowing with life from its seething deadly jungles to its monster-filled oceans. Across the Venusian surface, and even under the waters of its warm seas, are found the great megacities of the corporation and the bases of its mighty armies. Bauhaus zeppelins and Aerial Dreadnoughts patrol the skies and its enormous, smoke-belching battleships cruise the seas. Other corporations have left their mark here, but Bauhaus truly dominates this world. On Venus, Bauhaus's only real rival is the Dark Legion and this enmity has made Venus the largest and deadliest warzone in the Solar System.

CLIMATIC ZONES

When people talk about the geography of Venus they typically divide it up into several climatic zones, each with its own characteristic environments.

SURVIVING THE CIRCLES OF ICE

There are a number of challenges that face people attempting to brave the Circles of Ice, or any polar environment (the polar icecaps of Mars are no less inhospitable). These pale expanses of ice and snow are forbidding to any but a well-prepared traveller.

Characters moving around outside a heated environment (a vehicle, building, or covered city, for example), are extremely cold, typically below -30 degrees Celsius. For each minute of exposure to this intense chill, the character must take an Average D1 Resistance test, increasing the difficulty by one step for each test after the first. Failure on any of these tests inflicts one Fatigue and one Serious Wound on the character, as described on pages 104 and 105 of the *Mutant Chronicles* core rulebook. The difficulty of the test resets after resting for at least an hour in warm, sheltered conditions.

THE CIRCLES OF ICE

The Circles of Ice are located around Venus's two huge polar icecaps. These are bleak, frozen regions which would not be inhabitable without the ingenuity of Bauhaus's engineers. They are icy-cold hells swept by blizzards in which the temperature never rises above zero and unprotected travellers are frozen to the bone in minutes. Those few hardy Homebuilders who dwell there live in covered geodesic cities heated by power derived from deep thermal vents. From cities such as Kalingrad and Novakursk prospectors seek gold, minerals and fuel. Enormous armoured hovercraft skim across the snowy wastes carrying such precious cargo back to the more civilised lands. Great pipelines funnel fuel to far flung domains.

At the South Pole stands a great ebony obelisk. It reaches two hundred feet in height and bears the Bauhaus cogwheel worked in burnished bronze, commemorating the fact that the Homebuilders were the first to explore these lands. A similar pillar used to stand at the North Pole, but it was toppled and defaced by the Legionaries of the Nephrite Molok. The defiled and crushed obelisk is now held in the claw of the huge statue of Molok that stands before the gates of his Citadel.

THE RINGS OF WINTER

The Rings of Winter gird the world around the borders of the Circles of Ice. These are cold and bitter lands of sub-arctic tundra interspersed with cold seas through which jagged icebergs float. They are cut across by massive glaciers and divided by huge mountain ranges. These lands are bleak and infertile. Only the toughest and scrubbiest of pines can survive through the long cold winters, and native fauna are scarce and ferocious. In these lands there are few estates but many crowded gulags, the notorious

Wearing decent cold-weather gear reduces the difficulty of these tests by two steps, which may remove the need for a test. This modifier should be applied *after* determining the difficulty of the test. If the character is wearing wet clothing, the difficulty of the tests increases by two steps; sodden clothing in freezing conditions is extremely dangerous. More advanced cold-weather gear may provide greater benefits.

The other risk is snow-blindness. This condition occurs when bright sunlight—a common factor on Venus, due to proximity to the sun—reflects off of the pale snow. The light burns the eyes, which can produce temporary blindness. The GM may spend three Dark Symmetry Points on any character moving around an arctic environment without adequate eye protection (dark glasses or goggles) during the day. This imposes a Challenging D2 Resistance test, and if the character fails, he suffers the Blind

SURVIVING THE RINGS OF WINTER

Though not as perilous as the Circles of Ice, travelling or living within the Rings of Winter is not something for the ill-prepared or unwary. Even during the height of summer, the temperature rarely ventures above freezing. Consequently, for every hour the character travels in these freezing conditions, the character must attempt an Average D1 Resistance test. The difficulty of the test increases by one for every test after the first (this difficulty resets after an hour resting in a warm, sheltered area), and failure inflicts a single Fatigue on the character. Closer to the Circles of Ice, or in the depths of winter, tests may be required every ten minutes instead of every hour.

Cold-weather clothing provides the same benefits as listed in the Circles of Ice sidebar.

Vehicles and other machines may freeze up if left unused for long periods of time; if the machine has been left unattended and unused while exposed to cold conditions for eight hours or more, it requires an Average D1 Mechanics test to get it started again. This difficulty increases by one if left for a full day, and one more for each full day after that the machine has been left unused in the cold, to a maximum of Epic D5.



status effect. If correctly treated (cover, cool, and moisten the eyes) with an Average D1 Treatment test, the character will regain their sight after a day.

Beyond this, the use of gas fuels like butane to light fires becomes difficult as the fuels struggle to evaporate at these extremely low temperatures, increasing the difficulty of any Survival test to create a fire by two steps.

Vehicles are at risk in these environments as well. All tests to operate a vehicle increase their Repercussion range by two while in an arctic environment, unless the vehicle has been specifically fitted for extreme cold. A Repercussion means the vehicle's mechanisms begins to freeze over, inflicting a single point of system damage to a random hit location. This damage can be repaired normally



Vorreiters speed through the jungle to aid their comrades.

political prisons of the Ministry of Fear. Here, in huge fortified camps watched over by the iron-masked Guards of the Order of Fear, thousands of criminals, agitators, and other subversives work long, hard hours for a pitiful ration of food. They are brutalised with neurolashes and Electroshackles. Attempts at escape and rebellion are commonplace, and brutally suppressed.

The Rings of Winter are also home to many Imperial mining colonies and several remote Cybertronic installations. Here, there are also dozens of colossal Citadels. In the remote Helstrom Mountains of the southern ring stands the gigantic Citadel of Astartha, the largest known monastery of Ilian outside Nero. This is a place of secret pilgrimage for many Heretics and, in consequence, the routes there are closely watched by the Bauhaus military. These patrols do not seem to prevent a huge stream of Heretics from reaching the citadel. Rumours abound, ranging from tales of secret tunnels through the mountains to great networks of teleport gates that cover the planet.

THE RINGS OF STRIFE

These are the lush temperate zones of pleasant lands and warm seas, favoured by the Homebuilders and the other corporations. They encompass many expansive estates, the Capitol-controlled Graveton Archipelago, and most of the Mishiman Provinces on Venus. There are also a dozen Imperial outposts. This is the area humanity has fought hardest to keep the Dark Legion from, yet there are more than a dozen Citadels to be found here. The most imposing of these is the Citadel of Balsagoth at Korragador, a former Capitolian fortress on a small island off the coast near Port MacArthur. This gigantic,

brooding structure casts a long shadow over the waters. Within his Citadel, Balsagoth nurtures gargantuan aquatic monstrosities which he unleashes into the seas to terrorize shipping.

Climatically, the Rings of Strife range from cool temperate areas close to the Rings of Winter, to the tropical jungles that border the Ring of Fire. They are areas of plentiful greenery and lush fertility. The lands are irrigated by great river complexes and the seas teem with fish.

SURVIVING THE RINGS OF STRIFE

The temperate, habitable climes of the Rings of Strife have no specific hazards or perils that apply universally across them. These areas are the most habitable and verdant regions of Venus. The hazards that can be found in these regions take the form of animals and plants more than extremes of temperature.

THE RING OF FIRE

This gigantic zone encircles the world's equator. It is an area of steaming jungles, constant volcanic eruption and turbulent seas. Its jungles abound with deadly species and its islands are often swept bare by enormous tidal waves. This land is perilous but rich. Its jungles provide wood and animal pelts and many plants useful to pharmacists. Its mountains are filled with minerals and gems. It

is the last great frontier on Venus, where new estates are carved from the wilderness by freshly ennobled aristocrats and their teams of Homebuilders. There are many colonies set up by the other corporations and also over a hundred known Citadels of the Dark Legion. Beneath the enshrouding jungle canopy there may be many more as-yet-undiscovered Citadels. There are also concealed the Lost Cities of the Ancients, abandoned by humanity since the Age of Catastrophe. On the island of Quan on the Southern edge of the Ring of Fire, close to the tenth parallel, is the huge Mishiman city of Quan-to, the capital of Lord Heir Maru.

Just south of the equator lies the enormous Citadel of Alakhai, the Scourge of Venus, possibly the deadliest enemy of humanity this side of the Dark Apostles themselves.

There are only two real seasons in the Ring of Fire—The Season of Rains and the Season of Storms. During the Season of Rains there are daily showers interspersed with clear skies. During the shorter Season of Storms, torrential rains fall constantly and travel becomes very difficult. The rivers swell and the dirt-track roads become mud slicks. There is a third, irregular and unpredictable season, called the Season of Darkness, during which the great volcanoes erupt and clouds of ash turn day into night. During these periods the minions of the Apostles are most active, but fortunately these seasons do not come very often.



The Dark Legion gets a lesson in precision shooting by Bauhaus troops.

SURVIVING THE RING OF FIRE

The Ring of Fire is a deadly environment, but unlike the Circles of Ice, this is not because of any singular factor. Rather, a combination of factors makes the Ring of Fire perilous to traverse.

HEAT: The Ring of Fire is constantly hot and humid. For every hour a character is exposed to the heat, they must take an Average D1 Resistance test or suffer one Fatigue. For each test after the first, the difficulty of these tests increases by one step. Further, the character requires three times as much water as normal to avoid dehydration, as they will sweat more profusely in the heat.

HUMIDITY: The frequent rains and storms of the Ring of Fire mean that the air is typically heavy and damp. This means that a traveller's sweat doesn't evaporate, and thus doesn't actually help heat leave their body. Hot, wet environments are thus particularly dangerous, increasing the difficulty of Resistance tests against extreme heat by one step.

TORRENTIAL RAIN: Heavy rain imposes a number of additional problems. During heavy rain, all Gunnery, Heavy Weapons, Insight, Observation, or Ranged Weapons tests attempted at Medium range or further increase in difficulty by one step. Further, the sodden ground, slick surfaces, and thick mud make it difficult to move, increasing the difficulty of all difficult terrain by one step. Zones adjacent to rivers, lakes, and other large bodies of water become flooded, becoming difficult terrain that requires an Average D1 Athletics test (or Pilot test, for land vehicles) to enter, cross, or leave. Sudden downpours can occur at any moment—the GM can spend three Dark Symmetry Points during any scene to cause a downpour to begin.

VOLCANIC ASH: A sudden influx of soot and ash from a volcanic eruption is a possible risk in the Ring of Fire. Closer to the volcano, eruption may present greater risks too extensive to be detailed here, but the effects of an eruption can be felt many miles away. If the air is thick with ash, then any character in the area must attempt an Average D1 Resistance test or suffer one Fatigue from coughing, wheezing, and other respiratory issues



HEIMBURG

Heimburg is the centre of Bauhaus power on Venus. It is a sprawling megacity with a population so myriad and diverse that no accurate census of its citizens exists. It rises from the forests of Venus' northern hemisphere, a shining city that is testament to the power and pride of the Homebuilders. Here you can find the offices of all the major Ministries and towering palaces belonging to each of the Elector Houses and Great Houses, and a great many of the Noble Houses.

Heimburg is an ancient city located in the northern Ring of Strife and close to the Ring of Fire. It is bisected by the winding Serpentine River where it flows from its source in the Mountains of Fire to the Cold Sea. Skyscrapers and docklands crowd the river's meandering banks. Beyond Heimburg, the Serpentine is turned a garish shade of red from all the accumulated human waste and industrial pollutants pumped into it by the city's huge factories.

Heimburg is a Charter City, meaning that it is directly ruled by the corporation. Whilst many nobles have their estates in Heimburg the city does not belong to any Noble House. Instead it is ruled by the Heimburg City Council, a body of high-level administrators and members of the Brotherhood which reports directly to the Council of

Electors. It is also regarded as an open city, one of the few places on Venus where the Electors recognise the right of non-Homebuilders to own land. Consequently, there are massive Capitolian, Mishiman, and Imperial holdings to be found in the city. There is even a small and discrete Cybertronic enclave located near the Palace of Government.

Many Bauhaus cities are built in successive layers, and Heimburg is typical of this type of urban development. Over time, entire sections of the city have been roofed over and then built upon. Its many towers and palaces overarch each other. Entire sectors of the Underzones are cut off from the light by the shadows of the skyscrapers and landing bays for Aerial Dreadnoughts. The lowest and oldest parts of the city are so dingy that they need to be lit by artificial lights even during the brightest Midsummer's Day. These parts of the city resemble a vast warren, lower streets looping between the skyscrapers more like tunnels than open thoroughfares.

The upper levels are more conducive to civilised life. The higher districts have cleaner air, direct sunlight, and expensive dwellings. Nobles live on the upper levels, below them live the commoners, and thralls dwell in the lowest and least healthy parts of the city. Below them is a truly subterranean environment, sewers and



conduits within which whole communities of mutants, rogues, heretics and political malcontents are rumoured to make their lairs.

The Homebuilder Quarter is quite compact. It is centred around the great Cathedral and dominated by the brutal bulk of the Palace of Government. This enormous structure is more fortress than palace, with walls more than 20 feet thick and studded with turrets and bunkers. It is protected by its own elite guards, the Order of the Silver Skulls. This order is recruited from battle-hardened veterans, each of whom must have received at least one commendation for exceptional bravery before being considered for membership of the order. The staunch loyalty of this unit, as well as its considerable fighting prowess, was invaluable in quelling Anarchist-inspired riots during the past few years.

In the winding streets of the upper levels are the palaces of the Nobles Houses, beautiful, ornate structures, each with its own landing bay for airships. Personal gyrocopters whir across the sky, bearing their aristocratic passengers to work. Further down are overcast, but still luxurious, areas reserved for commoners. Beneath these areas are the rank and stinking Underzones, populated by wan and sickly looking thralls who work in the sweatshop factories of Bauhaus subsidiary corporations. The city itself sprawls out from the Bauhaus Quarter, and the buildings gradually become lower as you reach the city's edge. By ancient ordinance no building apart from the Cathedral is allowed to reach more than two thirds the height of the Palace of Government. This has prevented rival corporations from building skyscrapers as dominating as those of the Homebuilders in the seat of their power. Around the edges of the city are many huge apartment blocks where thralls and outsiders make their homes.

VOLKSBURG

Volksburg is another charter city built close to the southern edge of the Ring of Fire, near to the Citadel of Alakhai. It is quite possibly the most fortified city in human history. It is a place of low buildings dominated by dozens of fortified redoubts. There is a watchtower atop every building and soldiers swarm the streets. The entire city is enclosed by a huge ring of bunkers and minefields, for the population never know when the minions of Alakhai will descend upon them. Fleets of Aerial Dreadnoughts often loom over the city, for Volksburg Field is the largest of all the Air Fleet's bases.

At the heart of Volksburg stands a Brotherhood Cathedral, a vast structure which gives inspiration to the embattled defenders of this often-besieged city. On the outskirts, built on the highest hill, stands the great Monastery of the Templar Knights of the Fiery Sword, an enormous fortress whose sides are pitted with the scars of artillery fire. Just beneath the walls of this keep stands an immense statue of Grandmaster Varden locked in combat with the Nepharite Alakhai, which marks the site of a titanic duel that ended with the Grandmaster dead and the Nepharite gravely wounded.

During the day the streets of Volksburg are teeming with thousands of Pilgrims, many of whom contribute directly to the defence of the city. It is in Volksburg that the zealots of the Apocalyptic Cults have found their greatest number of devotees, for it is a city on the edge of chaos and the claw of Alakhai often reaches out to try and crush it. Inquisitors are a common sight here, searching for traces of Heresy and the taint of Darkness.

THE CITADEL OF ALAKHAI

Less than a hundred miles from Volksburg the Citadel of Alakhai can be found, brooding over the festering and rotting jungle. Algeroth citadels are known for their enormous size, but most pale in comparison to this mindboggling scaled edifice. It is wider at the base than most citadels are tall. The area around this huge structure is polluted by the power of the Dark Symmetry. The trees are huge, but covered in blighted, luminous fungi. Giant poisonous toadstools are everywhere and dark beasts abound. It is said that you can smell the nearness of the Citadel before you see it. The jungles here are swarming with Necromutants and Legionaries and other, worse things. At the pulsing heart of darkness sits the Nepharite Alakhai, most favoured of all the minions of Algeroth. He is plausibly the most cunning and deadly foe humanity has ever faced.

PETRAGRAD

Petrograd is named after Peter Richthausen, its founder. The city sits right in the middle of the Richthausen Estates, close to the southern Ring of Winter. It is a sprawling city built on the side of the mountain known as Peter's Throne. The entire peak has been hollowed out by the excavations of a thousand prospectors, and it now houses deep fortified bunkers containing mines and steel mills. The mountain itself is covered in bunkers, watchtowers, and redoubts. On the very peak of the mountain is the Richthausen Eyrie, an enormous castle whose tallest spires disappear into the clouds. This is the ancestral home of the Richthausens and members of the family still live there, though most of them prefer to reside in family estates closer to Heimburg and the seat of government.

Petrograd has been the site of many famous battles. During the fifth battle of Petrograd Imperial Golden Lions managed to burst into the mines and seize the Richthausen crown, part of the Elector Family's prized ceremonial regalia. The crown, renamed the Holy Crown, is now part of Her Imperial Serenity's crown jewels and a constant source of dispute between Bauhaus and Imperial.

ROMBURG

The Romburg estates lie in a valley in the Romburg Mountains, south of Volksburg. The Order of the Wolf is often called upon to help defend the embattled city. Romburg itself has often been besieged both by the minions of Alakhai and by warriors of rival corporations, for the city is home to large factory complexes belonging to both Bauforce and Romanov Weapons Designwerks. As a result of the sustained attempts to destroy them, the factories have become

fortresses as well as places of work; they are huge armoured bunkers, most of which are below ground, protected by thousands of the Romanov Guards.

Romburg Castle dominates the town, a gigantic spire bristling with weapons and mounting dozens of airship berths. Romburg was once known as the Jewel of Venus because of its ancient and beautiful buildings. However, most of these were reduced to rubble by a combination of artillery strikes and saturation bombing during the last great Mishiman offensive on Venus. The fact that these beautiful gardens and palaces have been demolished in order to make way for brutally ugly bunkers and forts is a source of sorrow for the Romanov family. It may even go some way towards explaining their bitter hatred towards the minions of Lord Heir Maru.

BERNHEIM

Naturally enough, Bernheim is the capital of the Bernheim estates that lie in the Ring of Fire. It is a hill station that sits atop the Fang Plateau, looking down on the cleared jungles of the estate and cooled by a temperate breeze. The city is garden-like, a place of many parks and fountains. It is dominated by the Bernheim Seat, an ornate fortress-palace that serves as country residence for the Elector Duke. At the foot of the plateau extensive plantations stretch away to the horizon. In these farmlands commoners and thralls, many of them renegade Mishimans, labour to harvest the crop from vineyards and fields. The area is one of the most fertile on Venus, reliably producing bumper harvest that are transported to Heimburg along the Serpentine River. Beneath the surface of the plateau is a warren of tunnels and bunkers where the Bernheim's house troops live and train. At the centre of the city lies a huge Air Fleet base, Mannheim Field.

TORBURG

High in the Cold Mountains in the Northern Ring of Winter lies Torburg, last of the great estates owned by the Saglielli family. It is a bleak, harsh place, swept by winds from the mountains. The skies above the city are filled with huge arctic condors, predatory birds which roost only in these mountains. Torburg itself is a grim city carved from granite. As the heart of the city stands the Winter Palace. This forbidding fortress is the ancestral home of the Sagliellis. Beside the palace is the great Brotherhood Monastery of Torvald, a place whose name strikes terror into Heretics and the faithful alike. It is the largest Inquisitor training school on Venus, a place whose reputation is known system-wide. All in all, Torburg is a bleak place and is avoided by those who have no business there.

The House of Pain is to be found here. This old crumbling keep sits atop a huge rock spire. It is here that the Ministry of Fear keeps prisoners before shipping them to the gulags. It is the home of the Order of Fear and the place where their interrogators are trained. Torburg Kamp is one of the largest military bases in the northern hemisphere. The High Command use it as a base for anti-Dark

Legion campaigns in the North, reasoning that there is less chance of Heretical spies carrying out successful missions in Torburg due to the presence of so many Inquisitors.

Two years ago there was a prisoner's revolt in the House of Pain which ended in a bloodbath when Konrad Saglielli sent in the house troops. When they fought their way into the blood-stained corridors, the soldiers encountered scenes of unspeakable horror. Interrogators had been torn limb from limb by desperate prisoners. Many had been torn and broken with their own torture implements. No one is sure how the uprising occurred, but Heretics are thought to be responsible. Needless to say the Ministry of Truth has suppressed further discussion of the affair.



MACGUIRE CRATER

Located close to the Circle of Ice is one of Imperial's greatest colonies, built entirely within a huge meteor impact crater more than a hundred miles across. The crater is heated by the Boiling Lakes, gigantic geothermal pools of scalding water. Hundreds of geysers abound, including Old Fury which shoots up to a height of almost 300 feet. All of this means that the crater has its own micro-climate, it is possible to swim in the lakes while there is snow on the surrounding ground and even during the harshest depths of winter temperatures never fall below zero. The whole area is rich in minerals and fertile ground. Fruit and vegetables are grown in immense hothouses.

The capital of the whole area is the city of Laketown, also known as the Crystal City because it is built within a series of fortified geodesic domes. The Crystal Palace is the sometime residence of the MacGuire Dukes. The place is perhaps best known for its huge training dome where Imperial Special Forces practice jungle warfare in an accurate replica of the Venusian Jungles. The rim of the crater is studded with over a hundred fortresses, for the minions of the Dark Legion and the other corporations often attack, marching across the snowy wastes in an attempt to seize this prosperous colony.

MATOCHEKLAND

The Duchy of Matochekland is the largest estate on Venus. It sprawls from the northern edge of the Ring of Fire to the southern edge of the Ring of Winter. It covers an area of nearly 100,000 square miles, and it contains some of the most fertile farmlands and richest mines on Venus. Unfortunately for House Matochek, most



Bauhaus on Mars: A little slice of home.

of these rich resources are now under the control of Imperial or Mishiman colonists. Fraserhead, formerly Van ArnemSPORT, is now held by Imperial, and they have so heavily fortified the settlement that any attack on it would be too costly for the Bauhaus military to consider worthwhile. Matochekburg, former capital of the estate, is a bombed-out mass of rubble in the centre of which sits the Citadel of Dunn, home to one of the most powerful of all Demnogonis' Nepharites. The city is so encrusted with filth and plagued with infectious disease that it is known as the Poisoned City. For generations now, the Matochek Guards, supported by the Bauhaus army, have been trying to reclaim Matochekburg and cleanse it with fire. The entire south-eastern corner of the estate was annexed by Mishima and incorporated in the Province of Shan. Still, the Matocheks have managed to preserve their extensive farmlands and have built a new fortified capital at Hornburg, a mountaintop city a hundred miles from the Citadel of Dunn.

POLARIA

Another huge estate owned by the Bernheims. It consists of a series of islands stretching from just south of the Graveton Archipelago to

the boundaries of the Ring of Winter. It is the site of a highly unusual colony. The shallow seas are dotted with submarine Dome Cities, huge geodesic domes housing small towns of colonists who mine the seabed and maintain the network of oil pipelines that traverse the ocean floor. Under the Treaty of Heimburg it is illegal for other corporations to torpedo, missile, or depth charge these fragile domes. This has not stopped Imperial or Capitol from trying to seize them with special troops of scuba-diving soldiers. The resulting underwater battles have been particularly desperate as they have been mostly fought at close quarters with knives and spear guns, with a fear of drowning being ever present. Wolf Island in North Polaria is the home of Battlefleet Wolf, the largest of Bauhaus's submarine fleets.

NOVAKURSK

This huge city is located on the Kadaath Plateau in the northern Circle of Ice. It consists of five huge and interlocked geodesic domes within which buildings, towers and noble palaces are contained. However, most of the city has been tunnelled into the stone of the Plateau itself. In this warren of tunnels dwell the commoners and thralls of House Salvatore, to whom this estate belongs. Miners and

oil workers dwell there with their families when they are not out prospecting or maintaining the colossal Kadaath gas pipeline. The city has often been besieged by the minions of the Nephrite Molok. Just beyond the gates of the fifth dome is a replica of the obelisk that once stood at the North Pole. On this is inscribed the names of all those who fell defending the city. At the base of this pillar burns the eternal flame, siphoned from the gas pipeline. Novakursk is also the home of the Order of the Arctic Fox, a Templar Order allied with House Salvatore. They can be seen everywhere in the city in their famed battle armour, distinctively decorated with silver and black facemasks and capes sewn from white fox pelts.

THE CITADEL OF MOLOK

This forbidding fortress tower sits directly atop Venus' North Pole. Its jet black stone is visible for miles across the white wastes. Outside the mighty gate of the Citadel stands a statue of Molok himself. The

towering brass idol radiates an evil glory. It clutches the shattered remains of the north polar obelisk in its mighty claw. The idol's eyes are constantly lit by hellishly flickering flame. Molok himself is famed for ferocity and cunning in battle, preferring to lead his troops personally into conflict. He is said to be in league with Alakhai's chief rival, Saladin of Mars. Experts in the Dark Legion theorise that the two of them are plotting to replace Alakhai in Algeroth's favour.

