

MUTANT CHRONICLES™

IMPERIAL™



THE CLANS OF DAMNATION

IMPERIAL™



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NOVELS



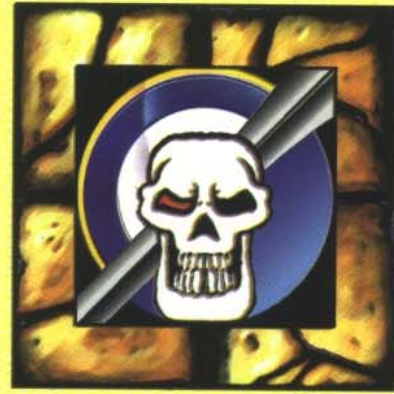
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WOLFBANE LIGHT CAVALRY

The fast and heavily armed Necromower™ vehicles are used by the Wolfbane Light Cavalry to enable rapid deployment of heavy, direct-fire support anywhere on the battle-field. They are also sometimes used as recon-units, but the mighty roar from the 220 horsepower diesel engine somewhat limits their versatility in this role. In case the driver is engaged in close combat, he has his sacred sword readily at hand in the rack above the seat. The mighty Ultra-Charger to the left is aimed with the left hand, while the vehicle is steered with the right. There are pedals for gas and brakes.



SPECIAL RULES

A Wolfbane Light Cavalry squad consists of one Hedgehog Necromower vehicle and its driver. The squad has three actions per turn and may take eight steps per move action. It may not receive extra actions from other squads' Chieftains, but it may receive a Command issued by a Commander.

The Necromower may not enter buildings or foxholes.

A Necromower death roll is carried out exactly as a Sectioner charge, but the Necromower may move eight steps prior to attack. This is the only kind of Close attack the Necromower can make. (A dismounted driver can make Close attacks as a Chieftain.)

The driver may dismount the Necromower by spending one action. He may act and move as a Chieftain. His Claymore sword is equivalent to a Violator sword.

Only Necromower drivers can operate Necromowers.

Abandoned Necromowers can be attacked, but they defend normally.

When a driver in a Necromower is killed, the vehicle is also destroyed.



WOLFBANE LIGHT CAVALRY CLOSE FIRE SPECIAL ARMOR ATTACK ATTACK ABILITY

HEDGEHOG NECROMOWER



8 steps/move action

DISMOUNTED DRIVER



—

none

(DISMOUNTED DRIVER ACTS, MOVES AND HAS BONUSES AS A CHIEFTAIN)

MOVEMENT	ACTIONS	ACTIONS	ATTACK ROLL BONUSES	ARMOR ROLL BONUSES
Clear	1 Move	1 Reload	1 Close attacking figure in foxhole	Attacked over a ruined wall (close & fire)
Jungle	6 Close attack	1 Necromower	1 Auto fire burst	In jungle square (close & fire)
Rubble	4 Firearm attack	1 Death Roll	3 Full auto	Attacked with auto fire spread
Enter rubble	+4 Auto fire burst	2 Dismount/enter	Shooting from top of rubble pile	On top of a rubble pile (close & fire)
Cross ruin wall	+1 Auto fire spread	1 Necromower	1 Close attacking down from rubble pile	Shot at from top of rubble pile
	Full Auto	3	Necromower Death Roll	

Roll 3 black dice after each auto attack for each figure attacked. Three hits = OUT OF AMMO.





RAMS AIR CAVALRY

Pilots of Twin Barracuda™ units are generally regarded as daredevils, but most of those who have tried flying the things have acquired a deeper understanding of these brave souls: «They're stark raving mad». Sky jockeys hailing from the Rams of the Loughton Clan are identified by their beret badge in enamel and pure gold. (The ground forces display it on the shoulder pads of their Mk. III suits.) The left joystick is for rough maneuvering the craft, while the right is a fine-adjustment joystick necessary for accurate aiming of the twin, converted Southpaws' awesome firepower.

SPECIAL RULES

A Loughton Rams Air Support squad consists of one Twin Barracuda and its pilot. The squad has three actions per turn. It may take six steps per move action. It may not receive extra actions from other squads' Chieftains, but it may receive a Command issued by a Commander.

A flying craft or creature is always at one of three altitudes: ground level, treetop level or mid-air level. At ground level, normal rules for Line of Sight apply. At treetop level, treat the Twin Barracuda as if it's on top of rubble pile for Line of Sight purposes. At mid-air level, the Twin Barracuda can fire at any square on the board (and vice versa).

Changing altitude always requires one action. No other movement is allowed during that action. To enter a rubble pile square, you must first be at treetop or mid-air level. To enter a boulder square, you must be at mid-air level. The Twin Barracuda can not take cover in a fox-hole (treat as clear) or a building (treat as a boulder).

The Barracuda's Southpaws fire grenades with normal damage: 4 black dice. Adjacent squares will take four red dice of damage and targets two squares away will be hit by four white dice. Each Firearm Attack action fires one grenade from each Southpaw, and they may be fired against the same square or against two separate squares not more than three squares apart. If you fire both against the same target square, make ONE accuracy roll and add two dice for damage. If you fire at two separate target squares, make separate rolls for accuracy and damage for each attack.

Barracuda pilots cannot Close Attack, nor can they be Close Attacked.

Reloading must be executed on ground level (or at treetop level on rubble pile). Each Southpaw is reloaded separately. It is possible to continue firing only one of them if the other is out of ammo.

RAMS AIR CAVALRY

CLOSE FIRE SPECIAL
ARMOR ATTACK ATTACK ABILITY

TWIN BARRACUDA



—

2 Southpaws

Fly



MOVEMENT

ALTITUDE

Mid-air level
Treetop level
Ground level

SOUTHPAW

ACCURACY

1 AIMED ATTACK
2 Ground level
3 Treetop level
Mid-air level
NOT AIMED
Ground level
Treetop level
Mid-air level

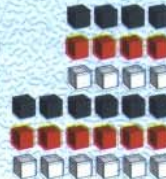


ACTIONS

Move
Southpaw attack
Aimed attack
Reload one Southpaw
Climb / dive one level

ATTACK DIE CODES

1 Target square (single grenade)
1 Adjacent squares (single grenade)
2 2 Squares away (single grenade)
2 Target square (two grenades)
3 Adjacent squares (two grenades)
2 Squares away (two grenades)
1









ARMOR ROLL BONUSES




Mid-air level
Treetop level
At ground level in jungle
At treetop level in jungle





Roll 3 white dice after each attack for each Southpaw fired. Three hits = that Southpaw is OUT OF AMMO.

BY THE TIME the clans came along, much of the solar system had already been explored and conquered by the first three megacorporations. There was little in the way of untouched lands left for brave men and women to claim. Mighty Capitol  had explored and tamed the Freedom Lands of Mars in their constant quest to fulfill their doctrine of eminent domain. Everloyal Bauhaus  had carved their majestic empire of quality and efficiency out of the lush Venesian jungles. And Mishima  had made a home out of the scorched planet nearest our blazing sun. Where was there left for the people of Imperial  to go?

The Imperial  Parliament knew that the only way for a business of any size to grow in a relatively stable economy was through constant expansion. They had come onto the interplanetary business scene too late to snatch up much of the vast tracts of prime real estate, but there were always alternatives. Imperial  made some of the first forays into the asteroid belt, and there they founded some of the most profitable colonies known to humanity, scratching the wealth from those unforgiving rocks and creating homelands where most had thought that humans could never live.

Of course, that wasn't enough. Frustrated by their lack of business interests on the inner planets, the Imperial  leadership decided to concentrate their efforts on acquiring already developed properties. They subsumed several smaller freelance houses and brought them into the Imperial  fold. Usually, standard financial takeovers were sufficient to bring key corporations into the megacorporation's family. At other times, Imperial  did not hesitate to bring in their armed forces to push recalcitrant corporations into line.

