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Blood on the Snow

Setup: The Players are requested by Leonid Kuchman, a Capitol Official to investigate the surprising Transfer of the Bauhaus Scientist Vitaly Prytyka to an unimportant Geological Facility on the Mars Pole near Mundburg. Since Prytyka is a well known Scientist specialised in Genetics it is surprising that he travels some thousand miles to the geological research station Adelie 14 in the coldest climate of Mars. Kuchman suspects Bauhaus to use the isolated research station for biological experiments in order to create a new RDHA (Rapid Decay Hemorrhagic fever Agent). Since the creation of biological Weapons has been abolished for many centuries, creation of such RDHAs can only be done in the most remote areas. The players task is to get to the research site and investigate Prytykas real assignment in Adelie 14. They are expected to bring back hard evidence, thats why Kuchman arranged a Cybertronic Video Camera for the Team in order to film the investigation. Kuchman arranges the flight to San Dorado on Mars. There they will travel on to Mundburg. In Mundburg they will be expected by an Capitol Undercover Agent called Ferris. Ferris arranges anything the players need. Since he is officaly running an expediti-on equipment center he has all the tools the players need for the very cold climate (from -40°C to -70°C). Ferris will arrange a midnight meeting on the ice with a hired Pilot who will take the players near the Facility whenever they are ready. The Pilots Name is Will Stokes. Stokes has no idea that Ferris is a Capitol Agent. He thinks that he will carry some rich Guys for hunting out of the city. He will take the players to the Landing Site about 5 km from the Bauhaus Facility away. The flight takes about an hour at highspeed travel. Stokes don't know anything about Adelie 14. He will drop the players and ask them when they want to be picked up again. He can be radioed only with the Stations radio via Ferris and he doesn't know that the Station is near so he will ask for the exact time of pickup. He makes some ano-tations to the comming bad weather but since he thinks he will pick up the players in a few hours he doesn't seem to nervous.

The Action: Vitaly Prytyka has been requested by the Adelie 14 Scientist when they found a Bio Giant frozen within the eternal ice crust of Mars. Alltogether there are 6 Sci-entists and about 10 Technicians, Cooks, Radio Opperations at the Facility. Since the Scientist are not too familiar with Dark Legion Monsters the suspected the frozen being to be some sort of Mars Alien Race and before asking the Brotherhood for help (and with that loosing any chance to investigate this beeing); they thought it would be a good idea to ask a genetic specialist to take a look. The Problem is only that Prytyka is under constant watch of Capitol since he is a known Specialist and his Abilitys can easy be used for military purpose. Prytyka has arrived on Adelie 14 only 4 Days bevore the Players arrive at the site. The Last Days he and his colleages were occupied with tests on the frozen body. At the Day of Arrivel of the players the Scientists are about to defrost the body so that further tests can be done. Everyone is pretty sure that the Bio Giant must be some sort of ancient Mars inhabitant. Which is apparently wrong.

6 Hours after defrosting the Body he will get back to life (or Death). The defrost of the Body automatically triggers an artefact carried by the Giant which will call the Dark Legion. A group of Demnognonis Undead Legionaires (feel free to adjust the number of Troopers to your players group) under the Lead of a Destroyer. The Giant will not move until he thinks he might be able to get his way out of the Facili-ty. Since he is not very Intelligent this might be anytime. The Dark Legion Group has not been sent to rescue the Giant, all they want is the artefact which the Giant carries around his right wrist. This very large wrist-band of very dark and extremly cold material (touching inflicts 1D6+2 damage) is a case for a long lost virus able to kill even within the cold of space. The Virus „eats up“ the dimensional integrity of space. If one of the players tries to open the encasement the virus gets free. A green, shining mist will get out of the encasement. Slowly it will spread its way. Every touching object slowly desintegrates. (The players should be able to escape the deadly mist pretty good except if the are cornerd) The Mist can only be stop-

ped by Fire. Normal fire of a lighter is not enough. A combined damage of 40 is necessary to stop the Mist from going any further into that direction. Unfortunately a very strong storm started just after the players reach the Facility. The Storm will last for at least 1 1/2 Days. So they will have to stay at the facility. Calling anybody will be of no use since the Radio Antenna got damaged within the first minutes of the Storm. The Scientists will tell the players that they can repair the antenna but not while the storm has its cold hands on Adelie 14. In order to save energy and heat; the scientist will propose to get into one room and stick together.

Getting outside the Building is real hard work (movement is possible at 1/3 rate). Any unprotected Area of the body (not clad in cold protection gear) will take 1D4 of Damage every round. The Vision is limited to only a few meters at best.

Besides the Problem with the awaking Bio Giant (... and maybe the Disastrous Mist) the Dark Legion Extraction Group is on its way through the Storm (if you are already Dead you can't die of cold air) and may sneak into the Facility creating an additional threat to anybody within the Research site.

This is the Situation and now its the players Task to survive the day.