CYBERPORT

This Cybertronic installation is located within the northern Ring of Winter. It was built in the remains of several old and exhausted mines, and is also the location of Cybertronic's largest spaceport in the inner system. Cyberport is a vast place, but it was wholly excavated from the mountains a mere 200 days after the contract between Cybertronic and Bauhaus was signed. The surface of the city consists of many fortified emplacements manned by Cybertronic troops and

PROFESSOR MARTIN KÜHNE, STRAKE BIOTECH



Professor Martin Kühne is a leading bio-physicist in his mid-forties at Straker Biotech in Heimburg which is division of House Salvatore. Tall but slightly overweight, he nonetheless keeps himself in good physical shape. He keeps his hair long and tied back in a ponytail as a legacy of his student days as Heimburg University. Professor Kühne loves his wife and three children and knows that his frequent absences is taking its toll on his family life. Every now and then he wonders whether his research and success he has achieved are worth it. So far the answer is yes, but who knows for how long. His research is all classified, and despite the attempts of his best friend reporter Dietmar Böhmer he has never let anything slip.

WOUNDS:

- ◀▶ **Head 3** ▶▶ **Torso 7**
- ◀▶ **Arms 4** ▶▶ **Legs 5**
- ◀▶ **Serious 6** ▶▶ **Critical 3**
- ◀▶ **Mental 9**

SOAK: Ballistic nylon lab coat: (Arms 1 Torso 1)

ATTACKS:

- ◀▶ **HG-12 (ranged):** Close, 1+^T3, Semi-Automatic, 1H, Close Quarters, Hidden 1



ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	11	9	8

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	2	2	1	1	4	4

SPECIAL ABILITIES

- ◀▶ **Bio-Physical Manipulator:** Kühne is an expert in the field of bio-physics, a fact that has led to the top secret work he currently performs. He may re-roll one d20 when making a Science test, but must accept the new result. Additionally, he may substitute Science for any tests of Mechanics or Education. Further, whenever he attempts to recall information about or identify an organism, he may spend a Dark Symmetry point to add two d20s to the test instead of one. Finally, when able to gain access to laboratory facilities, he may substitute Science for Mechanics when creating living devices.
- ◀▶ **Work Takes Priority:** Kühne is passionate about his work and believes he is working for the betterment of both his family and corporation; two facts that keep him focussed beyond the limits of his other colleagues. He may re-roll one d20 when making a Willpower test, but must accept the new result. Additionally, whenever he is the target of a Command or Persuade test, any Dark Symmetry points paid to add dice to his Willpower test to oppose the roll net two additional dice instead of one.

the spacefield is ringed by defensive missile launchers. Cyberport is Cybertronic's largest manufacturing installation on Venus, and it is consequently a sealed city. No one is allowed in or out without a pass from Cybersecurity, and these are rarely granted except as a favour to other corporations when they do business with Cybertronic. Those who have been there report that the tunnels and corridors contain massive, clinically clean, high-tech installations staffed by the sort of soulless near-automaton workers that fill ordinary people with fear and suspicion.

MCKENZIE BASE

McKenzie base is Imperial's largest installation in the Ring of Fire. It is a huge, hot, and humid trading city where the wealth of the surrounding forest and volcanic mountains is plundered by the Conquistadors. Since it is located only a few hundred miles from the ruins of New Bocha and the Citadel of Alakhai it is just as well that it is also the single largest base of the Imperial Blood Berets

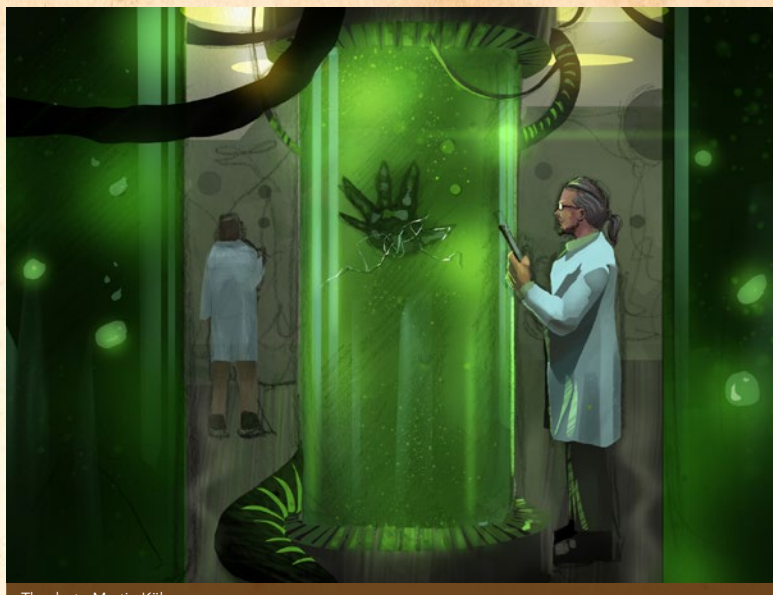
in the Solar System. The barracks of the Blood Berets is located in a huge fortified encampment on the outskirts of the city. In the bustling streets of McKenzie soldiers make up a huge proportion of the people, and the bars of Cheap Street are notorious for bloody brawls between soldiers and freelancers.

A famous (but highly apocryphal) story recounts that the forces of Alakhai once raided the city. According to the tale they overcame the defences at the perimeter of the base and made their way towards Cheap Street, where a massive and drunken brawl was taking place. Taking the surrounding chaos as a sign of victory, the Nepharite Tzargol began to chant praise of Algeroth, whereupon he was shot by one of the brawlers who then went on to rally the combatants by demanding to know if they were going to let the damn Legionnaires interrupt their fight. The Kohorts were soon bloodily repulsed and the following day, having ensured the safety of their city, the Blood Berets began brawling once more.

Everything about the top-secret laboratory deep underneath Heimburg was epic in scale. The blast doors that Professor Martin Kühne walked through were a metre thick, and the vaulted ceiling of the lab was somewhere far above in the darkness. Thick cables hung down, most ran to the bank of heavy electronics resplendent with massive dials, switches, blinking lights, and never ending streams of ticker tape churning out. But some cables were connected to the five tall glass cylinders filled with a luminescent green liquid that were arranged in a circle in the centre of the room. His lab technicians, and subordinate researchers were hard at work ensuring the environments within the glass tanks were just-so.

Professor Kühne was proud of the team he had assembled over the years, even if he was less happy about their current research project. The tanks had been delivered in the middle of the night by Bauhaus military goons. His orders were clear: make us a weapon.

He read the papers—full of news of victory after victory—just like everyone



Thanks to Martin Kühne

else, but Kühne could tell things were bad. The 'victories' were getting closer and closer to home. Bauhaus was desperate for new weapons to win the war against the so-called Dark Legion. Desperate enough to take extreme measures. Unlike the other scientists in the room, the Professor knew what the tanks contained and it made him nervous. Deep in the green goop were horrors created by the Dark Legion, held in cryogenic suspension. Horrors that the Professor had been ordered to understand. Professor Kühne wondered what his good friend and reporter Dietmar Böhrer would say if he knew what went on here. He sighed, straightened himself and prepared to get to work. It was then that he heard the cracking noise and the alarms began to sound...

QUAN-TO

This is the capital of the Lord Heir Maru, Prince of Water and Governor of Mishiman Venus. It is located on the island of Quan and is the base for Mishima's Venusian Fleet, a formidable force which contains some of the largest warships ever constructed, the dreaded Megacruisers. The city is guarded by Lord Maru's Legions, who are equipped with towering Shogun battlesuits.

Quan-to itself is a beautiful city, built on the sides of an extinct volcano. Its deep-water harbour is famous. The Lord Heir's Golden palace is carved from volcanic rock and entirely gilded with gold leaf. It is one of the famed Seven Wonders of the Solar System. The palace is a city in itself, with thousands of chambers and buildings within its walls.

THE LOST CITY OF TRIUMVAR

This ancient and abandoned city was only located last century by James McKenzie, the same Imperial conquistador responsible for the founding of McKenzie Base. A famed survivalist and outdoorsman, the intrepid McKenzie was leading a small expedition deep into the Venusian Jungle when he stumbled upon the paved streets of the lost city. At first he believed he had found only the ruins of some tiny abandoned settlement but, as he moved on, he found himself in the vine-shrouded concourses of what had once been a thriving metropolis. He saw the handiwork of the ancients all around him, the style of the architecture was Megagothic, but far more intricate and baroque than contemporary Bauhaus styles. The city was also unusual for its lack of fortification, lacking the watchtowers and redoubts that mar the scenic appearance of modern Bauhaus cities.

McKenzie and his party were astonished by their discovery and were about to claim the territory around the city in the name of Her Imperial Serenity when they were assaulted by a large and powerful force of Necromutants. McKenzie's party were slaughtered to a man and he was gravely wounded. Despite his injuries he managed to escape. He stumbled through the jungle, bleeding and delirious, until he made his way to an isolated Homebuilder camp where he told his tale before finally succumbing to his wounds. At first Ludwig Wroclaw, the commander in charge of the camp, was sceptical of McKenzie's tale. However, his interest was piqued to the point where he sent a force to investigate. The Bauhaus forces were also attacked by the Necromutants, but they were better equipped than the conquistadors and managed to fight their way clear. Wroclaw quickly informed the Ministry of Civilization of their discoveries.

Realizing the importance of the find, the Ministry of Civilization called for the mobilization of an entire Battlegroup to secure the area. Battlegroup Borg cleared the Dark Legion forces from the area, and discovered a hidden Citadel of Semai guarded by warped Necromutants. This led to a fierce battle and the eventual dispatch

of Doomtrooper squads to help clear the area. After a month long siege, the Citadel was thrown down.

These days Triumvar is one of Venus's most popular tourist attractions. House Wroclaw has become a successful Noble House and their significant fortune is based on their domains around the ancient city.



A VENUSIAN BESTIARY

"Hunting reminds us that we are not so different from those creatures that swing in the trees. It's how we hunt that separates us. I prefer an MG-80 for big game"

- Max Steiner

The following are a number of the animals commonly found in jungles of Venus. These creatures are commonly hunted for sport, or caught as exotic pets or curiosities.

LOOTER MONKEYS

These bothersome critters are about half the size of a grown man. They are extremely dextrous and swing their way through the trees using the upper layer of the jungle canopy. They move in troops and swoop down on unsuspecting travellers. They are, however, not vicious, but are extremely curious collectors of sorts. They use their hands and prehensile feet and tails to steal whatever they can get their hands on before disappearing as quickly as they appeared. Weapons, pieces of armour, rations and just about everything else is fair game to them. They are mostly nocturnal and are known to perform their blitz attacks while travellers are sleeping. If captured while young, these animals can be tamed and trained to become skilled pickpockets, something utilized by resourceful thieves. A baby looter monkey is sold for around 12,500 Crowns. Looter monkeys are light brown with cream coloured streaks.

The Dark Symmetry can even twist animals, and close to citadels or other severely corrupted sites one can run across the ravager monkey. These are black with blood red streaks and also have claws and small serrated teeth. Whereas the looter monkeys are herbivores, the ravager monkeys are highly aggressive and opportunistic carnivores and carrions. They are known to savagely attack humans and their bite carries the jungle fever.



Ravager monkeys are far more dangerous than their nuisance cousins.

LOOTER MONKEY ▲

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
5		5		13		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
13		3		6		3	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	3	2	1	-	-	-	-	-

WOUNDS: 2

SOAK: None

ATTACKS:

- ▶ **Bite (melee):** 1+↑3, 1H, Infection
- ▶ **Thrown Rock (ranged):** Range C, 1+↑3, Munition, 1H, Stun

SPECIAL ABILITIES

- ▶ **Infection:** When making a bite attack, if one or more Dark Symmetry symbols are rolled, the creature wounded by the

Looter Monkey must attempt a Resistance test, with a difficulty equal to the number of Dark Symmetry symbols rolled, or suffer Infected Wounds (page 312 of the *Mutant Chronicles* rulebook).

- ▶ **Little Thieves:** A trained Looter Monkey has Thievery Expertise +2 and Thievery Focus 2, but they may only use that skill to pick pockets or otherwise stealing small items unnoticed.
- ▶ **Ravager Monkey:** These symmetry-mutated primates are essentially identical to normal Looter Monkeys, but they have the Slave to Symmetry (3) ability, and their Infection ability inflicts Venusian Fever instead of Infected Wounds.

DEVILCAT

This animal is all teeth, claws and ferocity. The devilcat is a large predatory feline that weighs as much as a full grown man. It has a shiny and short coat of black fur. Its musculature and body is similar in appearance to that of a cougar, but it is much more robust. The head is more primitive and its paws and claws are extremely powerful. Its canines are larger than those of any other known feline and in contrast to the animal's size it makes it resemble a prehistoric sabre tooth predator. Its black eyes gleam red when hit by light. It has an eerie growl that makes the blood grow cold in one's veins. The Devilcat Rex is a particularly massive specimen, the size of a small tank and just as fearsome.

The devilcat is a nocturnal animal and they hunt in prides. Beyond being very adept stealth hunters and powerful creatures, the animal has a bizarre vicious streak and is extremely aggressive. They tend to tear the limbs of their fallen and still living prey, ripping their abdomens open and feeding on their innards while the prey is still alive. The fur of a devilcat is worth around 55,000 Crowns, while the entire pelt (with the head and claws intact and attached) of the larger Devilcat Rex is worth five times this amount.

DEVILCAT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
16 (1)	16	11	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	5	6	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	2	-	-	2	1	1	1	-	-	-	-

WOUNDS: 10

SOAK: None

ATTACKS:

◀ **Bite (melee):** 2+↑7, Gruesome, Unforgiving 2

SPECIAL ABILITIES

- ◀ **Fear (1)**
- ◀ **Grasping**
- ◀ **Night Vision**
- ◀ **Quadruped:** A Devilcat has forelegs instead of arms, and hindlegs instead of legs.
- ◀ **Supernatural Strength (1)**
- ◀ **Terrifying Pounce:** Devilcats are notorious for their savagery and ferocity, and the swiftness of their attacks is terrifying to behold. The first time in each scene that a Devilcat makes a Restricted Action move before attacking, it gains the effects of the Exploit Weakness action for free. If the target has not yet made a Willpower test because of the Devilcat's Fear ability, then the difficulty of that Willpower test increases by one step.

DEVILCAT REX ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
15 (2)	15 (3)	13	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	5	6	3

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	2	2	1	1	-	-	-	-

WOUNDS:

- ◀ **Head 10**
- ◀ **Forelegs 12**
- ◀ **Serious 14**
- ◀ **Mental 6**
- ▶ **Torso 16**
- ▶ **Hindlegs 14**
- ▶ **Critical 11**

SOAK: Iron-hard Hide: (All 2)

ATTACKS:

◀ **Rending Bite (melee):** 3+↑7, Gruesome, Unforgiving 2, Vicious 1

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (2)**
- ◀ **Grasping**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Quadruped:** A Devilcat Rex has forelegs instead of arms, and hindlegs instead of legs.
- ◀ **Supernatural Strength (1)**
- ◀ **Terrifying Pounce:** Devilcats are notorious for their savagery and ferocity, and the swiftness of their attacks is terrifying to behold. The first time in each scene that a Devilcat makes a Restricted Action move before attacking, it gains the effects of the Exploit Weakness action for free. If the target has not yet made a Willpower test because of the Devilcat's Fear ability, then the difficulty of that Willpower test increases by one step.



DEVILBAT

There is no record of the existence of devilbats before the arrival of the Dark Legion. It is speculated that this large and deadly flying beast is an alien life form, a creature brought forth from another dimension. They are known as the manta of the skies. These large bat-winged beings are frightfully strong and resilient, which makes them extremely hard to kill. They swoop down and grab their prey with their sharp claws. While in the air they crack open the skulls of their prey, eating their brains out. Large flocks of these horrid beings can be seen blotting out the skies over citadels. Some even venture into the cities, hunting humans in the dead of night as solitary hunters. In combat, centurions have been seen riding these beings commanding their troops.

DEVILBAT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (1)	12 (2)	10	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	3	6	2

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	3	2	1	-	-	-	-	-

WOUNDS: 12

SOAK: None

ATTACKS:

- ◀ **Bite (melee):** 2+↑7, Gruesome, Vicious 2
- ◀ **Claws (melee):** 1+↑5, 1H, Armour Piercing 1

SPECIAL ABILITIES

- ◀ **Flight:** Devilbats are winged creatures, able to soar and glide through the air as easily as humans walk. A Devilbat can move freely through the air, and can move as though there were additional zones directly above the battlefield.
- ◀ **Night Vision**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPENDS

- ◀ **Swooping Attack:** A Devilbat that makes a successful attack with its claws may grab the target by spending one or more Dark Symmetry points, exactly as if it had the Grasping special ability. Once it has a target grabbed, any bite attack made by the Devilbat against the grabbed creature automatically hits the target's head. Because the Devilbat flies, any creature that breaks free from being grabbed may take falling damage as a result.

VENUSIAN PYTHON

The Venusian pythons are the largest reptiles in existence. They can become twenty meters long and measure up to three meters around the thickest section of their body. They are the terror of the Venusian swamps and jungles. Glistening and golden green, these stealthy and precise hunters are deadly. Driven by a bottomless hunger, they are ferociously aggressive, capable of killing with one bite or crushing every bone in the body of its prey. Their poison is one of the deadliest venoms known to man. It is rumoured that they were smaller and normal constrictors before the arrival of the Dark Legion. Those pythons found around the citadels are loyal to the Legion, only attacking their enemies. These specimens are

frightfully intelligent and many of them even possess Dark Gifts, Biotechnological Implants, and Necrotech enhanced bodies.

VENUSIAN PYTHON ☠

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (2)	15 (4)	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	5	6	2

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	3	2	2	1	-	2	2	-	-	-	-

WOUNDS:

- ◀ **Head 11**
- ◀ **Serious 15**
- ◀ **Mental 6**
- ◀ **Body 17**
- ◀ **Critical 12**

SOAK: **Scaly Hide:** (Head 1, Body 2)

ATTACKS:

- ◀ **Bite (melee):** 3+↑7, Toxic 6, Vile

SPECIAL ABILITIES

- ◀ **Constrict:** Once a Venusian Python has grabbed a target, it may attempt to constrict the creature. This requires a Standard Action, and increases the difficulty of tests to escape being grabbed by one step (this is cumulative). It also inflicts 3+↑7 damage with the Spread 1, Stun, and Vicious 2 qualities.
- ◀ **Fear (1)**
- ◀ **Grasping**
- ◀ **Supernatural Physique (4)**
- ◀ **Supernatural Strength (2)**

BAUHAUS ON MARS

Mars is Capitol turf and Bauhaus have never really been at home here. It came late to the dreadful series of South Martian Wars that were fought between the other corporations for control of the red Planet. Perhaps this is because, with all of Venus to claim, Bauhaus never felt much need to win territory elsewhere. The Homebuilders founded only one real megacity there, Mundberg, close to the South Pole. In recent years, the Homebuilders have been returning to Mars in some force. The southern Freedom lands are an area open to all who would help rebuild them, and this war-torn land is now one of the favourite sites for new estates to be claimed by freshly ennobled aristocrats. One out of every two new estates is located there. Although the Homebuilder presence on Mars is small, it is growing. This is a cause of increasing tension between Capitol and Bauhaus.

SAN DORADO'S BAUHAUS CORPORATE ZONE

Near the centre of San Dorado can be found the massive Richthausen Roundabout, from which runs a wide concourse called Bauhausstrasse. The blocks, parks, and precincts that form the neighbourhoods around the street are collectively referred to as the Bauhaus corporate zone. Within this area can be found the bizarre Technikhaus, an exercise in deconstructed brutalism built by a doomed Bauhaus architect which resembles nothing so much as a skyscraper turned inside out.

In the heart of the Bauhaus corporate zone in San Dorado there are three huge interlinked geodesic domes in which can be found ten acres of Venusian jungle. The environment is a reasonably faithful reproduction of the sort of ecosystem that can be found in equatorial Venus, though for reasons of practicality and safety the more dangerous species have been excluded.

Many of the residents of San Dorado who live on or around the Bauhausstrasse are Venusian ex-pats or their offspring, and enjoy a visit to the gardens to remind them of home. However, the gardens are also a popular meeting place for San Dorado's disaffected and drug-addicted youth, who have learned that a number of the plants and fungi that grow within the gardens have pronounced narcotic effects.

MUNDBERG

Mundberg is the hub of a Bauhaus enclave that once represented a serious claim to Martian territory, a vast and lonely city, ringed by fortifications. It is near to the Martian South Pole, constructed in such a way that its important buildings are confined to an Archipelago of seven islands, separated from each other and the surrounding wastes by churning frozen waters.

The city was first planned to act as the centre of a base of operations. From here the Duke Electors hoped to explore and establish control over tracts of southern Mars, vying with Capitol as the dominant power on the planet. Conflict with the Dark Legion on Venus forced a change in priorities, and resources were diverted back to their homeworld. The city is heavily fortified. When under attack the citizens and military forces in Mundberg fall back to the seven islands, each of which functions efficiently as an independent bastion.

Other corporations on Mars regard Mundberg with covetous eyes. It is isolated from other Bauhaus territories and, during times of trouble, it can expect little support. It is also a prize worth the taking, as the very fact that no force has yet broken into the inner city is testament to the strength of its fortifications. In recent years Imperial alone has mounted more than half a dozen attempts to storm the city.

Mundberg is the home of one of Bauhaus's most renowned military orders, the Order of the Ice Bear. Those who earn their membership in the order are deemed to have proven their tenacity and independence. Due to the experiences they have had to survive in the process of winning their honour, the members of the Order of the Ice Bear are often called upon to consult on matters pertaining to siege warfare. They may be asked how beleaguered defenders can go about enduring the stresses of a protracted siege, or how attacking forces might most efficiently prosecute such warfare.



BAUHAUS ON LUNA

Aside from their strongholds on Venus, Luna is where the influence of Bauhaus is at its strongest. Indeed, the East-West Towers on Luna were once the headquarters of the corporation. They were moved there during the Dark Legion's first assault on Venus, when the siege of Heimbürg grew so punishing that the Duke Electors no longer saw the planet as a secure home base. Even today, many government offices are maintained there.

Luna is home to approximately one quarter of all Homebuilders, and, as the war on Venus intensifies, more production is being relocated to Luna. Within the Bauhaus sectors can be found palaces of all the Great Houses, and many of the Noble Houses. Many of the elite of Bauhaus society come here to rest and recuperate before returning to the eternal struggle on Venus.

THE EAST-WEST TOWERS

Either of these soaring structures would be imposing and glorious by itself. Together they contain all the office space and meeting rooms required by Bauhaus's major ministries. All the manufacturing, mining, and media operations that Bauhaus controls on Luna are controlled from here.

HEIMBURG SQUARE

At the centre of the Bauhaus business district on Luna is Heimbürg Square. The square is ringed by thousands of flagpoles, each flying the colours of a Bauhaus noble family. There are many statues and obelisks in the square, commemorating heroes of the corporation, the glorious dead of Bauhaus's many military struggles, and important landmarks in the founding and development of Bauhaus domains. Every Saturday the square is open to traders to come and set out market stalls selling everything from traditional home-made

clothing, to costume jewellery, to overstock from hardware stores. Some real bargains can be found there, but the market is also a haven for pickpockets and con artists.

THE BERNHEIM PALACE

The Bernheim Palace can also be found in Heimburg Square and is very open to the public. Whilst the palace has many private areas dedicated to providing office space to the managers of the Bernheim Luna concerns, much of the building has been turned into a huge museum, dedicated to extolling the glorious corporate and military history of Bauhaus. Artefacts, statues and dioramic displays are crammed into the hallways and sitting rooms of the great palace.

ROTHERBERG PLAZA

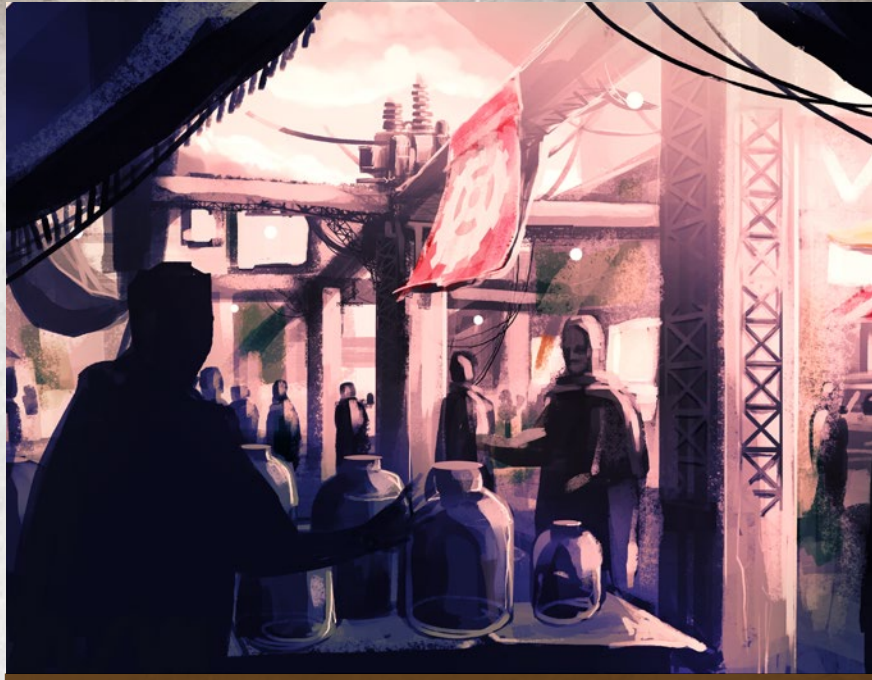
This ultra-luxury hotel vies with Imperial's Ritz as the best place to stay whilst visiting Luna City. In fact, it is difficult to recommend one over the other as they have been erected a short distance from one another and offer nearly identical services.

ROMANOV PALACE

The Romanov Elector House Palace is famed as a showcase for Bauhaus's commitment to stunning architecture. It nestles in picturesque landscape, overlooking the shores of the Lake of Testimonies. The palace is home to offices belonging to the Supreme Ministry of War and opulent living spaces for members of the Elector House. It boasts games rooms and a private cinema. There are also barracks, guard rooms, and training grounds so that an entire division of the Order of the Wolf can be stationed at the palace at all times.