Up until Imperial  began their policy of armed conquest as a legitimate means of property acquisition, clashes amongst the megacorporations were savage but few. Once the Serenity implemented the Parliament's policy in earnest, the battles came more and more frequently, but as they were based more on profit than anger, they were conducted much more civilly, in the Imperial  way.



We of the Brotherhood saw the potential in such a strong organization as Imperial, one based on duty and loyalty, and we recruited heavily from amongst its ranks. The relationship between our holy cause and theirs has grown stronger throughout the ages, and only faithful Bauhaus rivals them in their devotion to our destiny as the saviors of all humanity. Few others are stauncher in their dedication to the containment and eradication of the minions of the Great Darkness. Perhaps this is rooted in the source of their greatest shame.

Ever the inquisitive ones, ever hunting for new lands to develop and exploit in the great tradition of the ancient Conquistadors, the people of Imperial reached out toward the fringes of our solar system. What they found there would color the existence of humanity forever, staining us with the tangible presence of Darkness in our worlds. These brave souls were preparing to leave the solar system of their birth, the protoplasmic ponds from which their ancient ancestors had crawled from so many millennia ago.

In reaching beyond the grasp of our sun, the source of all our power, all that had ever stood between ourselves and eternal darkness, nay even complete unlife, Imperial awakened things that were never meant to be disturbed. Before they could make their mad dash for distant stars full of new frontiers to discover and explore, Imperial stumbled across the legendary tenth planet.





It seems only just that those who freed the beasts were the first to feel their wrath. The Imperial colony on Pluto was entirely destroyed within six days of the Awakening. Other Imperial outpost in the region fared just as badly. By the end of the first year, no humans could be found in the outer planets. Pluto was overwhelmed almost instantly, and Neptune was not far behind. Neither planet was a devastating loss, as they were sparsely populated at best, but the destruction of those innocent inhabitants was horrible.

Spurred on by both Imperial's shame and its overwhelming need to survive, the Imperial Serenity, backed by a unanimous vote of both houses of Parliament, threw in the with only people who knew how to fight the Darkness: the eternal Brotherhood. Thus was the link between tragedy-clothed Imperial and the cleansing flame of the Cardinal forged. This connection has only grown stronger throughout the ages, lending might to each party in their fight against the encroaching evil of the Dark Legion.

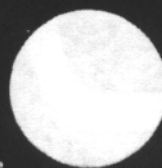
On the long, dark night on which the Seal of Repulsion had been broken, the Cardinal himself had been assailed by haunting visions of what had gone so terribly wrong. He saw what Imperial had unintentionally wrought, and he knew what had to be done. The Dark Apostle Ilian came laughing to Nathaniel in his dream, telling him of how the Darkness would soon wash over the helpless hordes of humanity. Ever confident in his faith, Nathaniel responded that his people were not so defenseless as the Dark Soul might think. Humanity would stand against them as long as breath could be drawn into the lungs of even our youngest child.

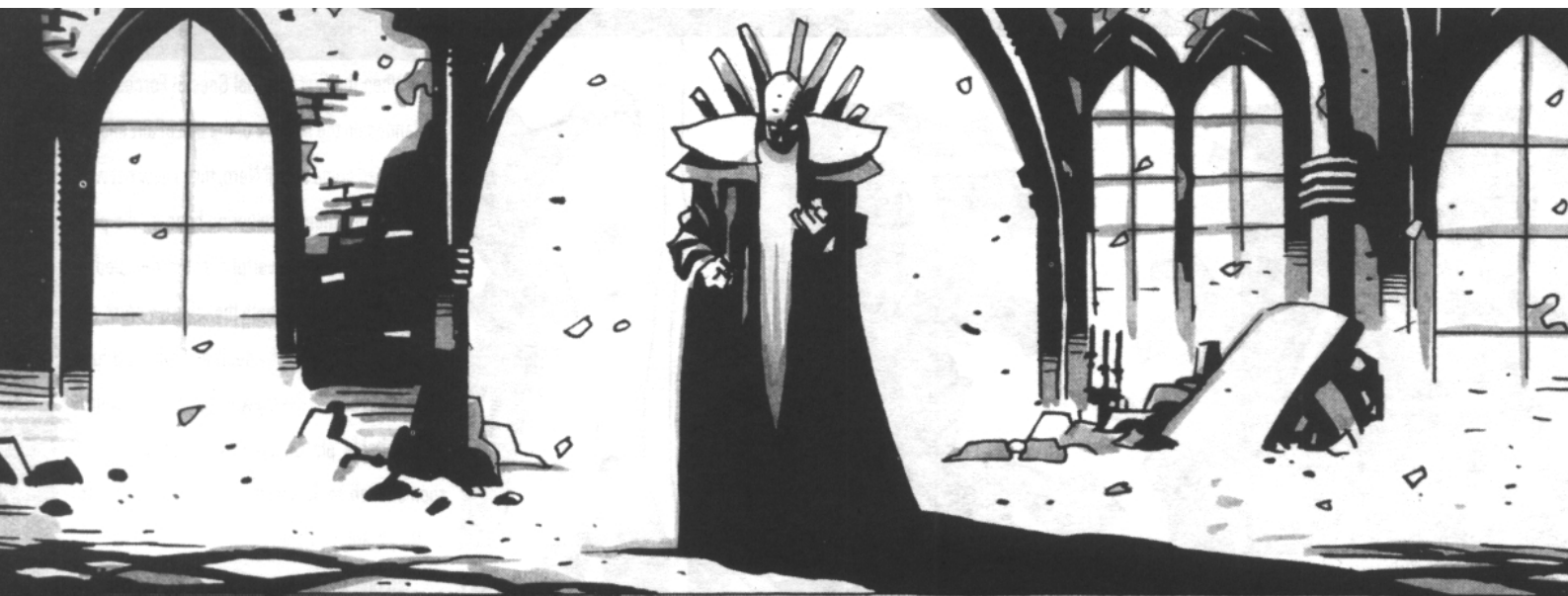
Since that fateful night, Imperial has done its best to uphold the Cardinal's pledge. They have surmounted many obstacles, not all of which have come from without. Scores of gene-

When the first Imperial Special Forces soldiers landed on the surface of the ball of dirt and evil that we had come to call Nero, they knew not what lay in wait for them, slumbering beneath the planet's surface. Their powerful sensors revealed an object buried deep beneath the orb's icy crust, and wondering how and why such a thing could have been imbedded so deeply within such an obviously uninhabitable planet, they burrowed for it, and soon enough, to the eventual dismay of all humanity, they made contact.

No one knows for sure who had pressed the object so far into the planet's rocky heart. We are almost entirely certain why. When the first Imperial soldier touched the object with his gloved hand—to his family's good fortune, his name has been forever lost—the gates of that which held back the Dark Soul and its minions were torn asunder, and the foul forces of the damned Dark Legion came rampaging forth, eager to conquer a people that were scarcely capable of facing their evil full on, much less raising a sword to defeat it. When that soldier touched that object, the Great Darkness, which had been imprisoned eons ago by a people unknown, was unleashed once again.

The First Seal of Repulsion had been broken.





rations after the Dark Legion first reared its head over Nero's ice-encrusted surface, many of the Imperial clans had forgotten their source of eternal shame. Instead of joining with their brethren both within their megacorporation and even the sacred Brotherhood itself, they turned their attention toward gaining power over their sibling clans.

It was at this time, during the unforgettable reign of Cardinal Durand the Mad, that Clan Kingsfield made their desperate grab for ultimate power in an attempt to wrest the Serenity for itself. While the Dark Legion was knocking on other doors, the people of Imperial, people who had known little more than armed conflict for centuries, the Clans of the proud Imperial megacorporation, fell to fighting amongst themselves and became embroiled in a bitter civil war.