Scientist/ Technician

- will avoid open combat
- afraid of Dark Legion

	STR	[10]	Area	AV	BPs
	INT	[08]	Leg	2	7
	COR	[15]	Arm	2	6
	PHY	[12]	Stomach	2	6
	MST	[10]	Chest	2	7
	PER	[07]	Head	2	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 5/5

Attacks: Aggressor (1d6)

Skills: Handguns 10, Perception 8, Brawling 8

BioTek: none

Dark: none

Special: The Scientist and Technicians are very afraid of the Situation.

Names: Vitaly Prytyka - Genetics
 Jose Lubra - Geology
 Walter Ahrendt - Seismology
 Ludmilla Smy - Geology
 Paul Louise - Biology
 Peter White - Physics

Anna Dupin - Radio
 Nigel Tully - Radio
 Philippe Garza - Mechanic
 Rhett O'Kieffe - Mechanic
 Todd Moore - Electronics
 Juan Ramos - Electronics
 Alex Sorel - Documentation
 Akiko Ikeda - Special Equip.
 Victor Leclerc - Engineering
 Rick Novak - Engineering

Vitaly Prytyka / Jose Lubra / Walter Ahrendt

Ini:

Actions:

	Melee	Missile	AV	BP's	Countdown														
Left Leg	1-3	1-3	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Leg	4-6	4-6	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Left Arm	7-9	7-8	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Arm	10-12	9-10	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Stomach	13-15	11-14	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Chest	16-18	15-19	2	7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Ludmilla Smy / Paul Louise / Peter White

Ini:

Actions:

	Melee	Missile	AV	BP's	Countdown														
Left Leg	1-3	1-3	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Leg	4-6	4-6	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Left Arm	7-9	7-8	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Arm	10-12	9-10	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Stomach	13-15	11-14	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Chest	16-18	15-19	2	7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Anna Dupin / Nigel Tully / Philippe Garza

Ini:

Actions:

	Melee	Missile	AV	BP's	Countdown														
Left Leg	1-3	1-3	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Rhett O'Kieffe / Todd Moore / Juan Ramos

Ini:

Actions:

	Melee	Missile	AV	BP's	Countdown														
Left Leg	1-3	1-3	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Leg	4-6	4-6	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

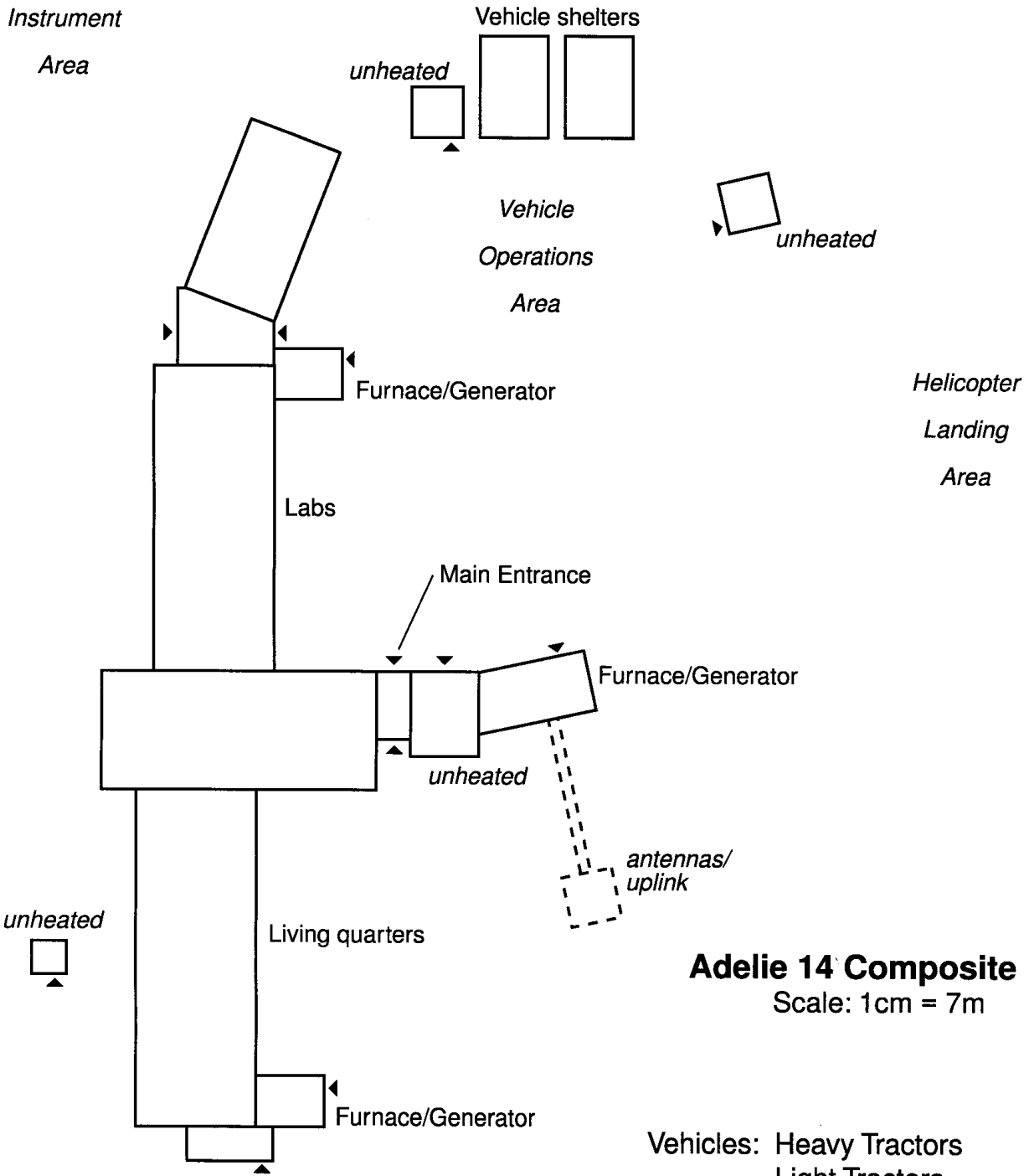
Alex Sorel / Akiko Ikeda / Victor Leclerc / Rick Nacak