RICHTHAUSEN PALACE

Whilst the Romanov Palace grounds are more impressive, the Richthausen Palace is the more richly apportioned, and is famed as the largest private residence in the whole Solar System. The family are notoriously



Heimberg Square: see the glory of Bauhaus heroes—and pick up a good deal!

reclusive, and it is only on very rare occasions that people outside of the Richthausen household are admitted into their palace. The palace is said to contain extensive laboratories, design studios, and workshops, and some unsavoury rumours are spread about the possibility that House Richthausen may be engaged in unethical or heretical research behind closed palace gates.

SAGLIELLI PALACE

The Saglielli buildings are less opulent than those of the other Great Houses, in fact, were it not for the many guards and fortified checkpoints, many people would assume they were nothing more than high-class offices. The House takes almost fanatical measures to keep their activities secret, and there is no public component of their palaces.

OTHER NOBLE PALACES

There are many other noble residences in the Bauhaus District of Luna City, smaller facilities than the palaces of the Great Houses, that are usually designed with security and privacy in mind. Most common folk will see no more of them than high walls and wrought iron gates topped with barbed wire.

BAUHAUS ON MERCURY

The inner planet is the Mishiman home world. The Homebuilders come here only to trade. There have been a few attempts to lease new sites for the building of estates or the relocation of production facilities from Venus, but so far they have not met with much success. The Mishimans have proven too adept at acquiring the secrets of Bauhaus technology and manufacture for the Duke Electors' liking, so the Bauhaus presence here is limited to shops and arcades selling finished products, and to factories owned by those Bauhaus subsidiaries which do not produce goods bearing the great cogwheel.

THE BAUHAUS WAR MACHINE

THE ARMY

Bauhaus has one of the most formidable of all the corporate armies. It is famous for the superb training of its troops and the excellent equipment with which they are provided. Bauhaus forces may lack the numbers that some of their rivals can bring to the field, but they make up for this apparent shortfall in firepower, discipline and sheer élan.

ORGANIZATION

Although the Bauhaus military has four distinct arms, they are trained to fight together. The High Command is very flexible and assigns troops as it sees necessary to ensure victory. For the sake of organization, the Bauhaus military is divided into armies, but these rarely fight together. The favoured military unit is the Battlegroup. These are task forces drawn from many armies containing all the component units the High Command thinks necessary.

An Army Group could consist of six regiments of Dragoons drawn from the 93rd Heavy tank Army, twenty regiments of infantry drawn from the 114th Army, and nineteen squadrons of Helicopters requisitioned from the 5th Air Fleet. Normally an Army Group takes its name from its commander. He or she then divides the forces into Battlegroups which contain all the units required to meet their specific objectives. Like Army Groups, Battlegroups take their name from their commanders. For example, Army Group Borg could consist of Battlegroup Womack, Battlegroup Shaeffer and Battlegroup Wolf.

BAUHAUS MILITARY DOCTRINE

The Homebuilders' original doctrine of armoured warfare has been extensively modified for use in the close terrain of the jungles of Venus. Where it is possible, Bauhaus still relies on massive armoured assaults supported by mobile assault guns and close air support. The lightning armoured strike is still favoured along the slow, wide rivers which are the major arteries of transport and communication across most of Venus.

The tanks used here are hovercraft. If a major assault has to be made in the jungles the attack will be spearheaded by several of the awesome Goliath mobile fortresses. These gigantic tanks plough swathes through the jungle, clearing the way for lesser vehicles to follow. Where battles can be fought on open ground, such as the plains of Mars, classic armoured tactics using thousands

of tanks aimed at punching a hole through the enemy forces will be used. If a breakthrough is not possible then a wedge will be driven into the enemy line, soldiers and machines will be poured in and a breakout attempted. Facing a Bauhaus assault is a terrifying thing. Fighter-bombers strafe enemy positions as the shells of the mobile assault guns rain down. As the dust clears, the throaty roar of thousands of engines can be heard as the tanks roll forward. Few are brave enough to hold their ground in the face of such an assault.

In the really dense jungles and swamps where armoured action is impossible, Bauhaus relies on highly-trained groups of Special Forces troops, such as the Venusian Rangers, to infiltrate and destroy their objectives.

In defence, the Homebuilders are at their best. Their siege engines are renowned as the finest in the Solar System, and Bauhaus defensive positions have a reputation for being near impregnable unless the attacking commanders are prepared to spill their own troops' blood like water.

DRAGOONS

The Dragoons form the armoured spearhead of the Bauhaus war machine, making up the huge tank armies that crash through the enemy line and clear the ground for the Hussars who follow them.

A posting to the Dragoons is the most cherished dream of every Bauhaus child. These units have glamour. Their dashing style of warfare and the sheer power of their vehicles make them the first choice of every cadet. Most desire command of one of the main battletanks, such as the Wolf or the Grizzly or even the mighty Goliath. Many have to settle for command of Jackal armoured cars or Draken mobile assault guns. In any case, it is still an honour to serve in this most prestigious military outfit. In combat, most Dragoons are lightly armoured, wearing only reinforced chest plates and shoulder pads and forage caps which leave their field of vision clear. They carry only Punishers or MP-105s. What need do Dragoons have for more? Their machines are their weapons and their armour.

HUSSARS

Hussar is the commonly used term describing any soldier of the regular line infantry units. They are among the best equipped and armed of all the regular corporate armies. They are deployed from APCs, but their vehicles are lighter than those used by the Dragoon Guards and less well armoured, so Hussars usually follow the Dragoons in a second wave.

CAPTAIN MARCUS STEINER, BAUHAUS DRAGOON AND PROTO-HERETIC



With a noble pedigree with just the right mix of brawn, looks, and cunning it was inevitable that Marcus Steiner would have a successful career in the Bauhaus military machine. His cruel streak emerged during officer training, when he took his membership of the duelling society to extremes and fatally wounded several of his fellow officers. Only his family connections kept him from being drummed out, and in no certain terms he was informed that such behaviour would not be tolerated. Marcus appeared to comply, but instead sought out new more illicit thrills, from the execution of a surrendered foe, to underground torture clubs deep beneath Heimburg, to arranging the kidnapping of a rival officer and personally torturing him to death. Despite this, Steiner has not yet been corrupted by the Dark Symmetry, but it is now only a matter of time as he has come to the attention of a nest of Heretics worshipping Semai.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		8		10		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		8		7		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	3	2	2	1	2	2	1	-

WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 7
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical 3

SOAK: Hussar mark V armour: (Head 3, Arms 4, Torso 2, Legs 2)

ATTACKS:

- ◀ **Duelling Sabre (melee):** 1+ \uparrow 5, 1H, Duelling, Parry 3
- ◀ **MP-105GW (ranged):** C, 1+ \uparrow 3, Burst, Unbalanced, Ammo (Spread 1)
- ◀ **GW-1055 Grenade Launcher (ranged):** M, Muntion, As Grenade

SPECIAL ABILITIES

- ◀ **Excessively Cruel:** Steiner has a cruel streak a mile wide, yet is exceedingly good at hiding his excesses. He may re-roll one d20 on Ste7alth tests, but must accept the new result. Further, he gains two additional d20 to his Persuade or Command test when lying to an opponent.
- ◀ **Master Sabre-smith:** Steiner can spend hours at the dueling arena, and not only because he is the current unit champion; he pushes himself to the limits of physical exertion in an effort to curtail the continual sadistic impulses that he is privy to. When making a Close Combat attack, he may re-roll up to three damage dice, but must accept the new results. Additionally, each Dark Symmetry point paid to gain additional dice provides two instead of one when wielding one-handed weapons. Finally, also when wielding one-handed weapons, each point of Momentum used for the Bonus Damage spend will add two points of damage instead of one.

AERIAL CAVALRY

The Air Cavalry use helicopters to deploy and support regular troops. They swoop over battlefields, strafing the area around designated landing sites in enemy territory before allowing the Bauhaus troops to disembark.

SPECIAL FORCES

Along with Imperial, Bauhaus has the best Special Forces in the human worlds. They are drawn from the finest soldiers of the regular elite units and trained to a level of physical and mental toughness almost unimaginable to the average person. They are equipped with the best weapons that Bauhaus can provide. Recently the corporation has introduced the policy of upgrading its Special Forces weaponry to Doomtrooper levels when funding and opportunity allows, reasoning that only the best is good enough for the best. The

Special Forces arm is also responsible for units such as the Order of the Silver Skull which protects Bauhaus government offices.

In addition to these four branches of the Army, there are three other forces that need be mentioned. These are not part of the regular military, but can be called upon by the High Command in times of crisis.

THE ORDERS OF GUARDS

The Orders of Guards are the private armies of the aristocracy, raised and paid for by the Noble Houses themselves. They are separate from the Reserves, although each house is responsible for the provision of those within its domains as well. Guards are elite forces recruited from the veterans of many campaigns who have returned to their ancestral lands to dwell. They are a legacy from those wild

days when the Homebuilders carved their lands from the Venusian jungles and every house needed a private army to preserve its borders and repel attackers from the other corporations. These days they are seen as a valuable addition to the Bauhaus armed forces, a proven back-up which can be relied upon to protect the domains from external threats and leave the military to get on with the job of fighting the Dark Legion and the other corporations. They also keep the populace of their home domain in line, providing a bulwark against the constant threat of rebellion among the thralls. When push comes to shove they can also be thrown into the main battle lines.

Of course, the Noble Houses are known to use their powerful private armies and intelligence corps to their own ends, and sometimes abuse the power that they command. House troops have been suspected of being involved in many assassinations and clandestine operations outside their own borders. It is a matter of serious pride for a noble to have such able and useful citizens at their beck and call. The guards also take part in a number of ceremonial roles, patrolling and parading in their dress uniforms. This is less to do with military excellence and more to do with showing of the power and panoply of their noble patrons.

THE TEMPLARS

The Templars are quasi-religious warrior orders who are found scattered through the Bauhaus domains. They are devout, pious people and terrible foes. Many have studied the Art and most have a reputation for fearlessness. Often they have access to strange mystical weapons, artefacts left over from the days of the first Cardinals when the Dark Apostles walked openly on Venus and arcane weapons were forged to fight them.

Most Templar organisations have a specific purpose. The Order of the Staff and Hand was formed to guard Pilgrims as they made their way between worlds. The Order of the Ice Bear was formed to guard the city of Mundberg near the Martian South Pole. The Order of the Fiery Sword was formed to confront the Dark Legion wherever they should arise.

Whatever their purpose, all orders have many similarities. They are monastic, requiring their members to renounce their worldly possessions and previous titles. They have a fortress which acts as the order's home and headquarters. And they have a charter from the Elector Dukes which allows them to recruit and bear arms within the Bauhaus domains. They are exempt from taxation and allowed to punish their own members outside of the regular Bauhaus legal system. To all purposes, they are autonomous fiefdoms within the Bauhaus domains. In return for this they are expected to fight the Darkness and respond when the Electors call them to arms. In the past, a few orders, doubtless corrupted by Heretics, refused the call. When the crisis passed, the Electors revoked their charter and sent in troops to seize their lands. Survivors from these conflicts were either sentenced to death or lifelong transportation to the gulags.

THE RESERVES

The Reserve Army (or simply the Reserves) is often referred to as Bauhaus's ultimate weapon. It is a formidable tool. How many other corporations can mobilise every single able-bodied adult? Even if they could, they would then have to train them. Bauhaus does not. Its people are in a constant state of preparation for war.

UNIFORMS

FIELD UNIFORMS

All Bauhaus forces have two uniforms, field uniforms and dress uniforms. Field uniforms are normally worn in combat and consist of a standard set of armour decorated with the appropriate unit badges. These are usually standardized, incorporating none of the individual embellishments that Capitol soldiers add to their armour. The most distinctive thing about any Bauhaus unit is usually its helmet and shoulder pads.

Every Bauhaus soldier bears the insignia of his or her unit on the right shoulder pad, and the stripes of his or her rank and special service awards on the left shoulder pad. Most regular army units wear the standard spiked helmet. Most Special Forces wear the famed skull mask. The Orders of the Guards of Noble Houses wear cresthelms, ornately carved baroque masks which are the symbol of the unit. For example, the Romanov Guards, the famed Order of the Wolf, wear silver cresthelms shaped like the features of a grinning wolf. Members of the Templar Orders often wear other exotic accoutrements to set themselves apart from regular soldiers. Mundberg's Order of the Ice Bear, for example, wear cloaks cut from polar bear fur.

DRESS UNIFORMS

Dress uniforms are quite common in the rank-conscious society of Bauhaus. Indeed, they are far more common than business suits. All Bauhaus uniforms follow a similar pattern. They consist of a double-breasted gold braided tunic worn with britches and high leather boots. Cut-down shoulder pads bearing the wearer's service, unit, and rank are also quite common, although sometimes nobles wear their family crest instead of their service insignia. Nobles and those of officer rank are expected to wear duelling sabres and a holstered sidearm as well. These are worn on a wide, leather belt buckled with the Bauhaus cogwheel. Officers often set this off with a half-cloak as well.

Army uniforms are usually light grey tunics with silver buttons and light grey britches. The insignia of their service is on the right shoulder pad, and their rank badge is worn on the left. Guards usually dress the same way, except that they wear the crest of their Noble House on their right shoulder pad, instead of the insignia of their service. Navy uniforms are usually dark blue with white britches and gold buttons. The uniform of the Air Fleet is jet black with silver buttons. Civilians who have achieved honorary officer rank are entitled to dress in a grey tunic with black britches.

SPECIAL FORCES

Bauhaus can boast having some of the finest special forces in the system, lacking nothing in regard to equipment, training, or support. They are composed of the best soldiers from the regular elite units. Joining a Special Forces unit, Guard Order, or Templar Order is a great honour and not everyone can achieve it. Those who wish to join such units must meet all the minimum requirements and earn an invitation before they can do so.

Particularly renowned units include the Bauhaus Blitzers, a legendary anti-armour unit used for last-ditch missions and suicide runs against other armoured forces, the Etoiles Mortants, the Dying Stars, with special training and equipment for fighting the forces of the Dark Legion; and the Venusian Rangers, whose name speaks for itself.



Bauhaus soldiers are equipped with the best Bauhaus can offer.

STUDYING THE ART

The relationship between Bauhaus and the Brotherhood is so close that exceptional members of Bauhaus special forces are occasionally offered the opportunity that few outside of the Brotherhood are able to take advantage of, training in the mystic Art. This arduous process is normally begun in childhood and is particularly difficult to master for people who come to it later in life. Fortunately, the kind of people who excel in the Special Forces are driven and motivated individuals who are up for such a challenge.

The members of the Order of the Condor and the Order of Staff and Hand have close ties to the Brotherhood and are among those most likely to be considered for such training.

Those who wish to learn the Art will have to abide by the following procedure: To begin with, they must study at one of the Brotherhood's many retreats. Here they are cut off from the outside world for two years. During this time, they do little except meditate, obey their tutors, and master the strict disciplines required in order to exercise the powers of Light.

Once this period is over, the aspirants will have reached the first level of perfection in the aspect that have chosen to study and they may return to the life they led prior to studying the Art.

After this period of optional extra training, the aspirant is expected to re-join his unit; he is soldier in the Bauhaus army rather than a monk, after all. The character may seek to increase his level of perfection and can make to time to meditate and study the Art, but his formal training will be at an end.

No student of the Art outside the Brotherhood itself may ever learn more than one Aspect of the Art. This is largely because they lack access to Brotherhood libraries and tutors, but it is also tacitly understood that the Brotherhood do not wish to teach too many of their secrets to outsiders, even ones as trusted as their allies in Bauhaus.

THE VENUSIAN RANGERS

The Venusian Rangers were initially raised as an experimental force, but their effectiveness in combat has seen them quickly become one of the most feared and respected military units in the Solar System. Within a year of their founding, during Molok's attack on Novakursk, the Venusian Rangers held the Grafenstahl sector alone against no less than 35 Dark Legion Kohorts. When their Necromutant hordes were repulsed the Dark Legion sent in armoured spearheads of Pretorian Stalkers support them. The Venusian Rangers, lacking armoured support of their own, not only bore the brunt of the assault, but inflicted massive casualties and comprehensively repulsed their enemy. Within a fortnight they were redeployed to the 23rd Lowlands sector where they razed the Citadel of the Nepharite Overlord Argonath.

The rangers are primarily based in Volksburg and are organised into ten divisions of around ten thousand warriors, and are subdivided into battalions of a thousand. Each battalion is made of ten companies, each one hundred men strong, and each company consists of two platoons made up of ten five-soldier squads. Venusian Rangers are provided with state of the art Bauhaus armour and weaponry. A privilege afforded to each squadron is for their officers to choose their own camouflage pattern for their armour. While some prefer the conventional jungle camo in shades of light green, brown, and grey, others stand out and keep the manufacturer's bone-white basic colour, contemptuously reasoning that the best of the best don't have to hide from anyone. Their protection masks, moulded into the shape of a grimacing death's head, are designed to inspire terror in the hearts of all who face them.

The basic requirements for a Venusian Ranger are extraordinary endurance and physical strength combined with determination and willpower far beyond that achieved by normal men. The Rangers are hand-picked from regular elite forces, placed in a two-year training camp known as "The Forge" and are then sent directly to the Venusian trenches.

THE ETOILES MORTANTS

As part of Bauhaus' program against Dark Legion infiltration on Venus, the Etoiles Mortants, or "Dying Stars", were formed as a kamikaze unit specialising in reconnaissance and sabotage of Dark Legion citadels. Achieving the apparently impossible became an everyday event for Etoiles. Their small units of well-equipped and trained soldiers have gathered much of humanity's collective military intelligence regarding the Dark Legion. Rumours have it that the Brotherhood is secretly supporting the units with seers and other powerful mystics who reinforce the task forces sent out on missions, but no one has been able to reveal the truth. Some even say that the individual members of the Etoiles are trained in the use of the Arts.

The Etoiles are most often lightly equipped, as they hold speed and stealth as priorities over firepower or armour. Many soldiers who

have been sent to the Doomtrooper squads originally fought for the Etoiles. Their experience of the Dark Legions forces and tactics make them invaluable Doomtroopers. The badge of the Etoiles Mortants depicts a white supernova on top of a black cross.



Etoiles Mortants are fast and lethal up close.

THE ARMOURY

THE COGWHEEL MARK

Proper Bauhaus craftsmanship is legendary, and it can always be found on any item stamped with the four-spoke cogwheel of the Bauhaus corporation. Only items of the finest quality are ever bestowed this mark, and it is because of these items that Bauhaus gains its reputation.

Any Bauhaus-made item is assumed to be cog-marked, representing the high-quality goods that Bauhaus is known for. However, not all items are manufactured to this standard—within Bauhaus domains, lower-quality versions of most items are manufactured in large quantities. These items are not marked with the cogwheel, and they aren't sold to outsiders (to avoid diluting the Bauhaus brand), but they're made available to commoners and others who can't afford proper quality.

Cogless items of Bauhaus manufacture are still perfectly serviceable items—they're as good as the average items manufactured by everyone else. Compared to a cog-marked Bauhaus item, they reduce their Cost by two and their Reliability by one, but they are otherwise unchanged. Cogless items are not available outside of Bauhaus domains, except illegally.

ARMOUR

Bauhaus has a reputation for producing the finest personal armour. It isn't cheap, but it does the job extremely well. Bauhaus-made armour is available only through corporate channels, or on the black market.

All nobles have the right to purchase any armour they wish. Members of the reserves are issued with armour (a combat helmet, a bullet-proof vest, and a pair of light military shoulder pads) free of charge, though they are personally responsible for its maintenance and upkeep.

Bauhauser armour is manufactured from proprietary ceramics and state-of-the-art alloys. Under these plates are layers of shock-absorbent quilting and ballistic nylon. Each suit consists of a fully-enclosed helm, a pair of broad pauldrons (shoulder pads), a cuirass (covering the torso), greaves (covering the knees and shins), and vambraces (covering the arms) over a padded ballistic nylon bodysuit. Beneath the pauldrons is space for a basic medkit and up to two encumbrance worth of Reloads, both of which are sold separately.

CLIMATE CONTROL SYSTEMS

Almost all Bauhaus-made armour is available in versions with an integrated climate control system (CCS) suitable for the terrain in which the soldier is being deployed. Venus is known for its extremes of heat and cold, and Bauhaus ensures that its soldiers can fight where they are needed. CCS units are usually located in a small pod mounted on the soldier's back or carried in a backpack and attached to the armour by a series of tubes. All armour purchased with a CCS adds +3 to the suit's Cost. There are three common CCS modules:

◆ **Jungle** armour contains cooling systems and an integrated sweat recycler which reclaims lost moisture and keeps the wearer cool and dry. These are essential for maintaining comfort and hydration within the torrid, damp jungle of the Ring of Fire. In order to increase flexibility and ease movement through the tangled undergrowth, jungle armour is slightly lighter than other types of armour. Jungle armour reduces the difficulty of Resistance tests against extreme heat and dehydration, by two steps, which may remove the need for a test. Further, it reduces the difficulty of all Athletics and Acrobatics tests to move through difficult terrain by one, to a minimum of one. However, the lighter construction reduces the armour's Soak by one on each location.

◆ **Winterised** armour is heavily insulated, and the CCS unit contains a small heater that keeps the suit comfortable in arctic conditions. The helmet's lenses have been refitted to protect from snowblindness. Winterised armour reduces the difficulty of Resistance tests against extreme cold by two steps, which may reduce the need for a test, and protects the character from the damaging effects of bright light. It also increases the amount of time between tests from one minute to ten minutes, from ten minutes to an hour, or from an hour to six hours.

◆ **Deathzone** armour, which is often combined with Jungle or Winterised modifications (adding the Cost increase twice), provides oxygen filters and air recyclers. It is completely sealed and provides total immunity to all airborne poisons and diseases—the armour contains three Oxygen loads. It is slightly bulkier than normal armour, adding +1 Soak to each location.

XO-102 "STEEL STRIDER" POWERED ARMOUR

These heavy suits are composed of proprietary alloys and high-density ceramics, layered over a hydraulic exoskeleton. Each one is a fine example of Bauhauser craftsmanship, based on earlier designs for the Vulkan Battlesuit, which favours brute force over agility and grace, and its rugged design requires very little in the way of maintenance. Its integrated armament and self-contained environment make it brutal in urban, arctic, and jungle warfare, and there are few obstacles that can stop a well-trained warrior in a "Steel Strider" suit.

XO-102 POWERED ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Bauhaus	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
25	3	4	40	

POWER ASSISTED: A character wearing "Steel Strider" powered armour benefits from heightened physical strength and mobility as a result of the armour's systems. The character gains one additional Momentum on all strength-based tests, and ignores the armour's encumbrance while the suit remains active. Further, the character increases his melee damage bonus by $\uparrow 2$ while wearing the armour. However, the awkward weight and bulk increases the difficulty of all Acrobatics and Stealth tests the character attempts by one step.

STABLE PLATFORM: "Steel Strider" armour is sturdy and provides considerable support for soldiers operating powerful weaponry. A character wearing power armour may always use Two-Handed and Unbalanced weapons one-handed without penalty. It is stable enough that it always counts as Braced when using Unwieldy weapons.

BULLDOZER: A character wearing “Steel Strider” armour may attempt a Challenging D2 Athletics test in order to move through a solid wall, creating a hole that other characters can move through. The GM may increase the difficulty of this test based on the thickness and resilience of the wall. Repercussions may cause sections of walls to collapse, or other structural problems.

SUPPORT SYSTEMS: “Steel Strider” armour incorporates all the “Deathzone” Climate Control System (see page 95) as standard, and contains an automated medical system which functions as an automed that automatically tends to the wearer’s injuries (and only the wearer’s injuries).

INTEGRATED ARMAMENT: “Steel Strider” armour incorporates a pair of massive crushing fists, and a pair of potent short-ranged weapons. It cannot be fitted with other weapons, barring a major redesign. “Steel Strider” armour is equipped with two Hydraulic Powered Fists (page 99), an IS-66 Heavy Flamethrower (page 97), and an MG-70 Heavy Machine Gun (page 96).

WEAPONS

RWD AG-II

RESTRICTION: 3 **COST: 10**

The AG-11 is an older model of Bauhaus assault rifle, and while it hasn’t been issued to front-line units in centuries, the design remains in use both frontier settlements, military academies, and the Reserves, due to its reliability and ease of manufacture, so there are millions still in circulation. A well-trained soldier can field-strip an AG-11 in under ten seconds, and reassemble it in just over fifteen seconds. Unlike most assault rifles, it lacks an integral grenade launcher, or any mounting point for one—it is a weapon built for a singular purpose, and it fulfils that purpose admirably.

AG-11

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ \uparrow 5	Burst	4	2H	4
QUALITIES	Ammo (Armour Piercing 1, Spread 1)				

RWD AG-19 KAMPFKANONE

RESTRICTION: 4 **COST: 15**

Superficially the same as the AG-17, the Kampfkane is a higher-calibre weapon designed to chamber high-density ‘Deathbolt’ ammunition. The Kampfkane is a relatively new weapon, and it has only recently started seeing use in Venusian Ranger units.

AG-19 KAMPFKANONE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ \uparrow 5	Burst	5	2H	3
QUALITIES	Ammo (Vicious 1)				

GW-170 GRENADE LAUNCHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	As Grenade	Munition	–	2H	3
QUALITIES	As Grenade				

BAUFORCE MG-2000 “ATLAS” MEGACANNON

RESTRICTION: 5 **COST: 26**

Though Cartel Arms manufactures a version of this weapon licenced from Capitol’s Colding Arms, the “Atlas” is also manufactured by Bauforce. Bauforce and Colding have been in litigation for years over this intellectual property dispute, as both sides claim that they originated this powerful Doomtrooper weapon, and neither side can adequately prove ownership of the design. The Bauforce version consists of a pair of 20mm autocannons independently mounted upon a back brace, controlled by a pair of joysticks fitted to the user’s belt.