This conflict, which later became appropriately known as the Sad Struggle, pitted cousin against cousin in a political, economic and, ultimately, military free-for-all that left Imperial decimated for years to come. Although noble Clan Bartholomew eventually won out after nearly demolishing Clan Kingsfield and conquering its holdings, it paid a dear price to do so. Bartholomew had indebted itself to several allies that had held keys to smaller Kingsfield defeats that eventually added up to their inevitable doom almost entirely by attrition, but the men and women of Bartholomew al-

so made enemies of several of the stronger clans in the process.

The Murdochs and the MacGuires, as well as several of the smaller clans, hold bitter feelings against the Bartholomews to



this day. Though it has been said that time heals all wounds, this is an instance in which that time-worn maxim has not held true.

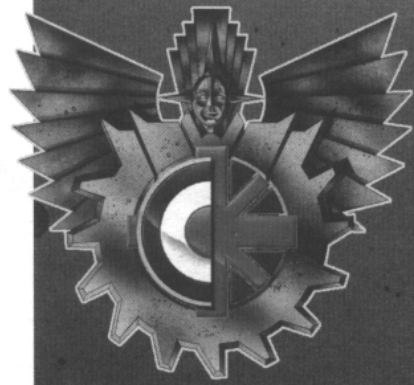
In fact, as time has gone by, this feud, this Great Resentment, has only been exacerbated by petty actions and sins committed by both sides. Once powerful and united, Imperial still stands amongst the most potent of the corporations to have risen in the whole of human history, but they are divided by internal conflict, and this does not serve them well.

Ancient Imperial legends say that one day an ancient leader will be reborn in a person who will rise from the ranks to settle all debts, unite the clans and bring Imperial back to its former glory once again. Whether they prove true, only time will tell. In the meantime, The Clans battle on against the Darkness, their efficiency hampered not only by their internal struggles, but by the enemies they have made during armed acquisitions of the other megacorporation's properties.

Many times many Cardinals have implored the Serenity and the Parliament to put aside their petty bickering. These minor issues run so pale when contrasted with the war the Dark Legion is waging upon humanity. Hopefully someday, one way or another, Imperial's noble Clans will fully realize the strength they could have through unification. At that moment, a great force for good will be reborn stronger than ever.

—An Excerpt from *Eighth Chronicle*, carved on the walls of Cathedral at Fukido by Lucretii Marcellianus.

IMPERIAL HISTORY



The history of the Imperial megacorporation is one full of adventure and intrigue. Although the corp definitely has more than its share of civil servants, tales of Imperial's proud past invariably center upon the noble teams or individuals that actually get the jobs done. Despite the amount of red tape they often become entangled in, these men and women are the reason that Imperial was able to become a megacorp, as well as the power that keeps the corporation entrenched in their current position.

Imperial had always been characterized by specialization. Each clan tends to cover their own particular bailiwicks. Once a clan has established itself at the top of its field, the others' interest in that field quickly drops off. After all, there's little need to duplicate efforts within the corporation.

Most specialties either determine or are determined by which ministries the clan controls in the Imperial Parliament. Clan Dunsirn started out as a paper making, packaging and distributing company, and thus it's now responsible for the Ministry of Forms which makes sure that the vast Imperial bureaucracy is supplied with the staggering amounts of paperwork it needs to keep moving forward, however slowly that may be. While Clan Dunsirn has dozens of other responsibilities that may change over the decades, rest assured that they will always be in control of Imperial's paper products.

This strategy makes Imperial extremely strong in some ways and horribly vulnerable in others. While it does prevent several clans from concentrating their efforts in the same field past the point of diminishing returns, if the one clan proficient in a particularly important field is wiped out by one sort of catastrophe or another, then Imperial is (at least temporarily) robbed of the specialties of that peculiar clan.

Just such an event occurred when Clan Gallagher was eradicated in a sneak attack by the Dark Legion just over a decade ago. The Gallaghers were expert swordsmiths, and their wares were coveted throughout the solar system. When they died, their craft died with them, as there were few other sword makers in any of the other clans.

The Imperial demand for swords had to be met by outside firms offering artisanship inferior to that of Clan Gallagher's smiths. Prices for what swords had already been made skyrocketed, and for a while it was impossible to get your hands on a Gallagher sword for less than ten times its original selling price.

The Imperial sword market has yet to recover to this day, although Clan Murray has recently been picking up the slack.

The roots of this unique sort of division of labor go all the way back to Imperial's own humble beginnings. The corporation was originally founded as a consortium of smaller family-run businesses that banded together in an effort to challenge Capitol, Mishima and Bauhaus and become the fourth of the mighty megacorporations. Each of the families were aware that alone they had absolu-



tely no chance of ever becoming more than a major freelance house, but if they were to pool their resources together, they could comprise something larger than the sum of their parts. United, little could stand in their way.

IMPERIAL'S FOUNDING

The megacorporation was the brainchild of one Michael Murdoch, the patriarch of Clan Murdoch himself. He was a man of immense magnetism, and Imperial was founded on the cult of his personality. It was he that brought the original fifty corporations together and he that reigned as Imperial's immeasurably popular first Serenity. Under his guidance, the corporation could do little wrong.

At first, the individual corporations that made up Imperial weren't referred to as clans. That only came later, as each of the corporations came to be owned by a particular family that ruled

over its little kingdom in the Imperial empire. Gradually, it became apparent that power in each of the kingdoms was being handed down from parents to children with few exceptions. The Kingsfields were the first to actually refer to themselves as a clan, but the term fit so well that it stuck like glue, and each of the other corps soon followed suit.

The great policy making board was named the Parliament after an ancient form of government that it fairly well mimicked. The Imperial Parliament is broken up into two houses: the Chamber of



IMPERIAL AWARDS

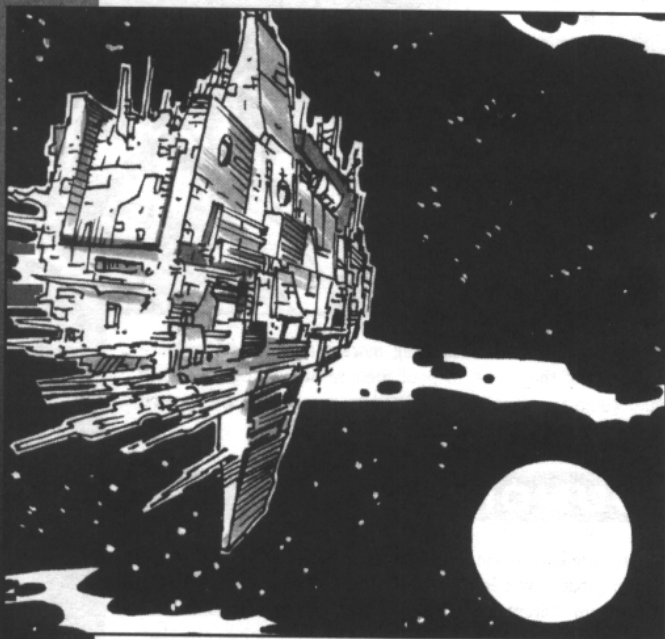
There are three major kinds of awards within Imperial: Titles, Battlefield Awards and Civil Service Awards.

TITLES (SERENE GRANTS)

These are awarded to people that hold certain offices within the Imperial administration, thus serving directly under Her Serenity. They are always granted by the Serenity herself, and there are three distinct levels: squireship, knighthood and nobility. The titles are awarded to those people that have performed distinguished service to the gain of the serene family. They are often given to ministers, diplomats, scientists and businesspeople, but bodyguards and servants have also been known to collect them. The greater the service, the better the reward. No one has received a Grant of Nobility, though, since the end of the Sad Struggle.

GRANTS OF SQUIRESHIP

Those who receive a Grant of Squireship may title themselves Name, Esquire/Name, Mistress in writing or Master Name/Mistress Name in speech. They may design a simple coat of arms without a motto, crestholders or crest. There are no formal ceremonies for the investiture of a squire. The Serenity simply sends the squire a document declaring that person's new status. The coat of arms can be displayed on tie pins, jacket pins, cuff links or painted on a suit of armor, but in that case, only below the knee. Despite such limitations, squireship is one of the highest honors an Imperial can have.