Ini:

Actions:

	Melee	Missile	AV	BP's	Countdown														
Left Leg	1-3	1-3	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Right Leg	4-6	4-6	2	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Stomach	13-15	11-14	2	5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Chest	16-18	15-19	2	7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

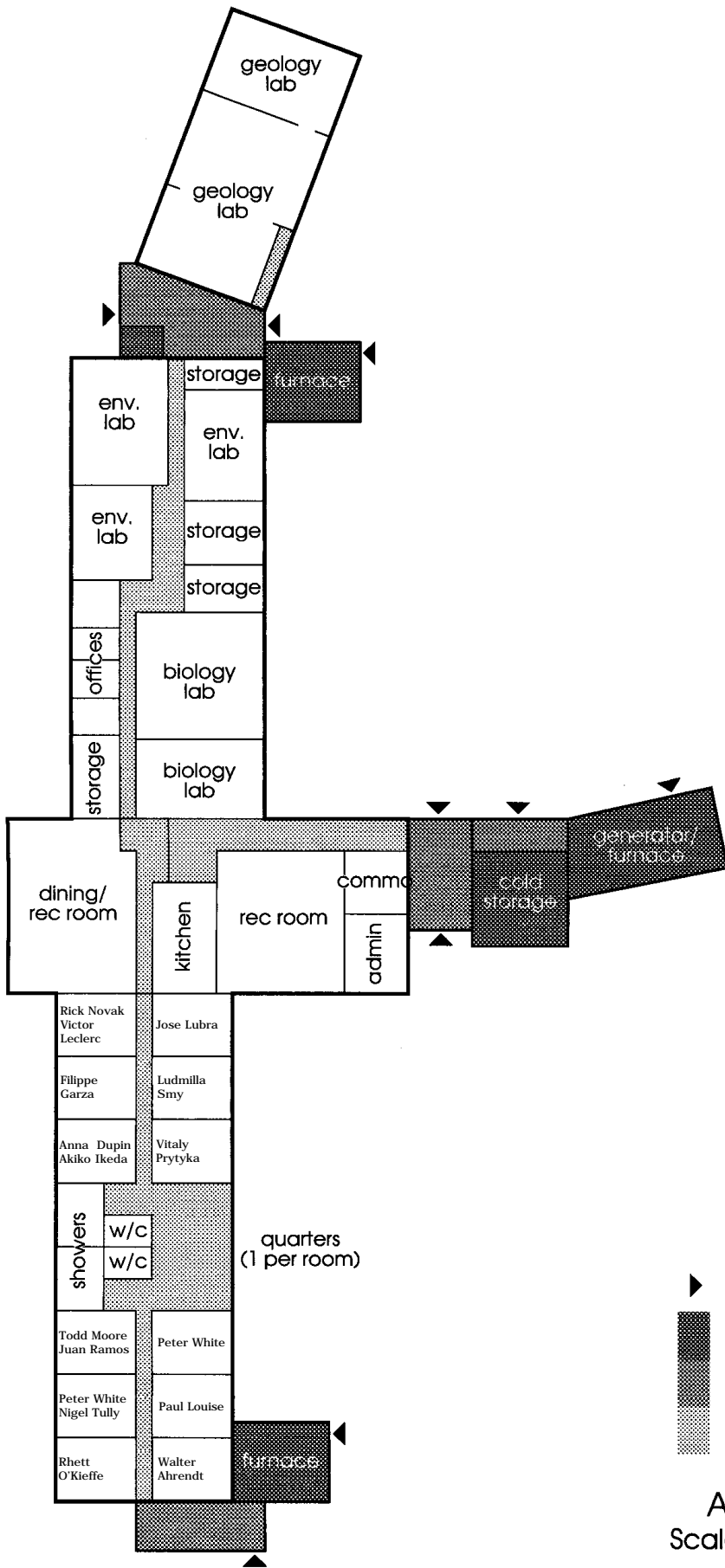
Field
Instrument
Area



Adelie 14 Composite Map
Scale: 1cm = 7m

Vehicles: Heavy Tractors	1
Light Tractors	2
Snowmobiles	4-8
Helicopters	1

Adelie 14 Composite Use Map



- ▶ exterior door
- unheated area
- unheated hallway
- hallway

Adelle 14
Scale: 1cm = 4m