An “Atlas” megacannon comes with a Support Rig as standard. Its benefits are not included below. The “Atlas” megacannon uses the Heavy Weapons skill.

“ATLAS” MEGACANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+ \uparrow 7	Automatic	40	Unwieldy	3
QUALITIES	Armour Piercing 1, Spread 3, Vicious 1				

BERGDAHL MG-44 “STONECLEAVER”

RESTRICTION: 4 **COST: 15**

A water-cooled squad automatic weapon, the Stonecleaver is an unusual design, reliant on a system that pumps chilled water through a sleeve around the barrel to draw off excess heat and allow the weapon to keep firing for far longer without problems. While the water makes the weapon significantly heavier, it is far less likely to jam than comparable air-cooled weapons.

The Stonecleaver uses the Heavy Weapons skill.

BERGDAHL STONECLEAVER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ \uparrow 6	Automatic	12	2H	4
QUALITIES	Dependable, Spread 2				

DEPENDABLE: The weapon’s design makes it extremely dependable in battle. When making a Heavy Weapons test to fire this weapon, you may ignore the first Repercussion rolled.

RWD MG-70 HEAVY MACHINE GUN

RESTRICTION: 4 **COST: 17**

Designed specifically for use on Steel Strider power armour, the MG-70 is a short-barrelled heavy machine gun, for use in short-ranged

firefights. Very few close-quarters combatants can withstand the firepower that this weapon can project.

The MG-70 uses the Heavy Weapons skill.

MG-70

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+ [↑] 6	Automatic	7	Unwieldy	3
QUALITIES Spread 2					

IS-66 HEAVY FLAMETHROWER

RESTRICTION: 4 **COST: 15**

The IS-66 is typically mounted on Steel Strider power armour, providing the wearer with even greater close-ranged firepower. It isn't quite as potent as a full-sized Gehenna Puker, but the concentrated fuel creates a high-temperature burn that overwhelms most foes.

IS-66 HEAVY FLAMETHROWER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 6	Munition	8	2H	4
QUALITIES Incendiary 3, Torrent, Vicious 1					

GIRAUD ATML-100 "FIREFIST"

RESTRICTION: 5 **COST: 18**

The long-barrelled Firefist is an anti-tank missile launcher favoured by Blitzers. It is significantly more accurate than many commonly-available missile launchers, and it sends wire-guided missiles towards its target. These are controlled by a joystick on the weapon harness, allowing the user to guide a missile to right where it'll do the most damage.

A Firefist comes with a Support Rig as standard. Its benefits are not included below. The Firefist uses the Heavy Weapons skill.

ATML-100 FIREFIST

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade	Munition	15	2H	2
QUALITIES As Grenade, plus Unforgiving 2					

RWD HG-12

RESTRICTION: 3 **COST: 6**

This small auto-loading handgun is designed for personal defence. It is compact and reliable, making it particularly valuable as a holdout weapon.

HG-12

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Semi-Automatic	2	1H	3
QUALITIES Close Quarters, Hidden 1					

RWD HG-25 "EQUALISER"

RESTRICTION: 3 **COST: 7**

This handgun is characterised by its phenomenal stopping power and its simplicity of use and care. As a revolver, many potential buyers scoff at its limited ammunition capacity and long reload time, but in Bauhaus tradition, it is phenomenally reliable. It's relatively cheap for a Bauhaus weapon, too.

HG-25 "EQUALISER"

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 4	Semi-Automatic	3	Unbalanced	4
QUALITIES Close Quarters, Knockdown					

HOMEBUILDER LOGGING SWORD

According to legend, these ancient blades were first brought to Venus as logging tools. As a reminder of their brave and pioneering forebears, these weapons are now revered as symbols of high office. They are exclusively carried by the Duke Electors and their closest advisors, and it is regarded as highly improper for anyone of lesser status to touch a Logging Sword, let alone carry one. Each blade is set in an ornate and individually-designed hilt, and each is unique—every Bauhauser child knows the names and histories of each of the Logging Swords.

A Homebuilder Logging Sword cannot be purchased directly—there are only a handful of these weapons in existence, and they are prized and revered by their owners. A character might be gifted with such a weapon if they attain high status within Bauhaus.

HOMEBUILDER LOGGING SWORD

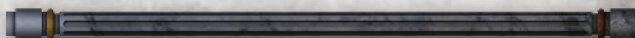
RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ [↑] 5	-	3	2H	4
QUALITIES Parry 2, Vicious 2					

IRONSHOD EBONY STAFF

The characteristic armament of the Order of Staff and Hand, these staves are one and three-quarter metres long and hand-carved from dense Venusan ebony and fitted with studded iron bands. Each staff is then blessed by a Brotherhood Mystic, fortifying it against the Darkness. None but a Guardian of the Staff and Hand is permitted to bear these weapons, and to sell them is a crime punishable by death.

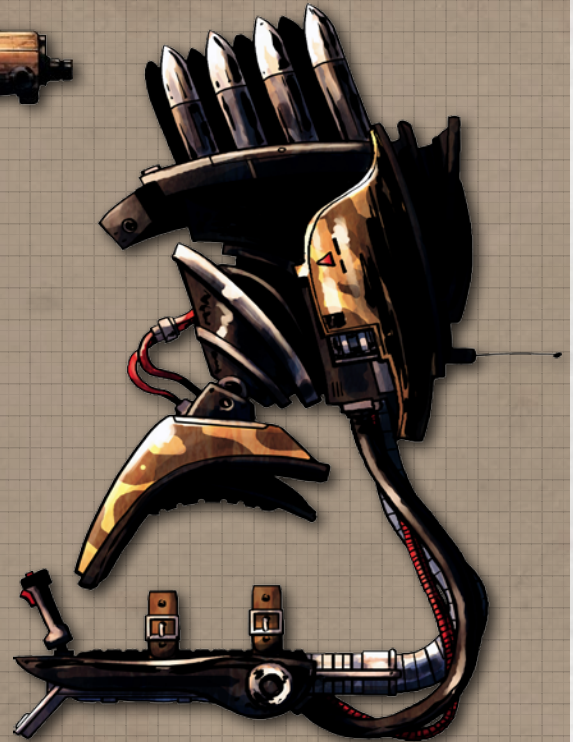
IRONSHOD EBONY STAFF

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ [↑] 5	-	4	2H	5
QUALITIES Duelling, Parry 2, Vicious 1, Pious 2					

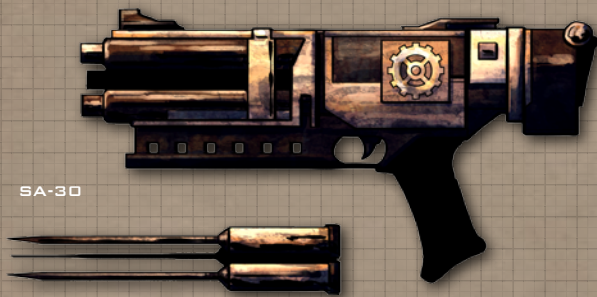




BERGDAHL
STONECLEAVER



ATML 100 IRONFIST



SA-30



MC 2000 ATLAS
MEGAKANON



HG-12



EQUALIZER

BAUHAUS WEAPONS

MACHETE

RESTRICTION: 2 **COST: 8**

A common tool for those working in the depths of the jungle, machetes are heavy blades a little over a metre long. There are a number of variations and similar weapons produced by companies all across Bauhaus, such as the seax and the fascine knife, but their purpose remains broadly the same even if their precise form does not. They are extremely useful for hacking through dense foliage, and almost as good at hacking through an Undead Legionnaire's limbs.

MACHETE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ \uparrow 4	-	3	1H	2
QUALITIES Parry 1					

HYDRAULIC POWERED FIST

These massive fists have little of the fine dexterity of a human hand, but their ability to grasp, crush, and pummel foes and inanimate objects is terrifying. Hydraulic powered fists are only found on Steel Strider powered armour, and cannot be purchased separately.

Hydraulic Powered Fists use the Unarmed Combat skill instead of Close Combat.

HYDRAULIC POWERED FIST

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ \uparrow 4	-	6	1H	3
QUALITIES Knockdown, Vicious 2					

CRUSH: After a successful attack with a Hydraulic Powered Fist, the character may spend one or more Momentum in order to grab the target. A grabbed target is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the Momentum spent. While the character has a target grabbed, the character cannot make attacks against any other foes, but will automatically score one success on melee attacks against the grabbed creature.

CLUMSY: While using a Hydraulic Power Fist, any skill tests using that hand which require careful manual dexterity increase in difficulty by one step.

WOODSMAN'S AXE

RESTRICTION: 2 **COST: 13**

A tool more than a weapon, these heavy axes are intended for use against lumber. However, their sturdy construction and sharp blade make them just as effective at dismembering the creatures of the Dark Legion as they are at splitting logs and slicing through errant branches.

WOODSMAN'S AXE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ \uparrow 5	-	6	2H	4
QUALITIES Vicious 2					

NEUROLASH

RESTRICTION: 3 **COST: 8**

The neurolash is a favoured weapon of members of the Order of Fear, who use it to terrorise their charges within the gulags. The lash itself does relatively little actual damage, but its touch is extremely painful, and a skilled wielder can reduce a hardened criminal to a whimpering, grovelling wreck.

NEUROLASH

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ \uparrow 3	-	1	1H	3
QUALITIES Armour Piercing 3, Reach, Stun					

STRAUSS INDUSTRIES S-34 THERMITE LANCE

RESTRICTION: 3 **COST: 6**

The S-34 is an ingenious design from Strauss Industries, for maximising the impact of a cavalry charge. At the tip of each lance is a detachable head filled with thermite, which is shaped in such a way as to produce a piercing blast of high-intensity flame. A few moments' contact between the lance and its target is sufficient to pierce all but the heaviest armour plate. The tip has to be replaced between uses.

THERMITE LANCE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ \uparrow 4	-	3	2H	3
QUALITIES Armour Piercing 3, Cavalry, One-Shot, Vicious 1					

CAVALRY: This weapon is designed to be used from the saddle of a horse or raptor. When used by a mounted character, the weapon is one-handed instead of two-handed.

ONE-SHOT: The weapon is useless after the first successful attack, and it cannot be used until it has been refitted, taking ten minutes of work and appropriate replacement parts.

RWD SG-35 RIFLE

RESTRICTION: 3 **COST: 6**

This weapon is intended primarily for civilian and personal defence use, rather than by the military. Citizens operating on the frontier, where wild animals and bandits are common threats, require some way of defending themselves and their homes. The result is an accurate, reliable rifle, loaded with heavy ammunition to bring down large animals quickly.

SG-35

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ \uparrow 5	Semi-Automatic	4	2H	4
QUALITIES	Unforgiving 1, Vicious 1				

TEMPLAR BLADE

RESTRICTION: 3 **COST: 7**

Numerous Templar Orders make use of sanctified blades of various kinds. These swords, axes, and spears are ornate and well-crafted, as should be expected of weapons of Bauhaus manufacture, and each one is cunningly-made with magnetic field generators that make them hit harder. Their true worth, however, lies in the blessings bestowed upon them by the Brotherhood, which make each blade's touch particularly harmful to creatures of Darkness.

TEMPLAR SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ \uparrow 5	-	3	Unbalanced	5
QUALITIES	Parry 1, Pious 1, Vicious 1				

TEMPLAR AXE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ \uparrow 5	-	3	Unbalanced	5
QUALITIES	Pious 1, Vicious 2				

TEMPLAR SPEAR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ \uparrow 4	-	4	Unbalanced	5
QUALITIES	Armour Piercing 1, Pious 1, Reach, Vicious 1				

STRAUSS INDUSTRIES AZ-60 ROTARY SHOTGUN

RESTRICTION: 4 **COST: 16**

Incorporating the same 'gatling' design found in most corporate HMGs, Strauss Industries introduced the Jungle Assault Weapon System (JAWS). These belt-fed multi-barrelled shotguns are exceedingly dangerous at close range. They're more than capable of cutting a path through dense jungle and packed infantry alike, while remaining relatively light. Their biggest drawback is the smaller gauge shotgun shells, a necessary compromise to keep recoil manageable. In spite of this, they're still one of the best weapons available for close-in fighting in the Venusian Jungles.

AZ-60

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ \uparrow 4	Automatic	6	2H	3
QUALITIES	Ammo (Torrent), Knockdown, Spread 1				

STRAUSS INDUSTRIES AZ-61 TWIN ROTARY SHOTGUN

RESTRICTION: 4 **COST: 21**

The AZ-61 is a larger-bore, twin-linked version of the AZ-60, which is capable of obliterating any soft target foolish enough to be within close range. Strauss Industries produces the AZ-61 as the Squad

Automatic Weapon version of the AZ-60. It incorporates two Gatling shotguns, mounted to a gyroscopic support rig to help manage the recoil. In a protracted burst, the AZ-61 can unleash two hundred large-bore shotgun shells in a minute.

An AZ-61 comes with a Support Rig as standard. Its benefits are not included below. The AZ-61 uses the Heavy Weapons skill.

AZ-61

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ \uparrow 6	Automatic	12	Unwieldy	3
QUALITIES	Ammo (Torrent), Knockdown, Spread 2, Vicious 1				

GW-405 GRENADE LAUNCHER

RESTRICTION: 3 **COST: 16**

The GW-405 grenade launcher is a simple breach-loading weapon that fires the same type of grenades as are used in the GW-170 underslung launcher mounted on the Panzerknacker. The GW-405 isn't widely used, tending to appear mostly in reserve forces (as their standard AG-11 rifles lack an underslung launcher). Most breach-loaded grenade launchers are fairly crude weapons, but the GW-405 benefits from Bauhauser craftsmanship, making it extremely precise.

GW-405

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	As Grenade	Munition	7	2H	3
QUALITIES	As Grenade, plus Unforgiving 1				

DEMOLITION CHARGE

RESTRICTION: 3 **COST: 6**

These specially-made explosive charges are designed to be used quickly in the field against armoured vehicles. Each consists of a quantity of high-powered explosives contained within a dense ceramic shell, with a flat magnetic plate on one face. The ceramic shell focuses the blast towards the flat side of the charge, allowing it to blast holes through the toughest armour plate.

A demolition charge can be affixed to a vehicle (or another metallic surface) within Reach as a Standard Action, requiring a Challenging D2 Mechanics test. This doesn't require a toolkit of any kind, and cannot benefit from uses of Parts. If the test is successful, the charge will detonate at the start of the next round, inflicting 2+ \uparrow 6 damage with the Blast (Close) quality; it also gains the Armour Piercing 3 and Vicious 1 qualities, but only against the vehicle itself. When the Mechanics test is made, the user may spend one Momentum to dive out of the way, moving to any point within Close range (preferably into cover).



ANIMAL HANDLING

Humanity was not alone when it colonised the solar system—it brought a wide range of creatures with it, often engineering them to be harder or better suited to the new environments they would inhabit. In the centuries that passed, the influence of terraforming agents and Dark Symmetry alike have allowed that range of creatures to expand and flourish on once-alien worlds, creating a riotous degree of diversity.

Needless to say, humans have continued to interact with these creatures in a wide range of ways. Humans still keep pets and use animals for work or travel, though typically in a far lesser capacity than machines. Animals still have a role in the military—Capitol maintains K9 units in its security and defensive forces, Bauhaus use Venusian Raptors and horses as cavalry mounts, and some Mishiman warriors ride to battle or fight alongside reptilian ‘dragons’.

WORKING ANIMALS

Large or dangerous animals, when domesticated and trained, can be invaluable as assistants. Security companies employ large dogs and similar beasts to supplement guard forces as both sentries and combatants—a keen nose and a vicious set of jaws are good ways to stop intruders. Groups that need to move quickly through rough terrain may prefer to ride upon animals rather than light vehicles, harking back to the horse-mounted cavalymen of Ancient Earth; horses, however, are far from the only riding animals in use. Where fuel is in short supply, draft animals are favoured over trucks and tractors, for hauling machinery and performing heavy tasks like ploughing fields. Work animals, broadly speaking, are any creatures trained for a specific purpose that humans cannot do alone. They allow considerable autonomy due to a reliance on living creatures rather than thinking machines, meaning that they can be used without falling foul of Brotherhood edicts.

Working animals come in several varieties:

- ◀ **Riding animals** are favoured for some combination of strength and speed, and can still be found in both civilian and military roles. Military riding animals tend to be combat-trained, preventing them from panicking when surrounded by the furore of battle.
- ◀ **Harness animals** are employed singly or in teams to haul sleds, wheeled vehicles, or ploughs. They are favoured more for strength than speed, as it allows them to move heavier loads more effectively.
- ◀ **Search and retrieval animals** are invariably predators, and their training helps direct their natural hunting instincts into a range of tasks. Their keen senses allow them to notice and pursue targets more efficiently than human trackers.
- ◀ **Guard and attack animals** are also likely to be predators, normally territorial ones, who will react with hostility to unfamiliar presences.

GUARD DOG

Known as “Man’s Best Friend”, dogs of all kinds accompanied humanity as they departed Earth. Larger, more aggressive breeds are employed by the corporations as trackers and sentries, their keen noses helping humans hunt as they have for tens of thousands of years.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	7	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	6	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	–	–	1	1	2	2	1	–	–	–

ANIMAL DETAIL TABLE

	ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	MAINTENANCE
Working animal, riding	40	–	2	6	–
Working animal, harness	40	–	2	6	–
Working animal, search and retrieval	15	–	3	6	–
Working animal, guard and attack	15	–	3	6	–
Habitat (riding or harness animal)	Fixed	5	2	4	3
Habitat (search and retrieval or guard and attack animal)	15	4	2	3	2
Handler’s kit	1	4	2	2	–
Handler’s kit with long-term restraints	5	4	3	5	–

WOUNDS: 3

SOAK: None

ATTACKS:

◀ **Bite (melee):** 1+**↑**4

SPECIAL ABILITIES

- ◀ **Grasping**
- ◀ **Companion Animal:** a companion animal is considered to be part of a squad led by its owner. However, due to the animal's limited capabilities, it can only assist on tests made by the owner awareness or when making a melee attack. The owner may attack using the mount's melee attacks—directing the animal to attack.

RIDING HORSE ▲

Though horses are amongst the oldest and most widespread riding animal, they are far from the only kind. The following profile represents a swift and sturdy breed of horse, of a kind popular amongst the frontiersmen of both Mars and Venus.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	9	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	4	6	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	2	1	1	1	-	-	-	-

WOUNDS: 4

SOAK: None

ATTACKS:

◀ **Kick (melee):** 1+**↑**5

SPECIAL ABILITIES

- ◀ **Mount:** a ridden animal is considered to be part of a squad led by its rider. However, due to the animal's limited capabilities, it can only assist on tests made by the rider for movement, awareness, or when making a melee attack. The rider may attack using the mount's melee attacks.

VENUSIAN RAPTOR ▲

Resembling the prehistoric beasts that existed on Old Earth millions of years before the rise of Mankind, Venusian Raptors are horse-sized, warm-blooded reptilian predators. They're large and strong enough to carry an armoured man into battle, and they are somewhat quicker

and more agile than a horse, but the two creatures are used almost interchangeably in the Venusian wilderness. Raptors are favoured as cavalry mounts for Mounted Hussars, as their predatory nature makes them more willing to engage in combat than even the most aggressive warhorse.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	8	10	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	3	7	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	1	1	1	1	-	-	-	-

WOUNDS: 4

SOAK: Scaled Hide: (All 1)

ATTACKS:

◀ **Claws and Teeth (melee):** 1+**↑**5, Vicious 1

SPECIAL ABILITIES

- ◀ **Mount:** a ridden animal is considered to be part of a squad led by its rider. However, due to the animal's limited capabilities, it can only assist on tests made by the rider for movement, awareness, or when making a melee attack. The rider may attack using the mount's melee attacks.

HABITATS

A habitat is comfortable accommodation for an animal that allows the owner to keep it in good health for an extended period. For smaller animals, this may be a cage or tank, or the corner of a room dedicated to the animal's needs. Larger animals may require a space in a stable or barn, or a similar dedicated space. Habitat includes the basic requirements for maintaining and caring for the animal—food, bedding, and any other useful items—and while an animal has a dedicated habitat, it is considered to be under control except in the most extreme of circumstances. Animals may take a few weeks to become accustomed to a new habitat. Habitats have a maintenance cost, which covers the varied supplies and resources used to keep the animal healthy and content.

HANDLER'S KIT

A handler's kit is designed to help a character capture and control a wild or dangerous animal. Each kit is designed for a specific type of animal—dogs, saurians, big cats, etc.—and they include a range of leads, muzzles, and protective gear sufficient for the user to

restrain a wild animal, and to train the animal subsequently. Larger kits include longer-term restraints—normally a cage—to contain the animal during transit or between sessions training the creature.

A handler's kit is considered to be the tools necessary to perform an Animal Handling test to restrain or train an animal. It provides 1 Soak to all locations (which increases to 4 Soak against the specific type of animal that the kit was designed for). Once an animal has been brought under control, it may require further tests to restrain it again if new stimuli cause it to panic or lash out again. Long-term restraints remove the need for these additional tests—once inside a cage, the animal cannot break free by itself.

LAW ENFORCEMENT

ELECTROSHACKLES

- RESTRICTION: 3** **COST: 5**
ENCUMBRANCE: 0 **RELIABILITY: 2 (PER SHACKLE)**
RESTRICTION: 5 **COST: 20**
ENCUMBRANCE: **RELIABILITY: 2 (PERSONAL CONTROL)**
RESTRICTION: 5 **COST: 35**
ENCUMBRANCE: 30 **RELIABILITY: 3 (MASTER CONTROL)**

A favoured tool of the Order of Fear, the electroshackle is a compact explosive charge contained within a metal band, which is fitted to the wrist, ankle, or neck of a prisoner. The metal band is made of a proprietary high-strength alloy that contains the blast, focussing it inwards so that only the electroshackle's wearer suffers the effects. If the charge is triggered, then at the end of his next turn the wearer suffers 2+ \uparrow 6 damage with the Vicious 2 quality to the location the electroshackle is affixed to (arm, leg, or head, if affixed to the wrist, ankle, or neck, respectively). This allows the wearer to comply with orders before the device is detonated. It takes a Dire D4 Mechanics test to remove an electroshackle safely, and a Repercussion may cause the device to detonate prematurely due to tampering. The only other alternative is to use the key, which is normally carried by a senior warden.

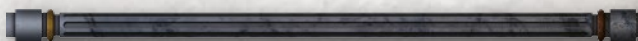
Electroshackles can only be detonated by a signal from a control unit, which comes in two forms. The most common form of control unit is a personal, wrist-mounted device. Each wrist-mounted device has a range of a kilometre and a half, and each one can be coded to up to a hundred electroshackles (selecting individual shackles by means of a dial). Each personal control is keyed to the fingerprint of the wearer. The larger control units are set up in gulag watchtowers, and they have a range of eighty kilometres. These master controls can override the signals of personal controllers, and can be coded to an unlimited number of electroshackles.

In both cases, the radio signal is scrambled and individually coded to prevent outside interference. It takes a Standard Action to set a control unit to target the right shackle and trigger it.

INTERROGATOR'S TOOLS

- RESTRICTION: 3** **COST: 6**
ENCUMBRANCE: 3 **RELIABILITY: 4 (TOOLS)**
RESTRICTION: 3 **COST: 1**
ENCUMBRANCE: 1 **RELIABILITY: 4 (SERUM)**

These tools are commonly found in the hands of the Order of Fear, used to extract information from recalcitrant prisoners and other captives. Their skills blur the line between persuasion and torture, and involve a variety of precision tools, unusual techniques, and mind-altering serums. Use of these tools grant the user an additional d20 on all Persuade tests made against a hostile or resistant subject. The character may use Treatment or Medicine instead of Persuade, representing more physical methods, but the Repercussion range increases by three due to the uncertainties of torture. Each tool kit contains three doses of Serum as well; when making a Persuade test with the Interrogator's tools, the character gains one bonus Momentum for each dose of Serum used.



GROUND VEHICLES

CHS 9000GL

- RESTRICTION: 3** **COST: 36**
MAINTENANCE: 7 **RELIABILITY: 4**

If you wouldn't be seen dead in a VT-350, and most of Bauhaus' prouder nobles wouldn't, then the Sachs 9000 is the car for you. This is the limousine that makes the VT-350 look as if it were made by a Mishiman knock-off merchant, as any Sachs dealer will tell you. It represents the ultimate in understated luxury, from its gold leopard hood ornament, to its leather-lined trunk. This is what luxury limousines are all about. The seats are padded and exceptionally comfortable. The engine is nearly silent, such that the only sound you'll hear is the whistle of displaced air as you hurtle along at a little under two hundred kilometres per hour. If this disturbs you, the internal sound system is top of the line, providing playback that sounds almost real. The GL series, popular in these days of Anarchist outrage, comes with an armoured chassis, bulletproof windows, run-flat tyres, and underfloor anti-mine armour.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	190 kph	COMBAT MANOEUVRABILITY		2
CREW	1 pilot	CARRYING CAPACITY		4 passengers 80 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	6	4	2
MOTIVE SYSTEM	2	4	3	2
IMPACT DAMAGE	2+ \uparrow 54			
ARMAMENTS	None			
NOTES	Passengers and crew have \uparrow 4 Cover Soak.			