Commons and the Chamber of Lords. While their memberships are acquired differently, they pretty much both do the same thing, which is setting the megacorporation's policies.

The Chamber of Lords is comprised of men and women appointed by the leader of each clan. Currently, there are 62 clans, and each of them has one representative. Appointments last as long as the appointee remains in his or her clan's good graces.

The Chamber of Commons similarly features a single representative from each of the clans, but these Members of Parliament (MPs) are elected officials. Anyone employed by a clan has the right to vote for that clan's representative and thus make their collective voice heard within the megacorporate government. Each employee gets one vote, no matter how many corporate shares they own, making Imperial one of the most democratic organizations in the entire solar system.

While, in theory, this system results in a straightforward and fair government at least partly representative of the will of the people, things are rarely that simple. The larger clans have amassed a lot of economic and political clout over the centuries, and they hold sway over many of the smaller families. The three most powerful clans, the Bartholomews, the MacGuires and the Murdochs, control over half the seats in both chambers. In particular, the MPs who follow the big three's lead are amongst the most powerful in the Chambers, heading up the most vital and important ministries and committees in the entire megacorporation.

Having some amount of control over a number of seats in the Parliament is no useless thing, as it is the main policy making body of Imperial. Also, the Serenity is elected by the Parliament, usually from amongst its own members, although this is not necessarily so. The position is held until either Parliament or the Serenity calls for a vote of confidence and fails to get a simple majority in both Chambers.



THE SAD STRUGGLE

Under Clan Murdoch's benevolent rule, Imperial prospered for centuries, but not all were content with their lot in life. Some clans grew jealous of Murdoch's power, and mid-way through the reign of Cardinal Durand XI—also known as the Mad due to his attempt to burn Luna to the ground while under the influence of Dark Symmetry—a rebellion was fomented in which the Murdochs'

by peaceful means. The Kingsfields, together with their compatriots—amongst which were most notably the Bartholomews—embarked upon a campaign of terror designed to bring the clans loyal to the Murdochs over to their side. Assassinations, bombings, blackmail, all-out military assaults—nothing was beneath the Kingsfields in their desperate grab for power. There was no atrocity they would not commit.

It was a long and bloody war that lasted over fifteen years. Many thousands were killed and at least that many maimed or mutilated. Eventually, the Bartholomews, disgusted by the depths to which the Kingsfields had been willing to drag them, sided with the rest of the clans against the Kingsfields. Almost all of the Kingsfields' other allies deserted them soon after.

Nigel Kingsfield, the patriarch of the clan, vowed that he and his would never surrender under any circumstances. He knew that, were they to be captured, the penalties for the treason that the Kingsfields had committed could be no less than death. The Kingsfields made a last stand in their home-fortress deep within the asteroid belt, but they could not prevail against a concerted effort by so many.

The Kingsfield homeland, named by its founders Camelot, was nearly razed to the ground. Few of the Kingsfield people present survived their opponents' onslaught, and those that did were soon after hung for treason. A few members of the Kingsfield line were not present that day, most notably young Richard Kingsfield, the grandson of Nigel Kingsfield, who had been whisked away to safety by his nanny soon after the Bartholomews' treachery was revealed.

Richard Kingsfield's offspring survive to this day, but the power of this once great family is much diminished. In the aftermath of the Sad Struggle, their clan was stripped of most of its assets along with almost all of its political clout. They are still proud to remain one of the independent clans that refuse to owe its allegiance to any other, but many believe that this is only posturing, as it's widely held that no self-respecting clan would ever trust them again.

In the climactic battle, the anti-Kingsfield clans, now led by the clan which had fared the best in the war to that date—the Bartholomews—simply could not bring the sole remaining renega-

chief rivals, the Kingsfields, played the part of the instigators. They gathered around themselves many of the most powerful clans in an effort to make a hostile takeover of the Serenity.

It was clear from the start that the Murdochs had a stranglehold on far too many seats in the Parliament to ever be dethroned



de clan down. Camelot's defenses were simply too strong. The decision was made to bomb the tar out of the asteroid and then follow it up with a full-out attack. And so it was done.

When the clans landed on Camelot, they found that the roof of the main building, which had resembled nothing more than a medieval castle carved out of the asteroid's solid rock, had collapsed, killing most of the people within. This included Nigel Kingsfield and his five adult children. Leaderless, the Kingsfield

people fought on, but having no way to coordinate with each other, they soon fell before the fury of their enemy clans.

In the Sad Struggle's aftermath, Imperial investigators searched the rubble of Camelot for some sign of Nigel Kingsfield's body. No trace of his remains could be found, nor of any of his children, not even of their armor. Although this was unusual, the investigators chalked it off to the Kingsfields having been buried in a section of the crumbled castle that they had yet to excavate. Despite further searching, however, the bodies were never found.

This led credence to the theory that the Kingsfields had been involved with some aspect of Dark Symmetry, whether via one of the Dark Apostles or directly through the Dark Soul. Some of the Bartholomews of that era hinted at that being the reason that they had finally broken with the renegades, but no one ever explicitly stated that as the reason. It's possible, however, that the Bartholomews, who were in the middle of assuming power over Imperial themselves, were reluctant to associate themselves with anyone tainted by the Great Darkness.

In the end, the truth of the matter was never entirely revealed. Camelot is deserted now, its structure severely compromised. Rumor has it that pirates occasionally use it as a base of operations, but no one has ever tried very hard to confirm this. Legend also states that passing ships have seen men and women in ancient Imperial armor walking along the battered battlements of Camelot, but no one has ever been able to capture these figures on film.

THE GREAT RESENTMENT

The ramifications of the Sad Struggle were felt long after it came to its fiery end. Although Clan Bartholomew emerged from the flames by far the most powerful of the remaining clans, it had made many enemies by siding initially with the Kingsfields during the Sad Struggle. Amongst these were the next two most potent clans: the up-and-coming MacGuires and the former ruling clan, the Murdochs.

At first, the clans banded together to concentrate on rebuilding their former empire. Imperial wounded itself badly during the years of its civil war. It had lost a great deal of its market to the other megacorporations, particularly Capitol, which had eagerly subsumed any and all of Imperial's Martian holdings that it could get its hands on.

In fact, most of the properties that Imperial had acquired and held through armed conquest were returned to their original owners during the days of the Sad Struggle. The craftier clans sold these holdings back when the war began and they realized that they could not both maintain so many exterior pieces and still hope to stand tall in that time of war. Other greedier clans tried to keep all of their hard-won properties within their grasp until they were forcibly stripped from their hands while the bulk of their attention was diverted elsewhere.

Although the loss of life had been great during the Sad Struggle, the economic disempowerment was nearly as devastating to many of the clans, if not actually more so. United only by the need to survive in the harshly competitive megacorporate world, the clans banded together strongly behind the one clan that had played both sides in the struggle correctly long enough to ensure its rise to power: Clan Bartholomew. Jasper Bartholomew, patriarch of his clan, was installed as Serenity, and under his leadership, Imperial began their walk back up the long, slow road to economic stability.

While the megacorporation healed itself, all political bets were off. It was a wild time to be a part of Imperial. Subterfuge was the name of the game as families and individuals jockeyed for positions of power that would last down through the centuries, all the while aware that any misstep that brought additional shame upon the clans' collective head would be dealt with most harshly. Several clans were suspended during the restructuring for crimes against their fellow clans. Others were outright relieved of their membership, although incidents incurring this punishment were definitely few and far between.

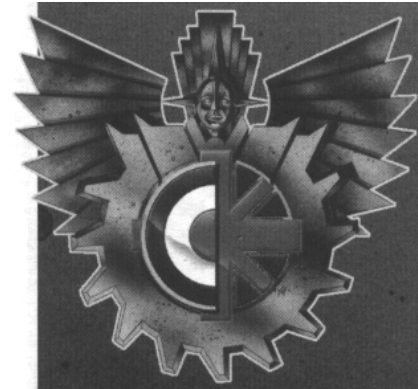
For the most part, the clans fell in behind the Bartholomews, who had—at least for the time being—won the grudging support of the MacGuires and Murdochs. This was a time in which the individual members that made up Imperial needed to provide outsiders with at least an image of a united front. Not since the founding of the corporation had Imperial had such a binding singularity of purpose, and the Bartholomews made the most of it while they could.

This is not to say, however, that after the war was over the clans who had been fighting months before instantly gave to trusting each other fully with their lives and economic might. Nothing could be further from the truth. Distrust was even more rampant and pervasive now than it had been at any time during the height of the Sad Struggle, due mostly to the fact that now these formerly adversarial clans were forced to work not in open conflict, but together. Because of this genuine uneasiness with each other, founded on nothing less than fifteen years of bloodshed, the legendary Imperial bureaucracy was formed.

In order to allay the numerous and often contradictory fears that each clan brought to each issue raised before the Parliament, Jasper Bartholomew instituted a staggering number of ministries and sub-ministries to investigate, debate, argue, cross-check and settle every resolution, action or inaction that Imperial ever had to worry about. While this created a mind-numbing amount of paperwork, it had the effect of calming the fears of the clans that everyone had it in for them. After all, with so many different representatives from so many different clans laboring over and giving input on nearly each and every matter of any sort of importance whatsoever, any kind of political intrigue that might be instigated would be slowed down so much as to make it almost impossible to slip anything by.

Of course, problems still occurred. It just often took longer for them to become apparent and even longer to be rectified. It was by no means a perfect solution to Imperial's problem, but it was a solution, nonetheless. Despite the fact it slowed Imperial down, at least it kept it going, so at least in that respect, Jasper Bartholomew succeeded.

The founding of the bureaucracy had the additional effect of making the transition from a wartime economy to a peacetime one a bit easier. Veterans of the war, particularly those that had been disabled in one way or another, were brought into the civil service in droves. At its peak, nearly twenty percent of Imperial's populace



GRANTS OF KNIGHTHOOD

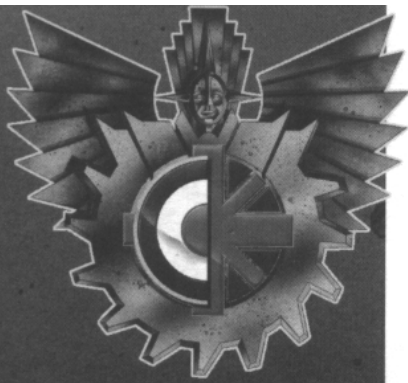
Those who are knighted may demand to be called Sir Name/Dame Name in speech, or Name, K.I./Name, D.I. (Knight of Imperial/Dame of Imperial) in writing. The knighting is a solemn and pompous ceremony held twice a year, once in Luna and once in Fukido. Rarely are more than a dozen knights invested at a time. However, military commanders and heroes, politicians, scientists, writers and just about anyone else can receive one for the body of their life's work. This is the ultimate honor for an Imperial citizen.

Knights are entitled to a personal coat of arms with a motto and one helmet as a crest. The coat of arms remains with the knight's direct family for three generations, and the eldest child of the same sex as the knight in each of these generations retains the title of squire. The coat of arms is often displayed as a blazer badge, as well as on other bits of jewelry. On armors, it may only be displayed below the waist.

GRANTS OF NOBILITY

Having your family elevated to the status of a noble clan is, of course, the finest honor any Imperial could receive, but no more clans are founded these days, even if the legal possibility exists. No other clan would allow it.

As the head of a new clan, you have no restrictions on how you design or display your family's new coat of arms. If you are just a direct member of the clan's core family, you call yourself Lord or Lady. The senior member goes by Count/Earl/Baron/Duke/Chieftain or whatever else the Serenity decided on when the clan was founded. In legal terms, membership in a clan only continues downward in male branches, although in practice, honorary memberships are often extended to close relatives in other clans.



was employed by the bureaucracy in one way or another. Single-handedly, Jasper Bartholomew had managed to create a whole new social class composed entirely of civil servants.

After everything had fallen out and Imperial had stabilized economically, open political divergence and intrigue became common once again. With Imperial once again strong and more than capable of handling itself in competition with Capitol, Mishima, Bauhaus and the new kids on the block, Cybertronic, the clans were again capable of working against each other instead of in concert. It was then that the Great Resentment actually took hold.

With the Imperial bureaucracy in place, the clans could set into motion their petty plans to move forward at their compatriots' expense, confident that the corporation would continue on, unaffected by any such maneuverings short of a second Sad Struggle. The old rivalries that had lain buried for over a century suddenly were brought into the light again as the clans renewed their hostilities against each other with increased vigor.

Dozens of bones to pick over offenses both real and imagined



were unearthed from their long undisturbed graves. The object of most of the Great Resentment was the clan that had parted with the bulk of Imperial during the Sad Struggle only to return in time to be on the winning side. On top of that, Clan Bartholomew, as the greatest remaining power in the megacorporation, had not only made numerous enemies over the years, but also incurred much jealousy on the part of the lesser endowed clans.

The MacGuires and the Murdochs, the number two and three powers in Imperial, respectively, are the Bartholomews' greatest rivals, as they each have more against this superclan than simple economic competition. The Murdochs hold the Bartholomews responsible for their fall from power after the Sad Struggle. They hold that, had the Bartholomews never sided with the Kingsfields at the beginning of the Sad Struggle, the head renegade clan would never have been so emboldened as to escalate the affair into full scale armed conflict. In this, there is probably more than a grain of truth.

The MacGuires' problems with the Bartholomews are based upon the atrocities the Bartholomews committed against them while on the Kingsfields' side of the Sad Struggle. Early on in the hostilities, Cassandra MacGuire, matriarch of the clan, was assassinated by a Bartholomew bomb while attending a holiday pantomime. Dozens of innocent children were also caught in the blast which went off when the elderly Lady MacGuire entered her waiting limousine outside of the famed Gloucester Theater on Luna.

Up until that point, the MacGuires had managed to remain above the conflict, but they suddenly found themselves thrust into it on a mission of revenge. At first, the circumstantial evidence surrounding the incident pointed to the Murdochs having blown up the automobile in order to warn away the MacGuires from entering the fray. True enough, the Murdochs had been afraid that the powerful MacGuire clan would ally itself with the Kingsfields against them. Such an event would stack the deck strongly against the reigning Serenity's clan. But the Murdochs hadn't placed the bomb.

It took the MacGuires a while to amass the evidence, assisted by an impartial team of Brotherhood Revisors, but eventually the truth came out. The Kingsfields had planted the car bomb and tried to frame the Murdochs with the crime. They had hoped to use this underhanded tactic to persuade the MacGuires to side with them in their bid to do in the Murdochs and their supporters. Armed with the truth, the Brotherhood Revisors convinced the formerly neutral clan to take up with the Serenity instead and wreak their revenge upon the Kingsfields for their horrible ploy.

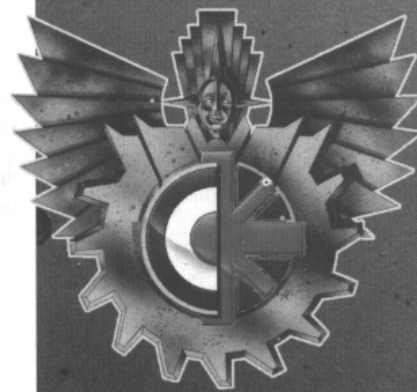
It later came to light that the Bartholomews had a hand in placing the bomb that had killed Cassandra MacGuire. While the MacGuires burned to repay the Bartholomews for this atrocious deed, they suddenly found themselves allied with their former foes against an even larger threat to Imperial's integrity—the Kingsfields. There would be time to settle side debts later. At that point in time, crushing the rebellion and putting an end to the Sad Struggle was of the utmost priority.