THE BAUHAUS WAR MACHINE

GIACCHIO FORZA 750

RESTRICTION: 3 **COST: 35**
MAINTENANCE: 6 **RELIABILITY: 3**

Of course, you might need to make a personal statement that says you like a life of glamour, speed, danger, and adventure, in which case, you *need* the GF-750. Resembling a fighter jet rather than a car, this low-slung sports car is just right for you. In it, you can scream through the streets at nearly three hundred kilometres per hour, burning past all those stuffy business types in their Sachs 9000s. You can laugh—or try and laugh—as G-forces push you back into your luxury upholstered seat (tailored to your own personal specifications), and then offer the gorgeous companion sitting next to you a glass of wine or fine liquor from the dashboard refrigerator. This is *the* car for wealthy young nobles about town. You can have it in any colour you like, so long as it's bright red.

QUALITIES	Agile, Exposed, Wheeled			
CRUISING SPEED	190 kph	COMBAT MANOEUVRABILITY		1
CREW	1 pilot	CARRYING CAPACITY	1 passengers 25 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	2	5	2	1
MOTIVE SYSTEM	0	4	3	1
IMPACT DAMAGE	2+†54			
ARMAMENTS	None			
NOTES	Passengers and crew have †2 Cover Soak.			

VINCIANO-TRAFFAUX 350BL

RESTRICTION: 2 **COST: 30**
MAINTENANCE: 5 **RELIABILITY: 4**

The VT-350 represents an ideal of engineering perfection. Its ride is smooth, its suspension perfect, its handling a dream. All models are so quiet you can barely hear the engine purr, and power-assisted steering and anti-lock brakes are standard. If you like a life of adventure, why not go for the Freelancer model? Then you can cruise down the road listening to your superb integral stereo system, secure in the knowledge that you're protected by bulletproof windows, run-flat tyres, and an armoured chassis. You can enter every car chase perfectly confident that if you can ram the other car, it won't be you that gets hurt.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	160 kph	COMBAT MANOEUVRABILITY		2
CREW	1 pilot	CARRYING CAPACITY	4 passengers 80 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	6	3	2
MOTIVE SYSTEM	2	4	2	1
IMPACT DAMAGE	2+†5			
ARMAMENTS	None			
NOTES	Passengers and crew have †4 Cover Soak.			

VINCIANO-TRAFFAUX CARDINAL

RESTRICTION: 3 **COST: 24**
MAINTENANCE: 4 **RELIABILITY: 4**

This formidable armoured car is used for escort missions, riot control, and ferrying VIPs. It is widely used by both the military and the police. It can carry two passengers inside the tower, in addition to the driver and gunner. The water-cooled LMG in the tower provides basic firepower, but speed and heavy armour are the vehicle's best defence.

QUALITIES	Agile, Enclosed, Wheeled			
CRUISING SPEED	130 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander 1 gunner	CARRYING CAPACITY	2 passengers 40 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	8	5	3
MOTIVE SYSTEM	4	5	3	2
WEAPON	3	3	2	1
IMPACT DAMAGE	2+†5			
ARMAMENTS	<ul style="list-style-type: none"> • Bergdahl Stonecleaver LMG: Range M, 1+†6, Automatic, Dependable, Spread 2 			
NOTES	Bergdahl Stonecleaver has 6 Reloads			

VORREITER TRACKED BIKE

RESTRICTION: 3 **COST: 18**
MAINTENANCE: 3 **RELIABILITY: 3**

These vehicles are widely used by frontiersmen and reconnaissance units. The design is a tried-and-tested one, having been in use in some form or another since the Exodus from Earth. Most versions mount a pair of MG-40 light machine guns, operated from a switch on the handlebars, though some are available without the guns (reduce the Cost by 5).

QUALITIES	Bike, Rugged, Tracked			
CRUISING SPEED	80 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander	CARRYING CAPACITY	15 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	6	4	2
MOTIVE SYSTEM	3	4	3	3
WEAPON	3	3	3	1
IMPACT DAMAGE	2+†4			
ARMAMENTS	<ul style="list-style-type: none"> • Twin MG-40 LMGs: Range M, 1+†6, Automatic, Ammo (Armour Piercing 1), Spread 3 			
NOTES	<p>Twin MG-40s have 6 Reloads Churning Up Dirt: Whenever a Vorreiter moves Flat Out, all skill tests to make a ranged attack against the vehicle increase in difficulty by one step. Pedal to the Metal: Vorreiters can travel quickly, but their design requires that speed come at the cost of control. A Vorreiter may gain the Agile quality for a turn, but if it does so, then it has a Combat Manoeuvrability of 0 during that turn. The commander may make this decision freely at the start of his turn.</p>			

STRANG INDUSTRIES VULKAN BATTLESUIT

RESTRICTION: 4 **COST: 50**
MAINTENANCE: 6 **RELIABILITY: 4**

The original Vulkan battlesuits were refitted from industrial load-lifters used in construction projects on the frontiers—the VK221, manufactured by what was then Vulkan Konstructions. In the centuries that followed, the wildly successful design has been improved and refined thousands of times, and in typical Bauhauser style, the resulting war engine is a masterpiece of mechanical engineering. Lacking the sophisticated electronics of Cybertronic, the Vulkan—now manufactured by Strang Industries, who bought out Vulkan Konstructions in YC 958—is a common sight in many battle groups, whether armed for fire support or close quarters battle.

QUALITIES	Enclosed, Walker			
CRUISING SPEED	35 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander	CARRYING CAPACITY	25 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	7	5	3
MOTIVE SYSTEM	4	6	4	2
WEAPON	4	4	3	3
IMPACT DAMAGE	2+†5			
ARMAMENTS	<ul style="list-style-type: none"> • 1x MG-80 Heavy Machine Gun: Range L, 2+†6, Automatic, Spread 2 • 1x IS-66 "Prometheus" Heavy Flamethrower: Range C, 2+†6, Munition, Incendiary 4, Torrent, Vicious 1 <p>Either or both weapons may be replaced with:</p> <ul style="list-style-type: none"> • Hydraulic Fists (melee): 2+†5, Armour Piercing 2, Knockdown, Vicious 2 			
NOTES	<p>MG-80 has 9 Reloads. IS-66 has 9 Reloads Stomp: The commander may make a melee attack against an enemy within Reach. This attack inflicts the vehicle's Impact damage, with the Knockdown and Stun qualities.</p>			



PZRV-31 JACKAL

RESTRICTION: 3 **COST: 28**
MAINTENANCE: 4 **RELIABILITY: 3**

The four-wheel "Panzered Recon Vehicle", commonly known as the Jackal, is used primarily in a scouting role. Its powerful Vinciano-Traffaux HK98i engine and its huge balloon tires, each on independent axles, make it possible for the Jackal to move quickly and efficiently cross steep inclines and uneven ground. The turret is only partly armoured, reducing the overall weight at the cost of being more vulnerable.

QUALITIES	Enclosed, Rugged, Wheeled			
CRUISING SPEED	96 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander 1 pilot 2 gunners	CARRYING CAPACITY	20 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	6	4	3
MOTIVE SYSTEM	5	4	4	3
WEAPON	3	4	3	2
IMPACT DAMAGE	2+†5			
ARMAMENTS	<ul style="list-style-type: none"> • Turret-mounted K-60 Autocannon: Range L, 2+†8, Semi-Automatic, Armour Piercing 2, Vicious 1 • 2x MG-40 LMGs: Range M, 1+†6, Automatic, Ammo (Armour Piercing 1), Spread 2 			
NOTES	<p>K-60 has 10 Reloads. MG-40s have 9 Reloads each Under-Armoured: The armour on the Jackal is weaker in a number of places, lowering weight and allowing it to move quickly. A Called Shot against a Jackal counts the vehicle's Soak as two lower for that attack.</p>			

GEV 10 KRAIT

RESTRICTION: 3 **COST: 45**
MAINTENANCE: 6 **RELIABILITY: 3**

This light vehicle is the general, all-purpose troop carrier for Bauhaus forces along the waterways of the Venusian jungles. It is also commonly employed during amphibious assaults, and in the snowy wastes of the Circles of Ice. It is fast, sleek, and manoeuvrable. The troops within are protected by durable carballoy armour plate, and the vehicle mounts a light machine gun for troop support. Lighter versions are employed in the Ring of Fire for river patrols.

QUALITIES	Agile, Enclosed, Hover			
CRUISING SPEED	95 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander 1 gunner	CARRYING CAPACITY	20 passengers	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	12	8	3
MOTIVE SYSTEM	6	8	6	4
WEAPON	4	6	4	2
IMPACT DAMAGE	3+†4			
ARMAMENTS	<ul style="list-style-type: none"> • Turret-mounted MG-40 LMG: Range M, 1+†6, Automatic, Ammo (Armour Piercing 1), Spread 2 			
NOTES	MG-40 has 6 Reloads			

GEV 12 COBRA

RESTRICTION: 4 **COST: 55**
MAINTENANCE: 7 **RELIABILITY: 4**

The Cobra is the Homebuilder's standard hovertank, used during armoured assaults and lightning raids. Like all ground effect vehicles, it is swift and easy to handle. The skirts are protected by flexible ceramic

plates, and the vehicle is laden with as much armour as it is possible for a hovercraft to carry. While not as resilient as a true Main Battle Tank, it is still well armoured. The vehicle has a heavy cannon in a top-mounted turret, and machine gun pods covering the front, both flanks, and the rear.

QUALITIES	Enclosed, Hover			
CRUISING SPEED	80 kph	COMBAT MANOEUVRABILITY		3
CREW	1 commander 1 gunner	CARRYING CAPACITY		30 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	13	9	6
MOTIVE SYSTEM	8	8	6	4
WEAPON	6	6	4	2
IMPACT DAMAGE	3+↑4			
ARMAMENTS	<ul style="list-style-type: none"> • Turret-mounted K-60 Autocannon: Range L, 2+↑8, Semi-Automatic, Armour Piercing 2, Vicious 1 • 4x MG-80 HMGs: Range L, 2+↑6, Automatic, Spread 2 			
NOTES	K-60 Autocannon has 8 Reloads. Each MG-80 has 9 Reloads. K-60 Autocannon can be replaced with a Firefist missile launcher. Only two MG-80s may target a single enemy.			

MBT-42 WOLF MK 2

RESTRICTION: 4 **COST: 55**
MAINTENANCE: 6 **RELIABILITY: 4**

The Wolf is the Homebuilders' main battle tank for open battle. It is a massive, heavy vehicle—more than seventy tonnes—with an extremely powerful engine. It bristles with anti-personnel machine guns, while its turret-mounted cannons are capable of bringing down most other armoured vehicles. Besides the main 180mm turret, the Wolf has three smaller 60mm autocannon on individual smaller turrets. Finally, it has four MG-40 machine guns in defensive towers, and a pair of Bergdahl Stonecleavers in “cheek turrets” at the front.

The Wolf has earned a fearsome reputation, both in the Rings of Strife, and in the open deserts of Mars. The Mk 2c has been modified for jungle warfare by replacing the 60mm cannons with Supergehenna flame-throwers, and attaching a Stahler & Koch ‘Junglemower’ Chainripper unit to the front of the vehicle.

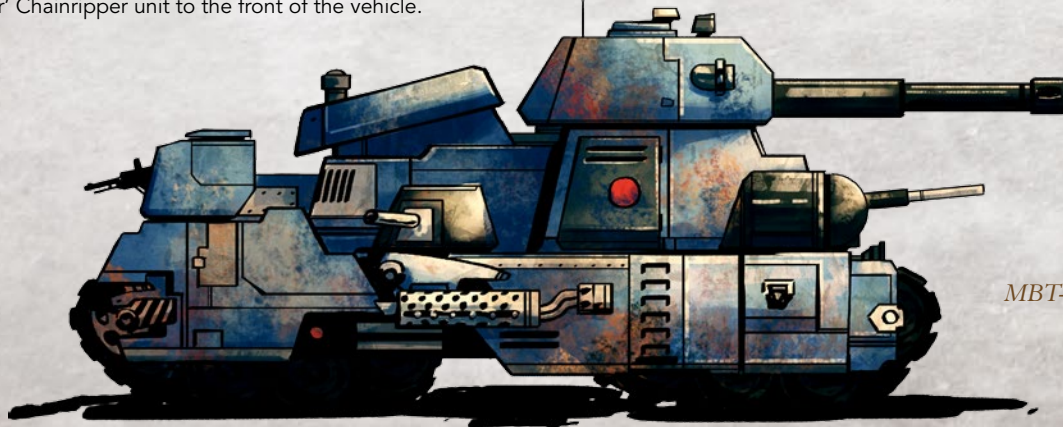
QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	15 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 1 pilot 9 gunners	CARRYING CAPACITY		35 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	12	14	10	6
MOTIVE SYSTEM	8	8	6	4
WEAPON	7	6	4	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	<ul style="list-style-type: none"> • K-180 Cannon: Range L, 3+↑7, Munition, Armour Piercing 2, Unforgiving 2 • 3x K-60 Autocannons: Range L, 2+↑8, Semi-Automatic, Armour Piercing 2, Vicious 1 • 4x MG-40 LMGs: Range M, 1+↑6, Automatic, Ammo (Armour Piercing 1), Spread 2 • 2x Bergdahl Stonecleaver LMGs: Range M, 1+↑6, Automatic, Dependable, Spread 2 			
NOTES	K-180 Cannon has 20 Reloads. Each K-60 Autocannon has 12 Reloads. Each MG-40 has 15 Reloads. Each Bergdahl Stonecleaver has 15 Reloads. No more than two MG-40s may attack the same target in any given turn.			

GBT-49 GRIZZLY

RESTRICTION: 4 **COST: 75**
MAINTENANCE: 8 **RELIABILITY: 4**

The Grizzly Grospanzer—or giant tank—epitomises the doctrine of Lothar Fieldhausen, who believed that, in armoured warfare, bigger is always better. The Grizzly is less a tank and more a mobile fortress. It is larger even than Capitol's Leviathan and Montana MBTs. Indeed, it is so huge that it can plough through the densest jungle, knocking down trees unfortunate enough to be in its path.

The Grizzly is the largest battle tank produced by Bauhaus, or by any corporation, and it is bristling with weapons. The main turret mounts a 230mm mortar, a 180mm anti-tank cannon, a



MBT-42 Wolf

60mm autocannon, and a light machine gun. Beneath this main turret, there are a pair of smaller turrets, one fitted with a pair of light machine guns, the other fitted with a small anti-personnel mortar and a flamethrower. It also has four side turrets loaded with light machine guns, a pair of anti-aircraft turrets, and a 60mm autocannon and light machine gun mounted in the rear. Finally, the commander's turret mounts another pair of light machine guns.

The command turret is heavily protected in the centre of the vehicle and boasts a large periscope, with which the commander can survey the battlefield. The Grizzle is powered by twin 7,800 horsepower turbo engines, which consume a hundred and forty litres of diesel per kilometre.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	40 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 1 pilot 10 gunners	CARRYING CAPACITY	35 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	12	18	15	12
MOTIVE SYSTEM	10	9	6	4
WEAPON	9	8	6	4
IMPACT DAMAGE	3+↑4			
ARMAMENTS	<p>Each of the turrets below is operated by a single gunner, barring the Commander Turret, which is operated by the Commander.</p> <ul style="list-style-type: none"> • Main Turret, containing: <ul style="list-style-type: none"> • 230mm Mortar: Range L, 2+↑7, Munition, Blast (Close), Dreadful, Knockdown, Vicious 2 • K-180 Cannon: Range L, 3+↑7, Munition, Armour Piercing 2, Unforgiving 2 • K-60 Autocannon: Range L, 2+↑8, Semi-Automatic, Armour Piercing 2, Vicious 1 • Bergdahl Stonecleaver LMG: Range M, 1+↑6, Automatic, Dependable, Spread 2 • Front-Right Turret, with twin Bergdahl Stonecleavers (as above, but Spread 3) • Front-Left Turret, with: <ul style="list-style-type: none"> • Flamethrower: Range C, 1+↑6, Munition, Incendiary 3, Torrent • 30mm Mortar: Range L, 2+↑5, Munition, Blast (Close), Dreadful • 4x Side Turrets, with Bergdahl Stonecleavers • 2x AA Turrets, with Triple Bergdahl Stonecleavers (as above, but Spread 4) • Rear Compartment, with: <ul style="list-style-type: none"> • K-60 Autocannon • Bergdahl Stonecleaver LMG • Commander Turret, with twin Bergdahl Stonecleavers (as above, but Spread 3) 			
NOTES	<p>230mm Mortar has 20 Reloads. K-180 Cannon has 30 Reloads. Each K-60 Autocannon has 18 Reloads. Each Bergdahl Stonecleaver has 21 Reloads. Flamethrower has 10 Reloads. 30mm Mortar has 10 Reloads. No more than three turrets may attack a single target. The Rear Compartment may not attack the same targets as either of the Front Turrets.</p>			

AIRCRAFT

GIRAUD AEROSPACE RAVEN

RESTRICTION: 5 **COST: 55**
MAINTENANCE: 4 **RELIABILITY: 4**

The Raven in Bauhaus' main air-superiority fighter. While not as fast as some fighters, it is higher manoeuvrable and boasts full VTOL capabilities. It is a sleek swing-wing aircraft with underwing jet-nozzles for its VTOL motors. It was while flying his customised Raven that Luc Piquarde set his record for the greatest number of fighter kills in history.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	1280 kph	COMBAT MANOEUVRABILITY		3
CREW	1 commander	CARRYING CAPACITY	25 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	6	4	3
MOTIVE SYSTEM	3	5	3	1
WEAPON	2	3	2	1
IMPACT DAMAGE	2+↑6			
ARMAMENTS	<ul style="list-style-type: none"> • Twin Wing-Mounted MG-90 HMGs: Range L, 2+↑6, Automatic, Spread 3, Vicious 1 • Weapon Pylons: Stats as weapon. 			
NOTES	MG-90s have 9 Reloads. Weapon Pylons have 2 Reloads			

KLEIN HELITEK DRAGONFLY

RESTRICTION: 5 **COST: 75**
MAINTENANCE: 6 **RELIABILITY: 3**

The Dragonfly is used mainly to carry Air Cavalry and Etoiles Mortant units to the battlefield. It's heavily armoured and carries multiple support weapons for use when deploying or collecting troops. It is best known for its huge, sleek body and the twin cockpit bulges on either side of the prow, making it resemble a massive insect.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	160 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander 1 pilot	CARRYING CAPACITY	20 passengers 400 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	6	4	3
MOTIVE SYSTEM	3	5	3	1
WEAPON	2	3	2	1
IMPACT DAMAGE	2+↑6			
ARMAMENTS	<ul style="list-style-type: none"> • 2x MG-90 HMGs: Range L, 2+↑6, Automatic, Spread 2, Vicious 1 			
NOTES	Each MG-90 has 12 Reloads			

DASSAUD-KLEIN ALBATROSS

RESTRICTION: 5 **COST: 70**
MAINTENANCE: 7 **RELIABILITY: 4**

The Albatross is a ground support aircraft, primarily used for bombing enemy positions during attacks. It is powered by two Giraud 540 jet turbines and boasts nose and cupola turrets. Many have been modified for use as seaplanes, allowing them to land in the river systems of the Ring of Fire. These don't possess the rear belly turret.

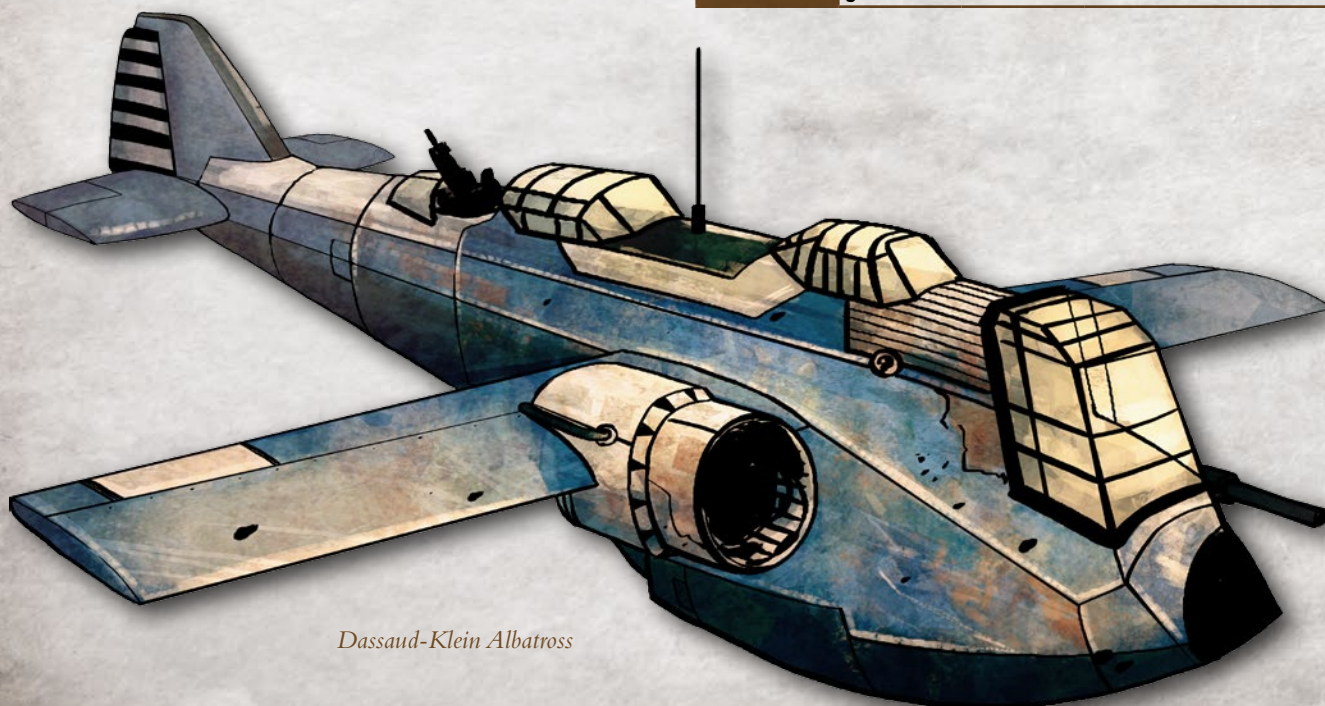
QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	960 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander	CARRYING CAPACITY	10 enc	
	1 pilot 4 gunners			
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	8	6	4
MOTIVE SYSTEM	3	6	4	2
WEAPON	2	3	2	1
IMPACT DAMAGE	3+↑4			
ARMAMENTS	<ul style="list-style-type: none"> • 3x turrets containing a Bergdahl Stonecleaver LMG: Range M, 1+↑6, Automatic, Dependable, Spread 2 • Bomb Bay: Range L, 3+↑8, Munition, Blast (Medium), Knockback, Stun 			
NOTES	Each Bergdahl Stonecleaver has 9 Reloads. Bomb Bay has 3 Reloads. The Bomb Bay can only attack targets on the ground. No more than one LMG may attack a single target.			

GIRAUD CONDOR

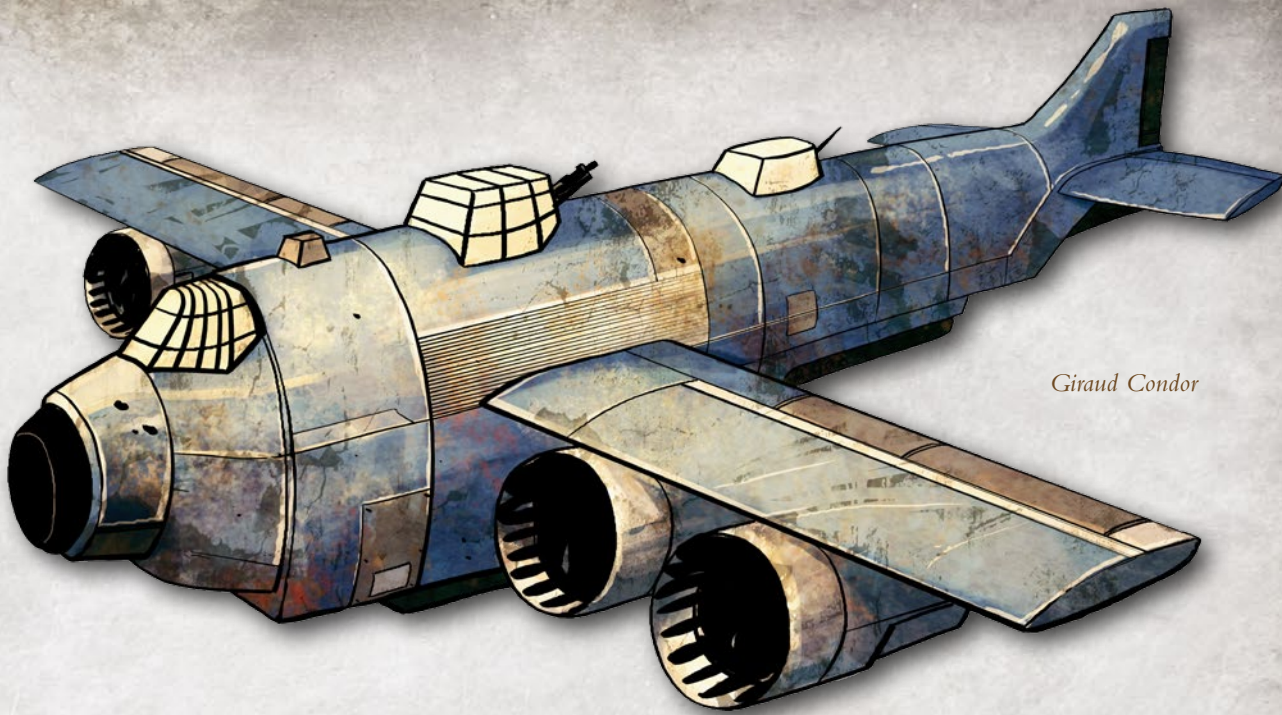
RESTRICTION: 5 **COST: 85**
MAINTENANCE: 7 **RELIABILITY: 3**

The Condor is a high-altitude strategic bomber used for long ranged strikes on enemy positions. It has a distinctive twin-ruddered tail and four massive Giraud 900 jet turbines, as well as a host of defensive turrets. More Condors have been manufactured than any other Bauhauser aircraft, and their rugged design and endurance are legendary. Condors were the principle aircraft used in the famous 10,000 bomber raid on the Citadel of Alkhai, which ended Operation Golgotha.

QUALITIES	Agile, Aircraft, Enclosed, Rugged			
CRUISING SPEED	800 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander	CARRYING CAPACITY	40 enc	
	2 pilots 6 gunners			
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	10	8	5
MOTIVE SYSTEM	5	8	6	3
WEAPON	3	4	3	2
IMPACT DAMAGE	3+↑5			
ARMAMENTS	<ul style="list-style-type: none"> • 4x Turrets with Twin MG-90 HMGs: Range L, 2+↑6, Automatic, Spread 3, Vicious 1 • Massive Bomb Bay: Range L, 3+↑8, Automatic, Ammo (Vicious 2), Blast (Medium), Knockback, Stun 			
NOTES	MG-90s have 12 Reloads each. No more than two turrets may attack a single target. Massive Bomb Bay has 18 Reloads. It may only attack targets on the ground.			



Dassaud-Klein Albatross



Giraud Condor

THE BAUHAUSER SPACE FLEET

The Bauhaus Navy, commonly known as the *Bauhauser Weltraumsmarine* (or BWM), is a surprisingly small force considering the power and status of the Bauhaus corporation. Officially, it is shared equally between the four Elector Houses, for no single house wishes to cede such power to its rivals. However, in practice, the Ministry of Space (the government body that controls all spacefaring assets) is governed almost exclusively by House Romanov and House Richthausen. Houses Bernheim and Saglielli maintain a token presence within the Ministry of Space and the BWM itself, but their practical involvement is limited.

The Ministry of Space is fairly evenly divided into two groups: the merchant navy, and the military fleet. House Richthausen concerns itself primarily with the merchant navy, while House Romanov focusses its efforts upon the military side of spacefaring. The merchant navy ferries Bauhaus goods and materials across the Solar System, typically between Venus, Luna, and Mars, and their vessels are widely regarded as reliable, dependable, and efficient. Travel between worlds on Bauhauser vessels is seen as a luxury, at least by those who don't favour the speed and range of Imperial vessels or the widespread availability of Capitolian freight.

The military fleet—the part that claims the name *Bauhauser Weltraummarine*—is a different matter. The majority of the BWM sits in orbit above Venus, with the remaining elements serving as

patrols along shipping lanes and forays into Dark Legion territories in support of the Brotherhood or the Cartel. Bauhauser warships are all designed on similar lines—solid construction, heavy armour, and heavy firepower—leading to them being commonly known as “Ironclads”. This suits their role as a primarily defensive fleet well, but it's an unspoken concern that centuries of designing their vessels to defend has left Bauhaus without an effective offensive fleet.

GIRAUD TYPE-32 COURIER

RESTRICTION: 3 **COST: 40**
MAINTENANCE: 4 **RELIABILITY: 4**

Dominating the small haulage and orbital transit market amongst Bauhauser subsidiaries is the Type-32. It's blocky, utilitarian design makes it clear that the vessel is designed for industrial and commercial use, with passenger transit versions being an after-market refit rather than a standard model. However, its relatively crude appearance conceals an extremely efficient propulsion system, allowing it to operate for about twice as long as a typical commercial orbital.

QUALITIES	Light Craft, Rugged		
INTERPLANETARY RANGE	2 days	COMBAT MANOEUVRABILITY	0
CREW	1 pilot	PASSENGERS	12
DAMAGE	SOAK	DAMAGE	
	2	5	
IMPACT DAMAGE	2+↑2	FUEL LOAD	4

THE BAUHAUS WAR MACHINE

GIRAUD TYPE-651 FREIGHTER

RESTRICTION: 3 **COST: 80**
MAINTENANCE: 10 **RELIABILITY: 4**

The typical Bauhauser cargo freighter is a massive slab-sided vessel, almost a brick of steel alloy and ceramics. Their design is pure efficiency—maximum space given over to cargo, a reliable set of engines, and a sturdy hull that can withstand most interplanetary hazards. Most crews like working with Type-651s, even non-Bauhauser ones, due to the craftsmanship and durability of the design.

QUALITIES	Ship, Ponderous, Rugged				
INTERPLANETARY RANGE	15 Days		COMBAT MANOEUVRABILITY		0
CREW	1 commander (Crew 3) 1 pilot 2 gunners (crew 1) 1 engineer (crew 2)		PASSENGERS		20
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	3	4	3	3
	HULL	4	5	4	4
	WEAPON	1	2	2	2
IMPACT DAMAGE	3+ ↑ 4		FUEL LOADS		6
ARMAMENTS	• 2x FlaK 888 Defensive Batteries (Range C, 1+ ↑ 3, Automatic, Point Defence, Close Quarters, Vicious 1)				
NOTES	Vast cargo hold. Each FlaK 888 battery has 6 Reloads.				

ROMANOV-GIRAUD J-XIV JAGDBOMBER

RESTRICTION: 4 **COST: 60**
MAINTENANCE: 4 **RELIABILITY: 3**

While far from the most nimble voidfighter in service in any corporate fleet, the J-XIV doesn't easily fit into the "interceptor" archetype favoured by Capitol and Mishima. Instead, the J-XIV is built to withstand prolonged violence, providing a durable "Combat Void Patrol" for larger vessels, and is often equipped with heavy anti-ship armaments, relying on sheer resilience in order to deliver their payloads.

QUALITIES	Light Craft				
INTERPLANETARY RANGE	15 days		COMBAT MANOEUVRABILITY		1
CREW	1 commander 2 gunners		PASSENGERS		None
DAMAGE	SOAK				DAMAGE
	1				4
IMPACT DAMAGE	2+ ↑ 3		FUEL LOAD		3
ARMAMENTS	• 2x K-11 Autocannons (Close, Burst, 1+ ↑ 3, Vicious 1, Close Quarters) • T-30 Ship-to-Ship Missile (Range M, 2+ ↑ 4, Munition, Armour Piercing 2, Vicious 1).				
NOTES	Six Reloads for Autocannons. Four Reloads for Missiles.				

SPACECRAFT WEAPON QUALITIES

The following weapon quality applies specifically to spacecraft weapons.

ANTI-SHIP: The weapon is ponderous and heavy, designed to slay massive spacecraft rather than smaller targets. Increase the difficulty of all attacks made by this weapon against Light Craft or other small targets by one step.



ROMANOV-GIRAUD 980-CLASS TORPEDO BOAT

RESTRICTION: 5 **COST: 100**
MAINTENANCE: 9 **RELIABILITY: 4**

The most common vessel in the modern BWM, the 980 has been in service for nearly three hundred years, and the design has remained largely unchanged during that time. Unsubstantiated rumours of a new Torpedo Destroyer design employing Cybertronic-sourced components abound, however, and the 980 is certainly showing its age. The vessel is typical of Bauhauser warship design—heavy armour and heavy firepower dominate, with mobility coming in a distant third. The 980 largely avoids problems of lethal range with large numbers of missile launchers and torpedo tubes, allowing it to assail enemy craft from a considerable distance.

QUALITIES	Ship, Ponderous, Rugged				
INTERPLANETARY RANGE	12 Days		COMBAT MANOEUVRABILITY		0
CREW	1 commander (Crew 3), 1 pilot (Crew 1) 4 gunners (Crew 2) 1 engineer (Crew 2)		PASSENGERS		10
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	5	6	5	4
	HULL	6	7	6	5
	WEAPON	4	4	3	2
IMPACT DAMAGE	3+ ↑ 6		FUEL LOADS		4
ARMAMENTS	• 3x FlaK 888 Defensive Batteries (Range C, 1+ ↑ 3, Automatic, Point Defence, Close Quarters, Vicious 1) • 3x T-36 Ship-to-Ship Missile Bays (Range M, 2+ ↑ 4, Semi-Automatic, Armour Piercing 2, Vicious 1). • 1x T-660 Anti-Ship Torpedoes (Range L, 3+ ↑ 6, Munition, Spread 1, Unforgiving 2, Vicious 1)				
NOTES	Twelve Reloads for Defensive Batteries. Ten Reloads each for Ship to Ship Missiles. Six Reloads for Torpedoes.				

LAW ENFORCEMENT

Law enforcement within the Bauhaus domains is a relatively simple matter. All day-to-day police work is done by the Bauhaus Law Enforcement Units, more commonly referred to as the BLEU or, colloquially, the Blues. Their distinctive blue-black uniforms are a common sight everywhere, a testament to the degree of importance that the Elector Dukes place on saturation policing. They believe that the best way to deter criminals is to have officers visible on the streets, and in the busiest parts of Bauhaus domains it is common for at least one BLEU patrol to pass any given area in any given five-minute period.

BLEU officers patrol in pairs. They are usually men, since the minimum height criterion of 6'3" debars many women from applying for the job. They have a reputation for being tough but fair and also for handing out on-the-spot punishments to malefactors. Many officers reckon that a brutal pistol-whipping is as good a deterrent as a jail sentence, and they act accordingly. Most petty crime in Bauhaus areas goes unrecorded as the officers dispense their own form of ad-hoc justice. This is one of the reasons why Bauhaus crime figures compare so favourably to those of other corporations, thousands of smaller crimes never show up in the statistics.

It goes without saying that members of the nobility are above such arbitrary punishment. If they are ever caught committing a petty criminal offense, those BLEU officers nearby will most likely turn a blind eye.

This is because BLEU officers who do not treat nobles with dignity and respect will often find themselves smeared, ostracised, and persecuted, even if the noble in question was fairly apprehended in the course of criminal activity. The Noble Families and secret orders deem the protection of their own a more important foundation stone of Bauhaus society than ensuring that justice is always done. Nobles who persistently commit petty crimes are often reported to their own families for punishment, and are sometimes dealt with harshly by the Ancient Order of Blood and Honour. When it comes to pursuing the course of justice with nobles the BLEU adopt a maxim of "do it, but do it discretely".

Small corps of detectives and forensic pathologists investigate crimes that are not dealt with immediately by patrol officers. Such teams are located in all major BLEU stations along with the small laboratories they need to carry out their work.

All major crimes of violence, theft, and public disorder in which the perpetrator is apprehended must be reported to a Magistrate. These are the hard souls of the Ministry of Justice and they are empowered to investigate, detain, and punish criminals on the spot. They are

famous for being heavily armed, tough, and incorruptible. Bauhaus has no concept of trial by jury. Instead, the Magistrates act as judge, jury, and often executioner. It is their job to punish the guilty and root out corruption and heresy wherever it may be found. To this end, many high-ranking Magistrates have their own permanent task forces of detectives and bodyguards. In these dark times Magistrates are granted extraordinary powers to hunt down criminals.

SENTENCES

There are only three sentences in the Bauhaus penal code:

The **Death Sentence** is usually administered on the spot by Magistrates and Executioners. It is invoked for capital crimes, including treason, murder, sedition, tax evasion, and any crime that results, even indirectly, in the death of a noble.

Transportation, in which the convicted criminal is sent to one of the dreadful gulags operated by the Ministry of Fear. There criminals work long hours at tough and menial tasks. They are fed meagre rations, the calorific content of which is calculated not so much as to sustain a prisoner, but to result in gradual starvation. The guards employed to police the gulags are expected to be pitiless and contemptuous of their charges, and have reputation for sadism and brutality. Nearly half of those sentenced to transportation die within the gulags. Those who survive are eventually released to live out the rest of their lives in a state of quiet disgrace. It is vanishingly rare for the authorities of Bauhaus to admit that they have committed a miscarriage of justice, so those who are innocent of any crime have little hope of reprieve or compensation. The sentence of transportation is invoked for sedition, moral sabotage, armed robbery, burglary, unlawful killing of a commoner, defaming the good name of a noble, and many other things.

Disgrace is the punishment of all crimes which involve loss of honour. It means being stripped of Bauhaus citizenship, being disowned by your family, and becoming a landless nobody. It is a form of punishment most often inflicted on officers and nobles. Given the importance that Bauhaus society places on honour and status it is often said that such people would prefer death to disgrace. Suicide is not expected in the wake of disgrace as it is in some sections of Mishiman society, though it isn't uncommon either.

PUBLIC ORDER

Although the BLEU has station houses in every city block, riots do break out and Heretics and Anarchists inspire rebellion. During

JOHN BIELAS, BAUHAUS BLEU SPEZIALEINSATZKOMMANDO



Ever since he can remember, John Bielas has been fascinated by explosives and heavy weaponry. Luckily for society he discovered *The Adventures of Kurt Ystad, BLEU!* the BLEU SWAT officer with a penchant for explosive entries and bursting in on the badguys, heavy machinegun in hand. Bielas signed up with the BLEUs as soon as he was eligible, and his mix of exceptional close-quarters combat, demolitions skills and tendency towards maximum force swiftly saw him assigned to a High Threat Response Team, the 'Spezialeinsatzkommando', in District 5 of the Perimeters—known to locals as Gotland. In his career since, he has racked up almost equal numbers of commendations and citations for excessive force, but Bielas doesn't care. He is exactly the kind of cop he always dreamed of being.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		8		8		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		8		7		7	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	1	1	1	1	-	1	-	3	3

WOUNDS:

- ◀▶ **Head 3**
- ◀▶ **Arms 4**
- ◀▶ **Serious 6**
- ◀▶ **Mental 7**
- ◀▶ **Torso 7**
- ◀▶ **Legs 5**
- ◀▶ **Critical 3**

these periods of unrest, the BLEU call upon the house troops of the local nobility and any regular army units that are close at hand. During a major crisis they can request that the local reserves be mustered. This means that rioting and looting in Bauhaus domains, whilst less common than in Capitolian cities, can get very dangerous very quickly.

THE RIGHT TO BEAR ARMS

It is expected that a Bauhaus noble will carry his sabre with him at all times, to the extent that it is something of a shocking sight to see a noble in public without one. Whilst they are in uniform, all serving officers may publically carry a sidearm. Uniformed people bearing arms are a common sight in the domains and cause no

SOAK: Ballistic nylon BLEU fatigues, bullet proof vest, heavy civilian shoulder pads, BLEU combat helmet: (Head 2, Arms 2, Torso 2, Legs 1)

ATTACKS:

- ◀▶ **Bladed nightstick-baton (melee):** 1+**↑**4, 1H, Parry 2, Stun
- ◀▶ **Bladed nightstick-blade (melee):** 1+**↑**4, 1H, Armour Piercing 1, Parry 2
- ◀▶ **HG-14 shotgun (ranged):** Close, 1+**↑**6, Semi-Automatic, 2H, Knockdown, Spread 1

SPECIAL ABILITIES

- ◀▶ **Explosives Maestro:** Bielas' fascination with explosives has continued throughout his career, making him somewhat of an expert. He may re-roll one d20 when attempting a Mechanics test, but must accept the new result. Additionally, he reduces the difficulty of Mechanics tests by one, which may eliminate the need for a test, and gains the Armour Piercing 3 quality to attacks that are subsequent to an Exploit Weakness action.
- ◀▶ **Up Close and Personal:** Bielas prefers the rush of hand-to-hand fighting over ranged combat and has trained extensively in order to dish out maximum punishment. He may re-roll up to two when making a Close Combat attack, but must accept the new results. Additionally, following a successful Parry Response Action, he may immediately pay one Dark Symmetry point to make a standard melee attack against the foe he parried. Momentum from the Parry action may be carried over to this melee attack.

alarm. Nobles are not required to register any weapons they possess and they have unlimited access to corporate weaponry. However, even nobles are not allowed to walk around the streets bearing automatic or heavy weapons — pistols and sabres are fine, but rifles and machine guns are not. Warriors in the full armour of their unit or order are a perfectly normal sight in the streets of Bauhaus cities.

Commoners also usually have access to weapons. Members of the reserve army are required by law to keep a sealed cabinet in their homes within which all their military equipment is stored. If a muster siren blares, such people are expected to return to their homes as quickly as possible, get their gear on, and report to the nearest muster station (which is usually the nearest BLEU post). However, at all other times, such people are most assuredly not supposed

to bear arms in public. All commoners are not only expected to register all their weaponry, but should be able to account for every single shot fired. This can require a lot of paperwork and the Reserve Army Ministry employs a horde of bureaucrats dedicated to making sure commoners stay within the law regarding their weapons, or are brought to justice for failing to do so.

Outside of the cities, on the newly claimed estates of the Homebuilder domains, things are not so strictly enforced. In these wild jungle lands almost everyone carries a rifle at all times. No one knows when an attack might come and a constant state of readiness is seen as a responsible precaution. Besieged cities such as Mundberg on Mars also tend to allow such liberties in the name of security.

OUTSIDERS

Under the treaty of Heimburg, Bauhaus acknowledges all weapons licences issued by other corporations within Bauhaus domains. In return for this, all Bauhaus nobles and military are allowed to carry their swords and sidearms in the territories of rival corporations. This right is waived during periods of martial law when all outsiders are expected to hand their weapons in at a local BLEU station and may well be summarily imprisoned for the duration.

MARTIAL LAW

During a crisis it is sometimes necessary for the normal rule of law to be suspended. If necessary, the local noble may declare a state of martial law in his or her domains, giving the noble virtually unlimited authority over the local BLEU, Magistrates, and Reserves. During such times, all normal liberties are suspended. The noble is authorised to take any measures necessary to keep control of the situation. In theory, any noble who declares martial law ought to contact the Duke Electors within 24 hours in order to have the decision authorised. Sometimes, in remote areas where communication is difficult, getting such authorisation is difficult, and a decision to declare martial law can go unauthorised for weeks. Indeed, many nobles find the powers martial law gives them so useful that their entire domains remain in a constant state of martial law. This is typically the case in newly claimed domains occupied by Homebuilder teams.

STATE OF EMERGENCY

A state of emergency can only be declared by the Council of Electors. It automatically places every domain under martial law and all Bauhaus military on a war footing. The declaration instantly cancels all leave for serving officers who are expected to return to their units. It is also a signal for all Reserve Army personnel to report to their unit immediately. During a state of emergency all civilians must report to their local shelter. At night, there is a

curfew in the streets and anyone breaking it will most likely be shot first and asked questions later unless they are wearing a uniform. Usually, a state of emergency is only declared during times of imminent intercorporate war or major Dark Legion incursion. Once declared, it can only be ended by a unanimous decision of the Council of Electors.

ANARCHISTS

The assassination of Elector Duke Sergei Romanov outside the East-West Towers on Luna has made the whole Solar System aware of the Anarchist threat to Bauhaus. Anarchist cells are one of the greatest threats to public order in the Bauhaus domains. Often popularly imagined as bomb-throwing lunatics in black capes, in actual fact, what makes Anarchists dangerous is that they are not easy to spot.

Anarchists are those who rankle at the gross imbalance of wealth and power in the corporation, and they seek to rip apart the structure of society by conducting a campaign of terror directed against the ruling classes, their property, and the institutions of Bauhaus. They are often idealistic fanatics who wish to improve the lot of their fellows and who will stop at nothing to achieve their goals. They are most often recruited among the dissatisfied underclass of the thralls, but they have also been joined by disgruntled commoners and disgraced nobles. They are organised in secret cells which rarely number more than ten at any one time.

Although the Ministry of Truth likes to portray anarchists as a vast and organised conspiracy, they are, by and large, small discrete groups that only have a vague sense of purpose in common with one another. They are almost impossible to eradicate because they have no formal structure, and even though Anarchists captured by the BLEU are usually only too willing to talk during the course of an interrogation, they rarely know anything about the membership and organisation of other groups. Individual Anarchists may know a few people in other cells but normally they congregate around a charismatic individual in an informal and almost spontaneous manner. Such individuals need to be careful to maintain the loyalty and support of their underlings, for, if they fall out of favour, they often find that their former followers are quick to turn informant. For this reason, an Anarchist cell will normally draw new recruits from criminal classes, and require initiates to commit a serious crime before they can join. Some cells concentrate on printing and distributing Anarchist propaganda, others prefer more direct action such as bombing and assassination. Some try to persuade the thralls to strike. Others blow up factory equipment. The most feared are suicide bombers who strap explosives to their bodies and detonate themselves when near their chosen target. Anarchist cells provide fertile recruiting grounds for Heretics. They are also funded by the other great powers, such as Mishima and Imperial. In fact, blaming Anarchists is considered good cover for covert operations in Bauhaus domains.

EXTERNAL RELATIONS

Bauhaus is regarded as a tough, but fair, business partner by its rivals. It is hard for corporate negotiators to close a deal with Bauhaus, but, once they do, the deal stays closed and those responsible for the Bauhaus side of the commission do all they can to honour the contract to the letter. This is part of the reason why Bauhaus negotiators scrutinise every line of a contract and negotiate every step of a bargain in the smallest detail. Such a long and tedious process can be frustrating for less meticulous negotiators, and this has given the Homebuilders a reputation for snobbery and prevarication. The folk of Bauhaus see what they are doing only as a sensible business practice.

When describing Bauhaus's relationship with the other corporations, it is important to distinguish between the official Bauhaus corporate line, which is necessary to do business, from the feelings of the majority of its people. The citizens of Bauhaus are influenced by the extensive propaganda campaigns produced by the Ministry of Truth, and it often serves the Noble Houses for this propaganda to paint a rather different picture of relations between corporations than their own actions suggest.

CAPITOL

Relations between Capitol and Bauhaus are cool but profitable. The corporations do a lot of trade. Bauhaus buys Capitolian raw materials and sells the wealthy and corrupt political class at Capitol a lot of luxury goods. The two corporations have few potential conflicts of interest. Since the onslaught of the Dark Legion, Bauhaus has withdrawn most of its military from Southern Mars. For the time being, Bauhaus has also held back on its claims to the Graveton Archipelago, although this is something that rankles at the Elector Dukes. The islands of the archipelago are some of the most fertile and mineral rich areas of Venus, and the world is very much one that the rulers of Bauhaus regards as theirs to exploit. One day, the Elector Dukes swear, they will be reclaimed for Bauhaus.

The people of Bauhaus see Capitolians as corrupt, violent, and dangerously unstable. The Ministry of Truth makes sure that every Homebuilder has access to the latest crime statistics in the Capitolian territories. These still contrast very favourably with the well regulated Bauhaus domains, despite the recent upsurge of anarchism and rioting. That Capitol is constantly on the verge of collapsing into anarchy is another idea used to keep Homebuilders from feeling any great desire to live like their less rigidly controlled rivals.

MISHIMA

Mishima and Bauhaus tend to get along well when they are at peace, which is most of the time. Open warfare between the two corporations is rare and usually brief. However, whilst the Homebuilders were engaged in preventing the Dark Legion from overwhelming their Venusian holdings, Mishiman forces took the opportunity to seize huge swathes of territory on Venus. This is something that the Duke Electors cannot forgive, as they regard it as a personal betrayal and a blow against the efforts of humanity to defeat the Dark Legion. But business is business, and, while the legion threatens, there is very little Bauhaus can do to enforce their stake on the lost lands. For the time being the conflict is mostly confined to brushfire skirmishes where the Mishiman and Bauhaus domains border. The Mishiman habit of stealing new product designs also infuriates the Duke Electors. Since Bauhaus is known to produce the best products, they are a primary target for Mishiman intelligence agencies. Mishiman spies are very harshly dealt with by the Homebuilders.

The Lord Heirs play a game of plausible deniability when it comes to dealing with accusations of having pirated Bauhaus designs. They typically refute the notion that they had any knowledge of such issues before finding a patsy in the form of an underling, who then conveniently commits suicide. The noble rulers of Bauhaus find this tactic rather difficult to deal with, for such is their sense of honour that the death typically satisfies their need for further recourse. In the meantime, the Lord Heirs quietly and subtly incorporate the stolen Bauhaus technology into their own products and systems.

The popular image of Mishima held by the average Homebuilder is of a shifty mob of unskilled labourers and peasants oppressed by a deadly, devious, and unscrupulous warrior aristocracy. Mishiman society is believed to be riddled with heresy and conspiracy. The Ministry of Truth presents the Mishimans as having no respect for human life or for normal standards of decency and honour. The Samurai are respected for their insane bravery, but this is just about the only good thing any Homebuilder will say about Mishima.

IMPERIAL

It is a truth widely acknowledged that somewhere in the Solar System at any one time there will be Bauhaus forces making war on Imperial forces, but at least it's a civilised sort of war. Imperial and Bauhaus have similar codes of honour and the formalities of war are usually observed. Prisoners are well treated and regular exchanges

COLONEL VON KLEIST, KLEIST KORP BOSS

Colonel von Kleist was a highly successful officer in the Bauhaus Blitzers. Charismatic and courageous he led his troops to success in many situations that should have spelled their doom. Unfortunately his popularity with his soldiers and his continuing success made him a political rival—and potential threat—to the Romanovs. He was doing the worst thing possible: making their own officers look bad and stealing their glory. After a failed assassination attempt that killed twenty of his men, von Kleist took his remaining soldiers and went renegade, disappearing from sight for over a year until he popped back up on Luna as head of the Kleist Korp organised criminal gang—a gang that seems to have a specific love of targeting Romanov operations.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	8	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	10	10

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	1	2	1	4	3	3	2

WOUNDS:

- ◀ Head 3
- ◀ Arms 5
- ◀ Serious 5
- ◀ Mental 10
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical 3

SOAK: Ballistic nylon officers uniform: (All 1)

ATTACKS:

- ◀ **Combat Knife (melee):** 1+ \uparrow 3, 1H, Armour Piercing 1, Hidden 1
- ◀ **HG-25 Equaliser (ranged):** Close, 1+ \uparrow 4, Semi-Automatic, Unbalanced, Close Quarters, Knockdown

SPECIAL ABILITIES

- ◀ **Raid & Requisition:** Since going rogue, von Kleist has bent his considerable tactical acumen and extensive contacts to the task of organizing swift raids in order to cause both collateral damage and garner the equipment the outfit needs to continue their retributive operation. He may re-roll one d20 when making a Lifestyle or

Thievery test, but must accept the new result. Additionally, when he generates at least one success on an Education or Persuade test made to relate to or interact with the criminal element, he may immediately roll one d20 and add the result to the skill test. Further, he may use illegal means to reduce the restriction rating of any item or service by two, to a minimum of one.