Unfortunately for the Bartholomews, that time has now come. The MacGuires and the Murdochs, along with several of the other clans, want to send the Bartholomews down in raging flames, and they're working on making their desires a reality.

This struggle for power is known as the Great Resentment. It's divided along the lines of the three most powerful clans: the Murdochs, the Bartholomews and the MacGuires. Over half of the other clans are open supporters of one of these three clans, and most of the remaining clans' loyalties are widely known if not explicitly stated for purely political reasons.

In recent times, the hostilities have cooled off, but they have by no means disappeared. Conflicts today are more likely to be worked out in an executive boardroom, often even behind closed doors, rather than played out in a vicious series of gunfights on the streets of Luna. Still, given a chance to bring the Bartholomews down, the Murdochs or the MacGuires wouldn't think twice before leaping at it.

THE IMPERIAL CORPORATION



THE FURY OF THE CLASMEN

Sean Gallagher, Chieftain
Commander of the mighty
Wolfbanes, was exhausted. On their way to Alakhai's citadel, he and his men had been met at every turn by Centurion after Necromutant after Undead Legionnaire. They had taken them all on and come away virtually unscathed, having lost only Michaels to the ravenous horde of evil creatures they had battled their way across.

Covered with the gangrenous fluid that ran through the veins of his foes, Sean turned back to survey those three men remaining to him, those brave few who had stood with him so far. «Handsome» James Keegan scowled at him, his expression marring his perfect features. He was chomping at the bit to be on with it, and he made no secret of the fact he was ready to roll.

Young Rowan O'Neill looked a little shook. He had known Michaels since their days at the MacGuire training camp. Still, Sean thought he could count at him. At this point, he didn't really have much of a choice. There was no one besides they four around.

Steel-haired Liam Greywolf growled like his family's namesake and spat blood onto the ground. «Well, Gallagher,» he snarled through his gore-spattered beard, an insane look dancing in his crimson-painted eyes as he hefted his Mega-Charger meaningfully. «what in Nero's name are we waiting for?»

Sean looked up past the ruined walls of New Bocca at the mad architecture of the towers of the citadel stabbing through the Venusian earth and into the storm-laden sky. Lightning crackled off in the distance. The rains would be here soon.

Then, almost as if on cue, a squadron of Undead Legionnaires, led by a massive Centurion almost twice as tall as its shambling companions, crested the hill the Wolfbanes had just taken. The mute silence of the Legionnaires was accompanied only by the grating together of their ill-fitting pieces of scavenged

While the large operations garner a lot of publicity, Imperial is often quite content to do things quietly. In fact, it often uses the brouhaha over one incident to cover another which it doesn't want quite so closely examined. Whenever you learn that Imperial has made another bold acquisition by the power of its strong right arm, you can be sure there's a good chance its left arm—usually in the form of ISC-5—has been working on something a bit more clandestine.



Imperial is not above going after smaller freelance companies either. Most of the time, these groups are too small to offer any real resistance, so the Parliament or one of the clans will simply offer to buy the desired property out at a more than fair market price. Rumor has it that, in the past, ISC has been employed to persuade reluctant owners to part with their belongings, but no one's been able to prove any sort of action like this since the Yard uncovered the Arnold Affair in which it was shown that certain members of Clan Morgan had used ISC-5 to pressure the Cimmerian Bindery to sell out to them. Unbeknownst to the Morgans, the Cimmerian Bindery was an outfit full of heretics that, besides their normal printing and binding operations, made a book known as the Tome of Darkness, a bitter mockery of the Brotherhood's Book of Law. When the affair was finally uncovered, some bits of evidence implied that the Morgans had known about this connection all along, but in hearings held by



an special Parliamentary subministry, all members of Clan Morgan were exonerated.

The one thing that keeps the Imperial economy going, besides their efforts to constantly expand their empire, is its thriving military industrial complex. This ties in nicely with its policy of armed acquisition. Since the Imperial military is in regular need of more and better ordnance and the means of delivering it to the enemy, this adds up to a steady demand for the military industrial complex to fulfill.

In this vicious circle, the stated need for a growing economy creates a need for expansion and colonization. This in turn causes a need for the machines of war. Since many of Imperial's jobs are

either in the military industrial complex or dependent upon it for a large percentage of their business, this keeps almost all of Imperial's citizens employed and busy which, of course, makes Imperial's member clans happy.

The only real drawback is that, in order for this scheme to work, Imperial needs to be in an almost constant state of war. Otherwise, there's no demand for the military industrial complex's products, and the whole economy collapses. It's theoretically possible to switch over to a peacetime economy, but since there are no lack of foes to do battle with, whether it be over a Mishiman food distributorship or a piece of land coveted by the Dark Legion, why bother?

THE IMPERIAL PEOPLE

The citizens of Imperial are a very proud and proficient sort. One of the greatest compliments that can be paid to an Imperial citizen is to say that person is «competent.» Unfortunately, this term cannot be applied to all Imperial citizens, particularly those entrenched within the Imperial bureaucracy.

The Imperials place a great deal of importance upon their clans. You can insult the megacorporation all you like, but never say anything against an Imperial's clan. Of course, within the clan, all sorts of griping and complaints are tolerated, but outsiders are never permitted to join in. One and all, Imperials are willing to defend their clan with their life.

This probably has its roots in the fact that many people still feel more a member of their own clan than they do of Imperial as a whole. To be sure, there is much pride in the things the clans have been able to accomplish together under the Imperial banner, but when it comes right down to it, most people's loyalties lie with their clan. In any case, the leadership of the clans recognizes the importance of the Parliament's continued existence and go along with any decisions it makes no matter how they may personally feel about them.

One thing which might explain why an Imperial holds his or her clan over the megacorporation is the fact that these are the people that he or she deals with on a daily basis. Interaction between the clans is usually only carried on at the Parliamentary level. Occasionally Clans will work together toward a common goal, but this is the exception rather than the rule. These delineations are so defined that even the bulk of the Imperial military is divided up along clan lines.

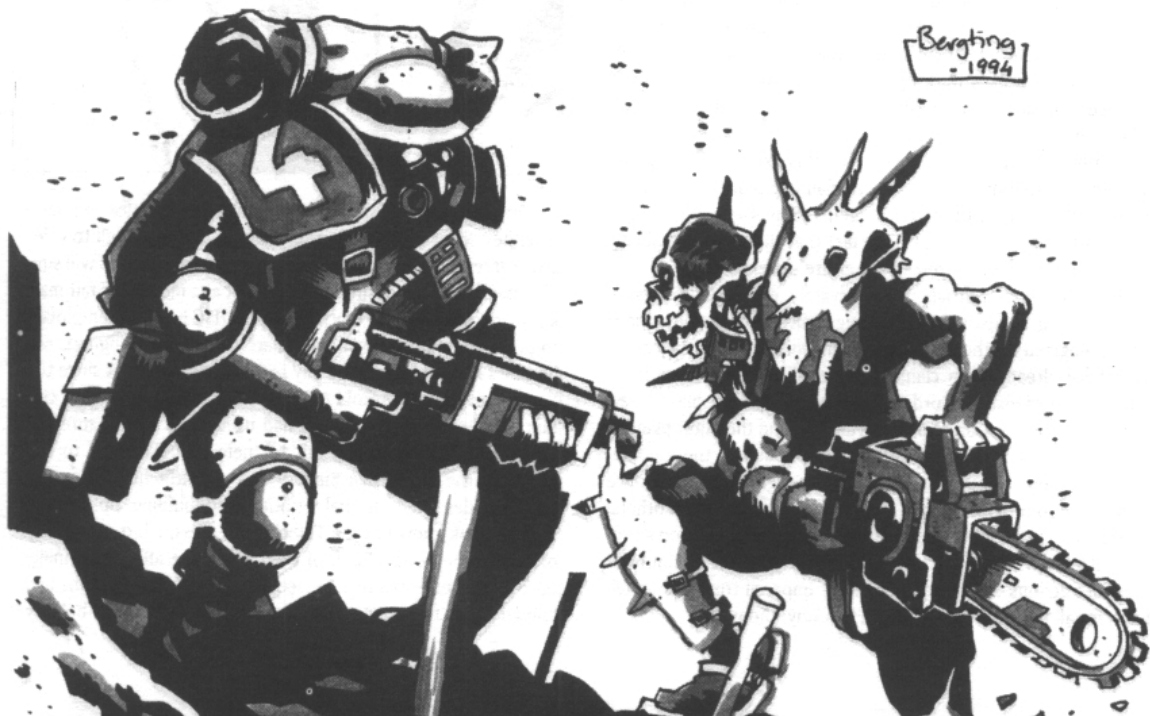
The most elite divisions are run by the Imperial government and are composed of soldiers hailing from nearly each and every clan. This is done for two reasons. First, so that it can't be said that

any one clan's soldiers are better treated and equipped than another's. In the defense forces' special forces, everyone is represented and handled equally. Second, so that one clan does not become a transcendent military superpower on its own. The other, less well-defended clans would view such a megacorporation as a threat to both themselves and the very existence of the megacorporation.