- ◀ **The Courage to Lead:** von Kleist's natural charisma and unflinching courage inspire unending loyalty in those that he leads. He may re-roll one d20 when making a Command test, but must accept the new result. Additionally, he reduces the difficulty of Command test by two, which may eliminate the need for a test. Finally, the difficulty of Willpower tests is reduced by two any time those under his command are called upon to take a test, which may eliminate the need for a test..

Colonel von Kleist reviewed the plans in front of him. He assessed every entrance and exit for possible use, quickly and efficiently ruling most out for sound tactical reasons. The Romanov shipping facility contained enough valuable parts in demand by the black market to keep his forces operational for a year. It was a daring plan, one typical of the hundreds he had carried out in his years of faithful service to Bauhaus before... no, better not to dwell on the past. Besides, with this raid alone, he would seriously dent the bottom line of the Romanovs. Finally, he nodded and looked up at the faces of his captains. "Gentlemen, we have a plan. Tonight we put Operation: Fallen Star into effect. Brief your men. We launch at 05:30. Today we will force them to show us the respect we deserve."



Thanks to Pascal Landry



Bauhaus and Imperial have a mutual respect. It doesn't stop them shooting at each other though.

of the captured take place. Both sides respect each other's military excellence and dedication to the cause of humanity. It is simply a regrettable fact that Imperial's policy of armed conquest makes it necessary for the two corporations to be enemies. This doesn't stop the business arms of the corporations from doing deals whilst their respective armed forces fight.

The average Homebuilder sees the Imperials as a greedy lot of piratical adventurers. Imperials are opportunists who will seize upon anything that falls their way. Conversely, they also know that, of all the corporations, Imperial is closest to themselves in terms of structure and beliefs. The Ministry of Truth likes to portray Imperial as a lesser and inferior copy of Bauhaus. In response, Imperial often prioritises raids on Ministry of Truth offices.

A complicating factor is that on occasion Imperial sells back to Bauhaus territories that it had once captured in raids. There is an issue here in that the rulers of Bauhaus would rather cultivate the image of answering Imperial piracy with staunch campaigns of re-conquest. However, lesser nobles often remark that Imperial do surprisingly good deals on such territories, and that these old Bauhaus settlements have usually benefited from an Imperial touch—the rival corporation has a deserved reputation for establishing efficient infrastructure and indomitable fortifications. The dilemma facing any lesser noble who is offered such a deal is his desire to come in possession of a desirable domain at the expense of the good regard of the Duke Electors.

CYBERTRONIC

As with other corporations, Bauhaus has, within a relatively short space of time, come to rely on Cybertronic as a source of high-tech parts that it cannot make itself for fear of offending the Brotherhood. Bauhaus's commitment to the highest possible quality makes access to such components vital. There is a real interdependence between the two corporations, for Cybertronic requires that Bauhaus remain friendly (or at least neutral) if they are to have any chance of long-term survival. They know that Bauhaus possesses the armed might to crush Cybertronic should it wish. Bauhaus has massive armies and highly competent generals. If Bauhaus chose to side with Imperial and the Brotherhood against Cybertronic then the legacy of the smallest and newest of the corporations would surely be drawn to a swift and dramatic end. The existence of Cybertronic is too fraught with controversy for Bauhaus to openly and loudly support them, but Bauhaus remain a bulwark against Cybertronic's many enemies nevertheless.

There are several factors that persuade Bauhaus to maintain this discrete alliance. The first is that many of Cybertronic's personnel were drawn directly from the upper echelons of Bauhaus society. As a result, there are numerous ties of blood and honour between the two corporations. It is almost unthinkable that the Bauhaus nobility would launch an unprovoked attack against those they recognise as relatives.

Secondly, many of the people who went over to Cybertronic in the corporation's early days were among the most talented and

BARON PAUL VON GIERSU, FREELANCE AIR BUCCANEER

Baron Paul von Giersu is a former Bauhaus Air Cavalry ace who left the embrace of the corporation to found his own elite freelance air buccaneer unit called JG11, nicknamed the "Fliegende Zirkus" (flying circus), after some historical unit. Giersu operates as nominal CEO, and though they will officially work for anyone, it is an open secret that they are still effectively part of Bauhaus, just held at arm's-length to present an air of plausible deniability for their aerial raiding. Von Giersu is undoubtedly considered one of the finest fighter pilots in the field today.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		9		8		10	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		8		9		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	1	1	2	2	2	1	2	2

WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 9
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical 3

ingenious of Bauhaus's scientists and engineers. There is a faction of the Bauhaus nobility who would consider it and honour to go and work for Cybertronic, and there is an element of admiration, and even patronage, behind the Electro Duke's treatment of the rival corporation.

Thirdly, there is an element of fear. The Elector Dukes are not certain how Cybertronic managed to win over some of the most thoroughly indoctrinated people in the human worlds, and they worry that it might happen again. This would be something Bauhaus could ill afford at the moment, faced as it is with the terrible threat of the Dark Legion.

The issue of Cybertronic is one of the few areas where the Ministry of Truth is at odds with the Brotherhood. While the Brotherhood secretly claims that Cybertronic is a sixth manifestation of the darkness, the Ministry of Truth chooses to play this down. It prefers

SOAK: Ballistic nylon g-suit, fighter pilot helmet: (Head 2, Arms 1, Torso 1, Legs 1)

ATTACKS:

- ◀ **Combat Knife (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 1
- ◀ **HG-12 (ranged):** Close, 1+**T**5, Semi-Automatic, 1H, Close Quarters, Hidden 1

SPECIAL ABILITIES

- ◀ **Born to the Cockpit:** The Baron's reputation as a topgun has been hard-earned throughout multiple theaters against differing enemies. He has Pilot Expertise 4 and Pilot Focus 3. Additionally, he may re-roll one d20 when making Pilot or Willpower tests, but must accept the new result. Further, when attempting to increase the speed or performance of an airborne vehicle, each Dark Symmetry point spent to gain additional dice on Pilot tests will provide two d20 instead of one. Finally, he may substitute his Pilot skill for Gunnery when firing weapons mounted on an airborne vehicle that he is also piloting.
- ◀ **Financed by the Corporation:** The Baron has contacts throughout most noble houses and his company is effectively bankrolled by Bauhaus, which means that he is able to bid on the most lucrative contracts and finance the best resources. He may re-roll one d20 when attempting a Lifestyle test, but must accept the new result. Additionally, any time he needs assistance from other individuals, he may reduce the difficulty to find a contact by one step, which may eliminate the need for a test.

to portray Cybertronic as insignificant and of no threat to the Homebuilders, and calls for the corporation to get on with fighting its proven enemies. As long as Cybertronic launches no large-scale attacks on the Brotherhood or the domains, Bauhaus will continue to be neutral. This has been made clear to Cybertronic through Cartel intermediaries.

THE BROTHERHOOD

Bauhaus is the most devout of all the corporations. The Homebuilders and the devotees of the Cardinal have strong, historic links. In the earliest days of the Brotherhood it was Bauhaus which first stood beside Nathaniel. Indeed, the first four cardinals were all drawn from Bauhaus's ranks.

To this day, the Ministry of Faith and the Ministry of Knowledge work closely with the Brotherhood to ensure that all Bauhaus citizens are

EXTERNAL RELATIONS

indoctrinated in the one true faith. The Oath of Allegiance system means the Brotherhood trusts the rulers of Bauhaus more than those of any other corporation. Even the most cynical of Inquisitors recognise that most of the Homebuilders are genuinely pious.

Bauhaus's relationship with Cybertronic is a bone of significant contention. The Brotherhood would like Bauhaus to move against the corporation, who they see as heretics, swiftly and with lethal force. The Elector Dukes have so far, quite truthfully, been able to point out that most of their resources are tied up fighting the Dark Legion. Still, they do realise that the day will come when this conflict will have to be resolved. When that transpires, the Elector Dukes will certainly choose to side with the Brotherhood as they have always done.

THE CARTEL

The Elector Dukes regard the Cartel as a sideshow and quite possibly a Capitolian tool. They have made a strong commitment to the military arm of the Cartel, most notably the Doomtrooper program, because this is where they can see desirable results. In all other respects, the Homebuilders prefer to ignore the Cartel. The Elector Dukes use the Cartel as a proving ground for their diplomats and as a place to send less competent members of the aristocracy where they can do Bauhaus little harm whilst frustrating their rivals.

THE DARK LEGION

Homebuilders hate the Dark Legion with the burning enmity that only real fear can inspire. Because of the importance that they place on military service, many Homebuilders have seen the minions of the Dark Apostles up close, and they know what terrible foes the Dark Legion are. The presence of the Dark Legion on Venus has done more to warp Bauhaus society than any other factor. It has made

the Ministry of Light strong and has resulted in constant witch hunts for mutants and heretics. This oppression has provided fertile soil for Anarchist recruitment. It has inspired the rise of the Apocalyptic Cults and it has given every Homebuilder reason to dread the future. No one really knows how strong the Dark Legion is, and all fear that the worst is yet to come.

In respect to the other corporations, Bauhaus has suffered most from the depredations of the Dark Legion. The desperate struggle with the minions of Darkness has cost Bauhaus territory, power, lives, and money. The Elector Dukes believe that, if it wasn't for the Dark Legion, Bauhaus would remain preeminent among the great corporations, and there is much to be said for the credibility of this speculation. After all, Venus is potentially the richest of worlds, and Bauhaus has the military might to at least match the armies of any rival corporation. However, with the bulk of these forces tied up in conflicts with the Dark Legion, Bauhaus is stretched and struggles to defend itself from raids, let alone expand its territory.

There is another interpretation of Bauhaus's relationship with the Dark Legion. Though no Homebuilder would ever admit it, the Dark Legion has done them one significant service. Rival corporations recognise that Bauhaus is locked in deadly struggle with the Darkness. The generals and rulers of rival corporations therefore assume that Bauhaus is the least likely of the corporations to declare war or otherwise threaten them, and they do not therefore regard the enormous power of the Elector Dukes as a threat to their own societies and way of life. In the past, the other corporations often formed alliances in order to prevent Bauhaus from gaining ascendancy. While the Dark Legion is present this is not likely to happen again. Instead corporations like Imperial and Mishima take advantage of the Homebuilders' military commitment to snatch Bauhaus territory and production centres whenever the opportunity arises.



Bauhaus troops fighting for their lives against an enraged Nephrite.

A NOBLE LIE

SYNOPSIS

The Investigators become embroiled in the events of the scenario when they stumble across the scene of a gruesome murder. A young nobleman has been killed and the available evidence points to anarchist heretics as the perpetrators.

However, the actual culprits are members of the Ancient Order of Blood and Honour, who have carried out the killing in order to prevent a scandal coming to light that may bring the Bauhaus nobility into disrepute.

Agents of the Order will attempt to manipulate the Investigators into a confrontation with local anarchists, and the bulk of the scenario will deal with the likely inquiries and conflicts the Investigators will have to go through in order to uncover the anarchists and bring them to justice.



Rudolph Dante: the cosmic joke was on him.

However, clues may point to the real perpetrators and leave the PCs with a dilemma, whether or not to play along with the deception, or to reveal all and risk undermining the respectability of one of Bauhaus's Great Families.

THE MOTIVES OF THE AGENTS

The Ancient Order of Blood and Honour are a secretive society dedicated to the somewhat dubious cause of keeping noble bloodlines pure and preventing common folk from joining the ranks of the aristocracy.

For the most part, the order strikes bloodlessly and only against those who seek to climb the social ladder. Those who know about the order associate it mostly with campaigns of humiliation and defamation against those who might be considered for ennoblement.

It is therefore rather surprising that they are behind the brutal murder of a nobleman and his high-society girlfriend.

KEY NPCs

- ◀ **RUDOLPH DANTE:** Rudolph is a dead man. Too many times his rakish ways and hedonistic lifestyle have earned him many enemies, and some of them have seen that he has come to a sticky end.
- ◀ **KRISTINE HOFNER:** Rudolph's latest girlfriend, also dead.
- ◀ **ASTRID TIVELLI:** This apparently peaceable individual is head of a local secret society dedicated to the eventual downfall of the nobility. She and her associates clearly possess a motive in the murder of Rudolph.
- ◀ **GERD HARTUNG:** The Hartungs have served House Dante faithfully for generations, but Rudolph has long mistreated his manservant Gerd, who clearly nurses a number of grievances against his now dead master.
- ◀ **TRAUDL FIELDHAUSEN AND HORST BAYER-HROTHGAR:** The actual culprits are two agents from the Ancient Order of Blood and Honour.

Yet the actions of Traudl and Horst do not necessarily run counter to the mission of the order. House Dante have a reputation for levity, practical joking, and intemperance that sometimes runs against notions of what is it to be noble in attitude as well as name, and Rudolph, in particular, was seen as acting in such a manner as to bring the nobility into disrepute by association.

By killing Rudolph, the order hope to send a message to House Dante that their wayward tendencies are to be curbed, they also hope to instil a sense of faith and honour in the nobility amongst those who lived and worked in the domain under Rupert's control, and if they can pin the blame on to other enemies of the nobility then so much the better.

All they need now are a bunch of patsies willing to follow some not-so-subtle clues wherever they may lead, and this is where the Investigators come in.

Throughout the adventure, the agents from the order will be trying to coax the Investigators into fingering a local anarchist group, or the family retainer, for the crime. If this fails and the Investigators start to suspect the agents of the murder, the agents may decide that's its best to do away with them and make a getaway. The following diagram shows the more likely decisions the Investigators might make regarding the agents' prompting and the agents' reactions in turn. See flow chart on the next page.



RUNNING THE ADVENTURE

Traubelhof is presented as a simple sandbox that the Investigators will not have to get too involved in unless they wish to. There are a number of taverns in Traubelhof and the GM should give a thought to two or three of these in order to give them slightly different characters and clientele. A couple are given here as examples:

THE GRAPEVINE

This wine bar is decorated in a modern twist to Megagothic architecture, for, whilst it approximates the archways and spires of Cathedrals and palaces, it does so in sheets of toughened glass. It is a rather ostentatious building more suited to a city centre than a

rural locale, though it is popular nevertheless. During the afternoon, the bar attracts a cultured crowd who tend to discuss art and philosophy over a few glasses of fine wine. In the evenings, it gets a bit more raucous, and is popular with younger farm hands who like to get drunk, flirt, and fight.

THE BARLEY MOW

This tavern is a more homely and sedate affair, beloved of the more mature farm workers who like a comfortable place to drink and eat hearty lunches consisting of large sausages, dollops of pickle, and slabs of hard cheese. Good company and good conversation can be had here provided a visitor knows his way around rural affairs.

Both of these establishments offer bed and board to visitors, and there are six other taverns in the town with similar facilities, as well as five other establishments with a public bar and a license to sell alcohol.

The GM should encourage the Investigators to talk to locals to get an idea about the major players in the scenario. Whilst the option exists for the Investigators to catch Horst keeping an eye on them from the outset, it would probably be best, in the interest of drama, if they fail to catch up with the agents until they have looked into at least one of the other likely suspects. If the Investigators do notice Horst spying on them when they first arrive, the GM may prefer to have him slip away unmolested until they have looked into Astrid or Gerd.

GETTING THE INVESTIGATORS INVOLVED

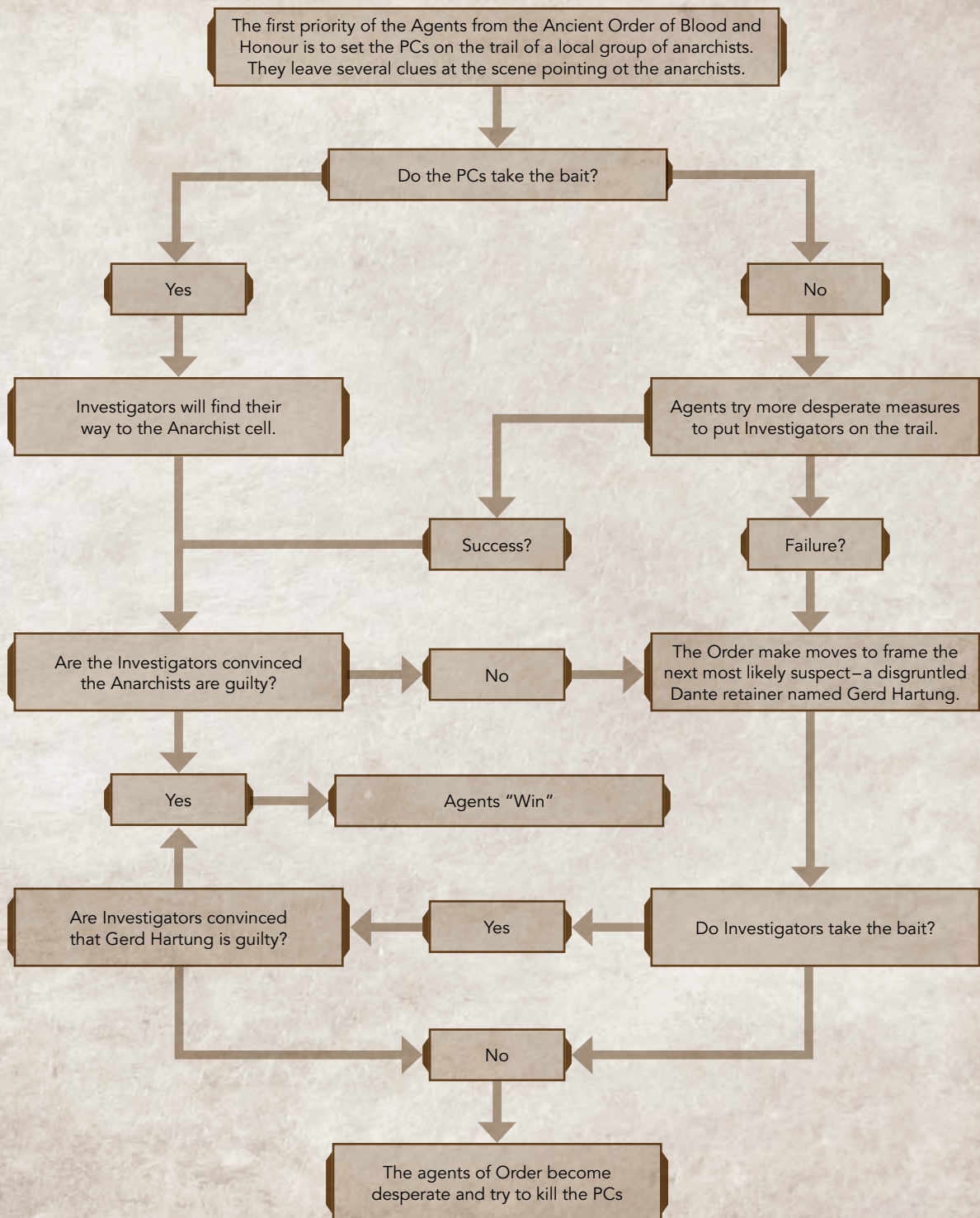
The scenario begins whilst the Investigators are travelling to a Bauhaus domain. Traubelhof, a Dante concern on the edges of the Bernheim estates in the Ring of Fire, is the setting for this adventure. However, any fertile Bauhaus domain on Venus, or even Mars, could suit if the GM finds it more useful to set the adventure somewhere else.

The adventure is designed to interrupt the Investigators during a journey, and it could conceivably fit into a larger campaign if needed. Provided the Investigators aren't in a great hurry to get somewhere new, they should be motivated to get to the bottom of Rudolph Dante's gruesome murder.

If the GM feels uncomfortable about beginning the adventure with what is essentially an accidental discovery, he may prefer to set the Investigators up with a more solid lead. Perhaps a contact of theirs with ties to the nobility could state that he has heard rumours of threats being made to Rudolph, or has news that the young noble has been missing, and asks the Investigators to look into matters.

However the Investigators get involved in the scenario, the action starts as they travel along the road to Traubelhof.

INVESTIGATION FLOW CHART



THE WRECK

Read the following to the Investigators:

You have been travelling along narrow rural roads, flanked on either side by tall and overgrown hedges. As you turn a narrow corner you see ahead of you signs of a traffic accident. There is a red stain and deep black streaks of burnt rubber on the pale tarmac surface, and the wreck of a Vinciano Traffaux car can be seen embedded in the hedgerow to the left of the road. Steam can be seen rising from the bonnet and a bloodied pale arm dangles from the passenger window.

When the investigators exit their own vehicle to clear the road or examine the scene of the crash they can see more detail.

The word "PIGS" has been written on the road in blood.

On the car, two more messages have been daubed in blood: "CITIZENS, NOT SUBJECTS" on the side and over the doors and "EAT THE RICH" on the bonnet.

In the car there are two corpses, a young man and a young woman. Both are dressed in fine clothing. The man wears a silver grey suit and a yellow waistcoat. The waistcoat is black, but heavily embroidered with a design of hundreds of interlocking cogwheels in golden thread.

He wears a heavy golden signet ring embossed with the design of a cogwheel within which is the grinning face of a monkey. Those who pass a **Challenging D2 Education test** (reduce the difficulty by one for Bauhaus nobles) will recognise this as the symbol of House Dante, a Noble House with a reputation for genteel debauchery.

The young woman is dressed in a red halter top dress. Her hair is blonde and made up in the manner of a Capitolian movie star. She has a thin broken string around her neck and there are about two dozen pearls scattered around her body.



The scene of the crime.

Both corpses look to have been subjected to some violence, cuts and bruises that may have been incurred as the car crashed. However, the cause of death is clear, both the young man and the young woman have been shot—neat entrance wounds in the middle of the forehead, messier exit wounds in the backs of their heads.

An Investigator who examines the wounds and passes an **Average D1 Medicine test**, or a **Challenging D2 Ranged Weapons** or **Treatment test**, is able to tell that the firearm used was a small but powerful handgun, fired at close range.

There are several other clues at the scene which are noticed by any investigators who say they are searching around.

1. Hanging from a branch not far from the crash is the spiked leather collar of a large dog. (This clue was left by Traudl and Horst in the hope of framing either Astrid or Gerd, as both of these individuals own large dogs).
2. The young woman's hands are bloody and her fingernails are broken. (This clue may lead the Investigators to suspect Traudl, who was scratched by Kristine as she prepared to execute her).
3. A small key lies on the ground near the car. It is the sort of key used to open cabinets or chests of drawers. The key is decorated with a brass fob bearing an Anarchist symbol, a capital A within a circle, and the initials AT. (This key was taken from Astrid's home by Horst a few nights ago).

CONTACTING THE AUTHORITIES

The nearest BLEU station is in the Bernheim estate, which is a day's drive from Traubelhof. The only flying vehicle in Traubelhof is an old crop-dusting helicopter which is currently being repaired by the town's best mechanic, and a private zeppelin kept at the Dante Mansion which travels no faster than a car.

Horst and Traudl have a contact with the Bernheim BLEU station, another member of the Ancient Order of Blood and Honour. This man is currently handling all calls from the Traubelhof area. If the Investigators call the station, they are put through to him, and he claims that it may be some time before BLEU officers or a Magistrate can be despatched to the area. He questions the Investigators as to their own occupations and then suggest to them that they hold the fort and perform some preliminary enquires whilst he arranges for a unit to be despatched. If queried as to why this cannot happen right away, he dissembles, saying that there is unrest in Bernheim and that his officers are stretched enough as it is.

If the Investigators try other channels, the request will make its way to this same officer, and it takes at least 48 hours for any official police presence to make its way to Traubelhof. If the Investigators think that this is an exceptionally long time for Bauhaus authorities to take an interest in the death of a noble, they are absolutely right.

IN TRAUBELHOF

Traubelhof is a small but picturesque rural estate that is almost entirely given over to the farming of hops and grapes. A small town of nearly 1,700 inhabitants nestles in one corner of the estate whilst a large and stately mansion house commands the high ground. A wide and well-travelled highway connects the estate to the nearby Bernheim domains, and to the main Heimbürg road. Most of the ground has been cleared for trellises bearing hops and grapevines, though small spinneys and hedgerows provide enough of a taste of Venusian jungle flora so as to remind everyone of where, exactly, they are. A number of breweries and vintners can be found in the area, and the town is famed for its homely taverns.

Talking to people in the town is not hard, they are friendly and often a little bit intoxicated. Even in the early afternoon, Traubelhof taverns are heaving with customers and conversation with out-of-towners is a popular distraction.

ASKING ABOUT RUDOLPH AND KRISTINE

Most people in the town are familiar with Rudolph and Kristine and will be able to recognise them if the Investigators have photos or descriptions from the scene of the crash.

Townfolk are shocked if they realise Rudolph and Kristine have been killed, however, they are also oddly reserved in their grief. Investigators may get a sense that the townfolk are not particularly sorry to hear about the death, and that their sullen remarks of "that's simply dreadful news, a noble couple cut down in their youth" are not really heartfelt.

It is hard to wrangle the truth about their feelings from such people. The citizens of Bauhaus are brought up to have extreme respect for

their aristocratic ruling class, and, even in the case of a wastrel such as Rudolph, they find it hard to be critical. Nevertheless, there is a deep sense of resentment towards the young nobleman. In order for the Investigators to get a local to divulge the following, they must win their trust through considerate roleplaying and passing a **Challenging D2 Persuade test**. If this test is failed, or if the Investigators become rude (a Complication is a good opportunity for an accidental faux pas), the locals in any one location become suspicious of the Investigators and unwilling to divulge more information. In order to continue their enquiries, the Investigators need to move on to a new tavern or bar and try again. Once these criteria are met, the locals divulge the following information about Rudolph.

- ◆ He was discourteous, often rude, never tipping, never displaying gratitude for the work people in the town did for his family.
- ◆ He killed his own cousin, Frederick Dante, in a duel over a sexual impropriety between Rudolph and Frederick's then fiancée. Whilst the duel was meant to settle the matter, Rudolph's name is far from clear in regard to the impropriety itself.
- ◆ Gerd Hartung, who was Rudolph's second in the duel, was once, when he was more than usually drunk, persuaded to admit that Rudolph had probably cheated. Gerd is respected in the town and much put upon by Rudolph, so this lapse of professionalism has been kept quiet.
- ◆ Rudolph regularly took advantage of the young women in town.
- ◆ He often sped around the country lanes in his luxury car with no consideration for other road users and was thought to have been responsible for a hit and run accident that left a child in a coma.

It is clear that the townfolk have no love for Rudolph, and, whilst they had little contact with Kristine, who only moved to the area to be with Rudolph a few months ago, the feeling is that if she was happy to be with such a reprobate, then she must have been a bad sort herself.

If townfolk are asked about Gerd, they report mixed feelings. They are generally positive about the man as a result of his good manners and professional attitude, but he is tainted through his association with Rudolph. If asked whether or not he could have killed Rudolph, the townfolk may mention the matter of the duel, and say that one of Gerd's few professional slips was in mentioning that Rudolph may have cheated. As a long time family retainer for the Dante's, Gerd may have been fond of Frederick, or embarrassed by Rudolph. They will also mention that lately, Gerd had developed a habit of getting very drunk, and that a couple of townfolk had had to carry him back to the mansion the day before the accident because he had become comatose in the Barley Mow. The townfolk mention that this cannot have endeared him to Rudolph.

If townsfolk are asked about Astrid, they suggest she is little more than a slightly mad, but harmless elderly lady with a deep and genuine concern for children and a reputation for honesty. They do not know of her history with Anarchist groups, but would not be incredulous to learn about it. If shown the key, they suggest that it might belong to her. They also let the Investigators know that the child involved in the hit and run accident was one of a group that Astrid provided day care for.

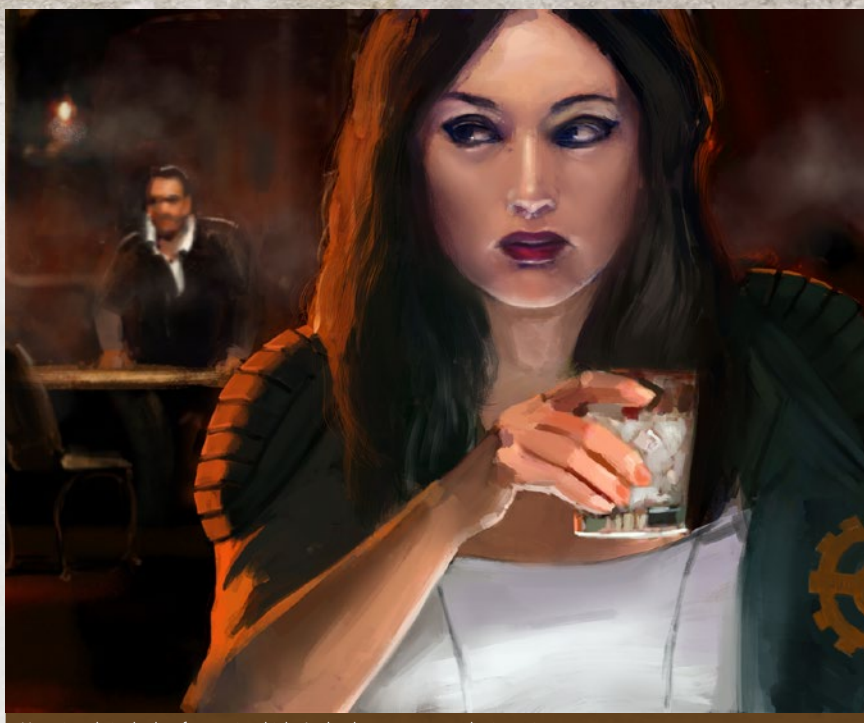
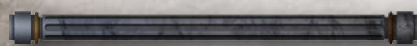
If asked about a large dog, the townsfolk will say that many farmers and groundskeepers in the area own such pets. They know that both Gerd and Astrid keep large dogs, and make that connection if prompted by the Investigators.

The townsfolk do not know either Traudl Fieldhausen or Horst Bayer-Hrothgar, but they have seen them around. If they are given their descriptions and asked about them, townsfolk are able to say that they arrived in town a few days ago and stay at a well-to-do boarding house in town called The Vineyard View.

ROUSING THE MOB

If the Investigators attempt to muster a group of townsfolk to take vigilante justice during the course of the adventure, they may be able to do so by giving some kind of speech about the need to seek retribution and passing a **Daunting D3 Persuade test**, or a **Challenging D2 Command test**. The townsfolk could be persuaded to move against either Astrid or Gerd, but they are a blunt instrument as, once they are roused, they will pursue crude vigilante justice to the death.

If called to move against Traudl or Horst, the mob are initially enthusiastic, but will not pursue justice once discovering that either of these people are nobles, and may even turn on the Investigators.



Horst is only in the bar for a quiet drink. And to keep an eye on the investigators.

THE WATCHER

Once the Investigators have arrived in town, Horst will begin to shadow them. He is highly discrete and trained in subterfuge, so the Investigators are only able to spot him if they can pass a **Daunting D3 Observation test**. They can make this test whenever they move to a new location, such as trying to get information from a different tavern, or booking themselves somewhere to stay for the night.

If the Investigators spot Horst, read them the following description.

You can see that a man has entered the bar behind you and sat down at a table near the door. He is tall and handsome, with slicked down, dark hair and a handlebar moustache. He is dressed in plain, but quality clothing, white shirt, black breeches, and riding boots. He seems to be keeping his eye on you.

If Horst is approached, he initially attempts to give the Investigators the slip.

Horst begins at a distance of 5 from the Investigators, and immediately attempts an **Average D1 Stealth test**, opposed by an Observation test from one of the Investigators (choose the Investigator most skilled at Observation, the others may assist). Each Momentum he spends on this test allows Horst to increase the distance by 1, while each Momentum the Investigators spend reduces the distance by 1. Instead of assisting, Investigators may attempt other tests and tasks to try to hide themselves or distract Horst—Stealth tests will be most common—so that the Momentum they generate can be used to reduce the distance on the next opposed test.

Repeat this until Horst increases the distance above 10, at which point he escapes, or the Investigators reduce it to 0 and apprehend him.

If Horst is apprehended and interrogated, he claims that he is new to the area and interested in speculating on some of the vineyards. He speaks with a pronounced upper class accent and, if he asked about his rank, he admits to being a member of the Bayer-Hrothgar family and an officer in the Bauhaus military. He attempts to pull rank if any of the Investigators bother him too much. He does have contacts with numerous Ministries and Orders, so it would be in the Investigators' best interests to leave him alone unless they can bring good evidence against him. If they make impertinent or threatening moves against him he may even challenge them to a duel.

If the Investigators are clever they may decide to shadow Horst back to his lodgings rather than apprehend him straight away. This is the best course of action if they want to begin collecting evidence against Traudl and Horst. This requires that the group maintain a distance of less than 5 for three consecutive tests, and pass a **Daunting D3 Stealth test** to convince Horst that they've lost him.

If the Investigators set up watch on the Vineyard View lodging house they may spot a few things if they pass a **Challenging D2 Observation test** that could lead them to suspect the nobles. They each have separate rooms and can be observed through the windows.

1. Horst, who feels uncomfortable dressing down, immediately dons his officer's uniform once he is alone. The uniform incorporates a sabre in a scabbard, and a handgun in a holster.
2. Traudl is a young woman with long red hair and piercing green eyes. She is dressed in good quality travelling gear, white blouse and beige jodhpurs, and she carries a pistol. She is convalescing, clearly nursing some sort of injury. Her forearms are wrapped in bandages and she occasionally winces in pain. Under the bandages are a number of deep scratches she received from Kristine.

Sebastian Fredenberg was a hunted man, but he was used to that. He had made some bad choices in his life and was paying the price for it, but that was all right with him. A former Venusian Ranger, he had been drummed out of the unit for "conduct unbecoming of an Bauhausian soldier," which was admin-jargon for excessive violence. Shooting your officer for cowardice in the field will do that. After that, he had hit the bottle hard and taken to blowing off steam in increasingly violent fights, which resulted in a justified murder rap. He was destined to see out his days in Ryker's until he met Jackal. Jackal had offered him another path, one where his anger and rage would have a purpose. A purpose serving Semai, Lord of Spite.

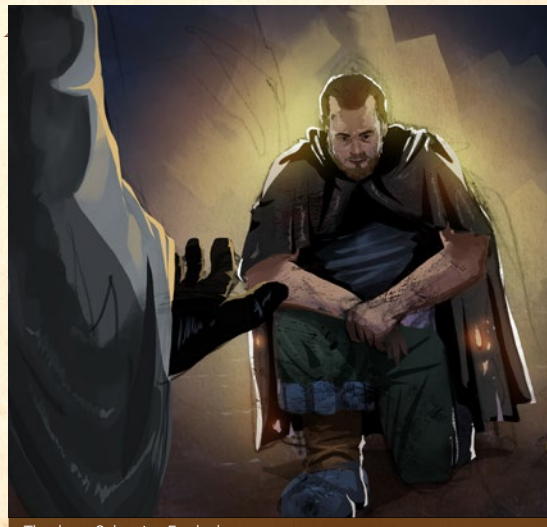
At first he had had gone along with it, even enjoyed it, until this very moment. Jackal had sent him to murder a mystic called Gathas, but now, as Sebastian stood over him with his sword raised, the mystic looked up and smiled. It was a moment of perfect calm, and suddenly Sebastian knew that all the choices he had made in his life up until now were wrong. He had betrayed mankind to the worst possible enemy imaginable! He fell on his knees before the mystic and begged for mercy, tears pouring down his face as he renounced Semai and all his Dark 'Gifts'. His sword fell out of his hands. Gathas simply smiled and took his hand.

"Sebastian, you are destined for a greater duty." The words caused Sebastian to look up into the eyes of the smiling mystic.

"I am?"

"Yes. You understand the great foe better than any. You will become the sword of humanity, and will cleanse the sickness you know to be there. You will work in secret, hunted by both sides, but free from obligation or temptation. Through you, mankind will gain redemption."

Sebastian nodded at the truth of the words. He would seek out Jackal and put the mongrel out of his misery... but not until he had revealed everything he knew.



Thanks to Sebastian Fredenberg

THE FIRST PROMPT

If the Investigators spend the night in the town without making obvious moves against either Astrid or Gerd, Horst leaves an envelope to be found by them wherever they spend the night. The envelope contains a photograph of a group of young people posing with guns and wearing regalia associated with Anarchist culture.

If people at the lodging house are asked if they saw anyone deliver the envelope, they do not recollect anything of pertinence. If the Investigators give a description of Horst and ask if anyone saw him, some of the regulars will mention that they do recollect a man of that description hanging around the bar around the time of last orders. If shown the picture, they point out that one of the people in the picture resembles a youthful Astrid Tivelli.

ASTRID TIVELLI

Astrid is an old woman who lives at 21 Old Brewery, a dead end and dilapidated estate on the edge of the town. She is near enough destitute, and makes her meagre living by helping out at a community centre and school in the area. She is kind but irascible and eccentric, and she does not have many friends. She keeps her greying, dark hair cropped short and wears masculine clothing.

As a youth, Astrid was involved in an Anarchist organisation in Volksburg, and assisted them in the bombing of a Richthausen factory. In the aftermath of the explosion, the ringleaders of the group were arrested and executed, and the remaining members disbanded. Astrid is less ideological these days, and is even somewhat ashamed of her youthful militant tendencies.

If the Investigators go to Astrid's house, they find that it is a rather rundown bungalow surrounded by an overgrown garden. On the path leading up to the front door is a pearl, which was dropped there by Horst. Investigators will spot it on a **Challenging D2 Observation test**. Round the back of the bungalow one of the windows, leading in to the kitchen, has been broken and boarded up with a sheet of plywood.

Astrid is out during the day, working with the children of the vintners at the nearby community centre. She arrives home at 6 PM and then spends the rest of her time reading in her sitting room or sleeping.

She keeps a large, but ancient, dog for company. Whilst the dog looks fairly threatening, it is feeble and nearly blind, and does not so much as growl at intruders. The dog is not wearing a collar. It is easy enough to break into Astrid's home simply by lifting one edge of the plywood sheet and slipping into the kitchen. If the Investigators take this route, or search the kitchen at any other point in time, they notice a small silver object on the floor of the kitchen. This is a cufflink bearing the symbol of a grinning chimp head. The cufflink belongs to Gerd.

If the Investigators call when Astrid is in, she meets them at the door and asks if they have come "about the break-in". She says that her kitchen window was smashed a couple of days ago and, whilst she hasn't noticed anything missing, she knows people have been in her house. The Investigators could easily bluff their way inside by claiming that they are there to look into the break-in. She is grumpy and short-tempered with the Investigators, but allows them access to her house and is cooperative and honest about all matters save that of the key and the photograph.

If shown the collar, she does not recognise it, and states truthfully that she doesn't have a collar for the dog. If shown the key, she denies owning it, and, if shown the photograph, she also denies knowledge, though Investigators may spot that she is lying by passing a **Challenging D2 Insight test**.

If the Investigators search Astrid's home, they find a small cabinet in her bedroom that can be opened with the key. The cabinet contains Anarchist pamphlets, photographs of some of Astrid's old associates (including those executed for the Richthausen factory bomb), a pearl, and a pistol. There is also a picture of a small boy next to Astrid's bed. This is Gunther Hagen, the child who was injured in the hit and run incident.

Other than her bedroom, Astrid's bungalow consists of a sparsely furnished bathroom and kitchen, and a sitting room containing a worn armchair and several bookshelves heaving with textbooks for all manner of academic subjects.

If shown the contents of the cabinet, Astrid will not deny her links to her Anarchist past, and even shows some contrition for having lied about the key or the photograph earlier. However, she denies any knowledge of the pistol or the pearl, offering the notion that they were planted there by the same people who took the key—which is entirely correct.

Astrid is not capable of putting up any physical resistance to the Investigators, though, if they try to arrest her, she gives them full force of her tongue and accuses them of "cowering to the rotten ruling class" and being "yellow-bellied curs without the will or wits to strive for freedom" and so on. What becomes of her at this point is wholly up to the Investigators. If they execute her, local authorities will accept their reasons for doing so, and, if she is passed on to the authorities, they arrange for her summary execution themselves.

She does not recognise Gerd's cufflink.

Whatever actions the Investigators take, once they have concluded their business with Astrid they should be given the chance to spot Horst on a **Daunting D3 Observation test**. He has been overseeing them from the end of the street, but, as soon as he is noticed, he heads back to the Vineyard View and tries to give anyone following him the slip.

THE SECOND PROMPT

If any of the townsfolk are shown the cufflink they will suggest that it belongs to Gerd. One of them will even say he remembers Gerd wearing similar cufflinks on the night he became too inebriated to make his way home without assistance.

If the Investigators did not deal harshly with Astrid, and are making slow progress about homing in on Gerd, Horst intervenes once more. This time he bribes one of the townsfolk, an unemployed alcoholic barfly named Gertie, to bring up the subject of Gerd's possible guilt whilst in the Investigator's company.

This is not the first time Horst has used Gertie to do his dirty work, as a few nights previously he hired her to slip a soporific drug into Gerd's drink.

The next time the Investigators are in a bar or other busy public place, they are approached by Gertie, who is clearly somewhat drunk. She will ask them how they are getting on with their enquiries and then volunteers the following opinion:

"You know, that butler of Rudolph's always had it in for him. Gerd I think he's called. Don't you be leaving town without checking up on him, you hear me?"

If Gertie is pressed as to why she is so interested in Gerd she will become sullen and then start to cry. She is too intimidated and compromised by the agents to admit the truth, but she feels terrible about her role in framing Gerd. Whilst she will never admit the truth of her own volition. If the Investigators somehow compel her to tell them what has been going on (they will have to resort to torture or use of the Arts to get her to talk), she reveals that a man of Horst's description persuaded her to mention Gerd to them.

If Horst learns that Gertie mentioned him to the Investigators, he will lead her to an overgrown vineyard and bludgeon her to death, leaving her corpse in such a manner so as to suggest she fell down and cracked her skull on a rock.

GERD HARTUNG

Gerd is the only person currently living in the mansion. There are a number of chefs, cleaners, and maids who work there, although they return to their own homes during the evening. Since hearing of the death of Rudolph, the staff have been given leave. As soon as the Investigators approach the mansion they will be able to hear what sounds like a large dog barking and growling from within the mansion. This is Wotan, a vicious and muscular hound owned and trained by Gerd.

Gerd will answer the door of the mansion dressed in a butler's uniform. He is a tall man in his fifties, well built, with a shock of fluffy, white hair. If the Investigators say they are paying attention to his

cufflinks, or pass a **Daunting D3 Observation test**, they will notice that his left cufflink is missing.

If Gerd is asked about his relationship with Rudolph and Kristine, he attempts to sound enthused and loyal, but he has a guilty conscience. The fact is that Gerd hated his former master and saw him as an undeserving heir to the estate. Gerd's family have served the Dantes for generations and, whilst Gerd respected Rudolph's father, he could not abide the son. Whilst he isn't responsible in any way for Rudolph's death, he isn't sorry about it, and this makes him an uneasy, unconvincing interviewee. He asks the Investigators about their own involvement in the murders if they press him, and he is sceptical that any identification or other sign of authority they show him is genuine.

He has no convincing alibi. If asked about the dog collar or the cufflink, he states the truth of the matter—which is that they went missing the day before the Investigators came across Rudolph and Kristine (his cufflink was taken from him whilst he was drunk in the Barley Mow and the collar was acquired by Traudl who fed Wotan some drugged meat).

If the Investigators press him on details pertaining to the murder he becomes increasingly nervous, he believes from the outset that he is being set up for the crime and will accuse them of trying to frame him. He runs into the mansion and grabs an old Autorifle from a gun rack. He sets Wotan on the Investigators and tries to shoot them.

GERD HARTUNG ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	8	9	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	1	–	2	1	2	2	1	1

WOUNDS: 7

SOAK: None

ATTACKS:

- ◀ **Improvised blunt object (melee):** 1+**↑**4, 1H, Stun
- ◀ **Old AG-11 rifle (ranged):** Range M, 1+**↑**5, Burst, 2H, Ammo (Armour Piercing 1, Spread 1)

SPECIAL ABILITIES

- ◀ **Guard Dog:** Gerd is accompanied by a large guard dog, as described on page 101.

TYING UP LOOSE ENDS

If either Astrid or Gerd have been executed or handed over to the authorities, Traudl and Horst consider their work done, and they head back to make their report to their superiors in the Order. They trouble the Investigators no further.

However, if the Investigators do not pin the blame on either Astrid or Gerd, or if they home in on Horst and Traudl, then the agents become anxious of discovery, and they try and lure the Investigators into an ambush. Traudl hides out in an old farmer's shed and creates an ad-hoc fortified position, whilst Horst attempts to lure the Investigators into following him there.

If this doesn't work, the two of them try to waylay the Investigators as they leave Traubelhof. In this case, Traudl waits by the side of the road and appears to be in some distress, if the Investigators stop to help her, she and Horst open fire on them.

If all else fails and it looks as if the Investigators are set to explain to the BLEU that they think some sort of skulduggery has taken place in Traubelhof, or otherwise compromise the agents beyond redemption, then Horst and Traudl are prepared to die rather than expose the Ancient Order of Blood and Honour. In such an instance they travel some distance into the Venusian jungle, where Traudl shoots Horst and then swallows a cyanide capsule she keeps on her person.

HORST BAYER-HROTHGAR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	11	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	8	9

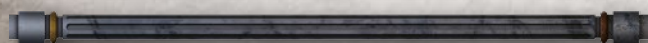
FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	3	1	3	3	1	1	1	-

WOUNDS: 6

SOAK: Ballistic Nylon Clothing, Light Civilian Shoulder-Pads: (Head 1, Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◆ **Duelling Sabre (melee):** 1+ \uparrow 5, 1H, Duelling, Parry 3
- ◆ **HG-25 "Equaliser" (ranged):** Range C, 1+ \uparrow 5, Semi-Automatic, Unbalanced, Close Quarters, Knockdown



CHAPTER 10

SPECIAL ABILITIES

- ◆ **Noble Duellist:** Horst is a talented duellist, well-used to settling matters of honour with blade or bullet. If challenged by someone of status—a nobleman or officer—he will focus his attentions purely upon that person, and battle fairly and honourably. However, any attempts to use honourable combat as a ruse or cheat will be regarded extremely poorly. He will not give this regard to anyone of lesser status, and indeed he may re-roll one d20 on all Close Combat and Ranged Weapons tests made against those of common origins, due to his determination to cut down the unworthy.
- ◆ **Vigilant:** Horst is particularly wary and cunning, and he may re-roll one d20 on any Insight or Observation tests he attempts.

TRAUDL FIELDHAUSEN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	12	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	8	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	-	1	1	1	2	2	-	1	-

WOUNDS: 6

SOAK: Ballistic Nylon Clothing, Light Civilian Shoulder-Pads: (Head 1, Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◆ **Dagger (melee):** 1+ \uparrow 3, 1H, Armour Piercing 1, Hidden 1
- ◆ **AG-19 Kampfkanone (ranged):** Range M, 1+ \uparrow 7, Burst, 2H, Ammo (Vicious 1)
- ◆ **HG-12 (ranged):** Range C, 1+ \uparrow 5, Semi-Automatic, 1H, Close Quarters, Hidden 1

SPECIAL ABILITIES

- ◆ **Sharpshooter:** Traudl is deadly with a firearm, and few things survive if she means to kill them. Traudl may re-roll up to three \uparrow when rolling for damage with a ranged attack. She may spend a Restricted action lining up a shot before attacking; if she does this, she adds Vicious 1 to the subsequent attack (which stacks if the weapon already has Vicious 1).
- ◆ **Wounded:** Traudl was injured in a previous confrontation, and while she can fight, she's less effective than she might normally be. She acts last during every turn, after all the player characters, after Horst and any other NPCs, and may not interrupt the action order with Dark Symmetry points. Further, she increases her Repercussion range by one.

MAGISTRATE HENKER, CELEBRITY JUDGE



ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		8		8		11	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		10		9		9	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	-	4	3	3	3	3	2

WOUNDS:

- ◀ **Head 3** ▶ **Torso 7**
- ◀ **Arms 4** ▶ **Legs 5**
- ◀ **Serious 6** ▶ **Critical 3**
- ◀ **Mental 9**

Alric Henker gripped the edge of his dressing table and leaned forward to take in his reflection in the mirror. His immediate thought was that his hair needed dying again, as the grey was beginning to show through. He chuckled to himself mirthfully, whilst simultaneously berating himself for slowly becoming a diva. He would certainly never have entertained the idea of colouring his hair whilst treading the judicial floorboards of official courtrooms in the East-West Towers. Alric had to admit to himself that he was beginning to enjoy his newfound celebrity status, but he needed to make sure that he kept both his feet and ego firmly on the ground.

Ratings were up in the wake of the Brotherhood's announcement that it was the new sponsor of the show. Executive rumours were that it planned on taking the show interplanetary. Alric wasn't sure how he felt about that; something about the idea made his skin prickle. Yet, other rumours hinted at potential future opportunities to preside over possible Heretical cases, and that he would certainly relish. He rolled his broad shoulders and loosened his neck muscles, then took up the Punisher handgun and Templar Axe that were resting on the dressing table before him – both gifts of his new sponsor – before turning and striding purposefully toward the dressing room door. Time to get the show underway.

SOAK: Ballistic Court Gown: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◀ **Templar Axe (melee):** 1+**↑**6, Unbalanced, Pious 1, Vicious 2
- ◀ **P60 Punisher (ranged):** Close, 1+**↑**6, Burst, Unbalanced, Close Quarters, Knockdown

SPECIAL ABILITIES

- ◀ **No-Nonsense Judgement:** Henker has a well-earned reputation for seeing straight to the truth of a case and having no qualms in dispensing justice. He may re-roll one d20 when making an Education, Observation, or Insight test, but must accept the new result. Additionally, he may spend one Momentum from an Insight test to instantly recognise the reason the test was made. If this occurred prior to entering a conflict, he may add one d20 to any skill test made during his first turn without the need to pay any Dark Symmetry points.
- ◀ **TV Courtroom Sensation:** Henker has taken an unpaid leave of absence from his Magistrate's desk in the East-West Towers to become a celebrity judge on prime-time television, which turned him into an overnight sensation. He may re-roll one d20 when making a Lifestyle or Persuade test, but must accept the new result. Additionally, any time he needs assistance from other individuals, he may reduce the difficulty to find a contact by two steps, which may eliminate the need for a test. Finally, when attempting to intimidate an opponent, he gains two additional d20 to any Persuade or Command test.

DARK SYMMETRY SPEND

- ◀ **Justice Will Prevail:** Henker is rapidly able to assimilate all available information, in addition to being a master at commanding the attention of both the audience and benches. Once he has all of the available information for a trial, he may spend one Dark Symmetry point to discern the exact truth of the case. Additionally, he may spend a Dark Symmetry point at any time to command the attention of all present in the courtroom, who must stop what they are doing and pay attention to his words for the duration of a brief monologue.



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