The members of the special forces hold a distinguished place in the hearts of the Imperial people. They are the heroes of their society, and they, along with the finer members of the nobility, are the ones that the common people look up to with respect bordering on awe. More almost than the Parliament, the special forces are the glue that binds Imperial together as more than simply a conglomerate. The selfless interaction and teamwork between men and women of disparate upbringings and backgrounds is an inspiration to every member of Imperial society, from the lowliest laborer right on up to the High Serene Leader herself.

Being a part of the special forces is a large part of almost every child's dreams for his or her future. It is a position of great honor and respect, and unlike the nobility which one must be born into, everyone has the chance to get in. Those members of the working class that manage to battle their way into the special forces find themselves suddenly shoulder to shoulder with people who were born their betters. In the special forces, it doesn't matter who your parents are. All that counts is your competence.

Forget all the longwinded speeches about the need for megacorporate unity. That stuff might have gotten the clans to come together when they recognized that they need each other, but that was long ago. It's the pride in the special forces and the hopes centered around them that unite the Imperial people on a daily basis. It's these things that make this company into a society.



armor and the metallic rustling of their weapons.

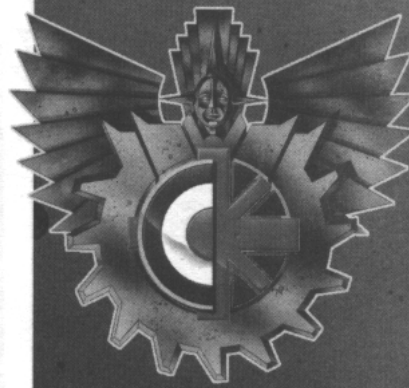
Sean turned back to his men and cracked a bittersweet smile. No matter what he tried to tell himself in his safer moments, warming himself before a fire in some Imperial pub, this was it. It was this that he lived for. «Why nothing, friend Liam. Nothing at all.»

With that he let out a bloodcurdling battle cry and threw himself at his foes, the sword of his forefathers dancing lightly in his hands. Greywolf laid down a swathe of suppression fire through which even such mindless foes could not wade, and Keegan and O'Neill swept up behind their commander, their cooled-down Aggressors already warming to the fight.

The swarm of Undead Legionnaires was suddenly supported by a massive influx of Necromutants, and the hordes of the Great Darkness surged forward. Then the battle was met. Sean waved a web of flashing steel about himself as he threw his body into the fray, cutting a swathe of death as he went. Rowan and Handsome James stood stolidly behind their weapons, dispatching their foes left and right. And Greywolf simply flipped his Charger on full auto and cackled madly as he mowed the hollow creatures down by the dozen.

Gallagher grinned madly as wave after wave of the creatures streamed into the square in the center of New Bocca. He knew there were too many of them, and this would likely be his last stand. But oh, what a way to die, he thought. What a glorious way to die.

HOW TO CREATE AN IMPERIAL CHARACTER



The original *Mutant Chronicles* details a number of different backgrounds that players can use to develop their characters as freelancers in the wild and dangerous place that the solar system has become. While this is fine for those that aren't fortunate enough to be a part of the Serenity's domain, those who have either the birthright, luck or sheer drive to become a part of Imperial will find that method of character construction lacking. For those who desire to be a part of the great empire-building megacorporation, the following rules are presented.

These rules should be used to create and develop any new Imperial characters. Players should not be allowed to use the original *Mutant Chronicles* rules, nor should they really want to, as these rules are tailored specifically for the Imperial megacorporation.

tion and therefore make for more colorful and exciting Imperial characters. Of course, characters that have already been designed should be kept as they are, but the player and the GM should work together to use these rules to more fully develop the character's background, giving the character some added depth.

Creating an Imperial character is similar to generating a standard *Mutant Chronicles* character. There are a couple major differences, the first of which is that, before you do anything else, you have to figure out which clan you belong to and which family in that clan you belong to. This procedure is outlined below. The second is that you determine your basic capabilities differently based upon who you are. There are some other smaller changes, but those will be explained as we go along.

IMPERIAL HERITAGE

All members of Imperial, from the youngest newborn child to the oldest, most decrepit sage, must call a clan their own. Your birthright says more about you than just about anything else, at least from the Imperial point of view. Before you do anything else with an Imperial character, you must determine what clan the character belongs to. In other words, what is that person's heritage?

There are only two ways to become an Imperial subject. The first is to be born into it. Almost all classic Imperial heroes are born into the corporation. Glory is rarely reserved for outsiders.

The second way to join Imperial is to be hired into it. While Imperial is much on the importance of family and a person's name, they recognize that fact that everyone has to start somewhere. They are happy to hire in specialists that have skills that other members of their clan don't, but these people can never fully enjoy all the benefits of Imperial citizenry.

For game purposes, these men and women are freelancers that have been hired on by a clan, and we're not concerned with them here. If you want to play such a character, simply use the rules in *Mutant Chronicles* to create your character and then work with the GM to see which clans might be interested in hiring someone with your skills. If you want to play an Imperial citizen, though, then read on.

Take some time to read over the descriptions of each of the clans below. Then pick one of them for your character's clan. If you just can't decide amongst all the cool groups to join, roll on the table below, and it'll pick a clan for you. At the GM's discretion, all players wanting to play Imperial characters can be forced to roll on the table. This can add another element of randomness to the game and keep players from constantly choosing to only be part of the most powerful clans.

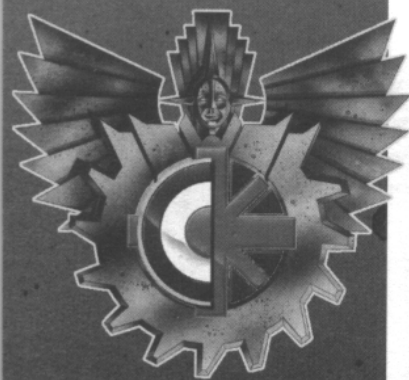
Once a clan has been selected, the player must roll a 1d20 to determine whether the player is a part of the clan's core family or is a member of a secondary family. People in a clan's core family have the clan name as their last name. They are directly related to the head of the clan. Others are parts of families that have attached themselves to the clan in one way or another throughout the generations. These people may be related to the core family, but because their last name is different, they do not have the rights to the privileges that go along with that name.

Families become attached to core families in a variety of ways. Perhaps an ancestor married a daughter of the core family. Or

maybe their family business was subsumed by the clan. Or possibly they simply hired on long ago. In any case, these people are generally regarded as belonging to an inferior social background, espe-



cially if they're a part of one of the older, more powerful clans where the social strata are even more clearly defined.



MARRIAGE AND NAMES

In Imperial society, married women take their husbands' names. Thus, the daughter of the clan's leader is no longer considered a member of the core family once she marries. She has given up her birthright for herself and for her progeny. Of course, given the tremendous breadth of some core families, it's possible for a woman to marry someone who is also part of the core. This is not at all uncommon, although marriages between people who share a set of grandparents are forbidden by Imperial law.

Most people tend to marry those within their own clan, but interclan marriages are not unheard of, particularly between core families. In such cases, these weddings are often accompanied by a merging of sorts on a business level, as well as by a general warming of relations between the two clans. Imperial has never underestimated the power of marriage when it comes to diplomacy.

CHANGING CLANS

Note that once a character's clan and family has been determined, it can only be changed in three ways.

1 You can be disowned by your family or clan. You then lose all of your current privileges and become a rogue. See below for more about rogues. If you wish to play a rogue, you can do something that will force your clan to disown you, or you can simply renounce your heritage. Characters can be disowned through no fault of their own when rolling for adolescent and special events.

2 You can pledge allegiance to a new clan. If you choose to do this, you are automatically disowned by your previous clan. You are then just like a normal member of the newly joined clan. Characters who defect to another clan cannot become members of the core family. They are

considered to be an attached family of one (or more if they bring part or all of their family with them). Leaving one clan for another is not taken lightly. Characters who do so too many times may find that their new clan does not trust them. After all, they were willing to leave their old masters. Can they be trusted to remain with their new ones?

3 If the character is a female, she can marry a member of another clan. The character then immediately becomes a part of her husband's clan. The parting from her family's clan can be amicable if the clans are not too hostile toward each other. Such interclan marriages have been used throughout the ages to cement business relationships between two different clans. This is the only way you can leave your clan on a friendly basis.

HOW YOUR CLAN AFFECTS YOU

Which clan you're a part of has a deep and lasting affect upon your life, even if you decide to leave it for some reason and go rogue. It determines what kind of school you can get into, what sort of job you can hold and what kinds of things happen to you in your adolescence and the years before you begin your life as an adventurer.

To determine which clan you're in, consult the «Imperial Clans Table». If you don't want to randomly choose your clan, read through the ones listed and, with the help of your GM, pick out the one that seems right for you. Alternatively, you and your GM can come up with one of the unlisted clans on your own, designing all of the pertinent details as you see fit. Either way, be sure you end up with something you like. Hopefully you'll have this character for a long time.

IMPERIAL CLANS TABLE

1D100	CLAN
1-3	Axelthorpe
4-8	Bartholomew
9-11	Brannaghan
12-13	Drougan
14	Dunsirn
15-17	Fergan
18-21	Fieldhausen
22-24	Finn
25	Gallagher
26	Kingsfield
27-29	Loughton
30-34	MacGuire
35-38	Morgan
39-45	Murdoch
46-49	Murray
50-51	O'Laughton
52-53	Oakenfists
54-60	Paladine
61-64	Smythe
65-100	Roll again or make up your own clan

FAMILY TABLE

Once you've figured out which clan your character belongs to, you need to roll on that clan's Family Table (featured in each clan's description) to see whether the character is a member of the clan's core family or one of its attached families. At the GM's dis-

cretion, players can choose which family their characters are members of instead.

Which family your character belongs to determines its initial social standing. This in turn will establish which schools that character can get into for its elementary education. Of course, a character's family can affect it in other more subtle ways that can be freely determined by the GM.

The table also shows the minimum social standing of anyone associated with that family. Under no circumstances can your social standing fall under that number unless you leave the family. In that case, your social standing is determined by your new status.

Note that all the «common» people in Imperial come from the families affiliated with the core families. Members of core families never fall low enough to end up working in the mines or even as a waiter. If they do, their family just rolls in and gives them a job or, barring that, sustains them as a prodigal in the manner to which they have become accustomed (i.e. at the lowest possible social standing for that core family). Members of other families simply don't have that level of protection, although the clan will ensure that they don't fall below a social standing of 2 if you have a job. If you're on the dole, though, you can go straight down to a social standing of 1.



BASIC CAPABILITIES

Imperial characters may use a different method than the one described in *Mutant Chronicles* to determine their basic capabilities. The Imperial way is tailored to accurately reflect your development as a clan member from infancy to adulthood. Basically, you use a different die code for each stage of your life and add the numbers together for each basic capability to get your final results.

1. INFANCY

How you develop during your infancy (from birth to 3 years old) is entirely dependent upon your parent's social standing. The wealthier they are, the better they can afford to treat you. While being wealthy can make you sharper in some ways, it can hurt you in others, as poorer children are toughened by hardships that those of the well-off never encounter.

Your parents' social standing is equal to your own initial social standing plus 1d3-1.

PARENTS' SOCIAL STANDING

	1-3	4-6	7-0
STR	1d4	1d3	1d2
PHY	1d4	1d3	1d2+1
COR	1d4	1d3	1d2
INT	1d2	1d3	1d2+1
MST	1d3	1d3	1d3
PER	1d4	1d3	1d2

2. CHILDHOOD

There are three different childhood (ages 4 through 8) environments you can be raised in: street, average and protected. Street children are basically allowed to run wild in the city with little or no supervision. They learn to depend on themselves early on. Protected children always have a parent looking over their shoulder, ready to catch them should it look like they might fall. Life is been easy for them—maybe too easy. Average children are lucky enough to end up with parents able to achieve a good balance between the two extremes. Their parents set limits for them, but encourage them to become increasingly self-reliant at the same time.

The GM has the option of either choosing which childhood environment you had or allowing you to determine it randomly. Poorer children are more likely to be street children, and wealthier ones are inclined to be protected, but people break these stereotypes every day.

Note that characters that have amassed an MST of 6 by this point may join the Brotherhood if they wish. They have shown enough early promise that they will be allowed in right away. If you decide to go this route, finish generating your characteristics the Imperial way here and then pick up a Brotherhood profession. See *The Brotherhood* for more about Brotherhood characters.

CHILDHOOD ENVIRONMENT

	STREET	AVERAGE	PROTECTED
STR	1d6	1d4	1d2
PHY	1d6	1d4	1d3+1
COR	1d6	1d4	1d3
INT	1d2	1d4	1d4+1
MST	1d3	1d3	1d3
PER	1d4	1d3	1d2

3. GRADE SCHOOL

There are four different kinds of grade schools for Imperial children ages 8 to 14, one public and three types of private boarding schools. It's at this time that the characters get their elementary education skill picks based on their intelligence (see page 134 in the RPG). *You may only attend a boarding school if you are a member of a core family or your parents have a social standing of 7 or more.*

The GM has the option of either choosing which school you go to, based upon your family and abilities, or allowing you to determine it randomly. Of course, many characters will be stuck in public school, but it could be worse.

Characters that decided to enter the Brotherhood during childhood attend a special Brotherhood grade school. Use the military school to determine their die codes.

GRADE SCHOOLS

	PUBLIC	MILITARY	BUSINESS	SCIENCE
STR	1d3+2	1d4+4	1d2+2	+2
PHY	1d3+2	1d4+4	1d2+2	+2
COR	1d3+2	1d4+4	1d2+2	1d2+2
INT	1d3+1	1d2+1	1d4+2	1d4+4
MST	1d6	1d4+2	1d6+1	1d2
PER	1d6	1d4+2	1d4+4	1d2

ELEMENTARY EDUCATION

Imperial characters use the Imperial Elementary Education Table below to determine how many *free picks* they get, based on their intelligence. After that, they also get a *free two-year term* in a school, and, therefore, just as many elementary education skill picks as any standard *Mutant Chronicles* character, if not more (this free term is their high school education as described below).

IMPERIAL ELEMENTARY EDUCATION TABLE

INT	# OF FREE SKILL PICKS
1-5	0
6-9	1
10-14	2
15-16	3
17+	4

4. HIGH SCHOOL

At ages 14 through 16, you attend one of the twelve different schools described in the chapter *«Imperial Schools»*. When choosing a high school, you may disregard any requirements for basic capabilities, but any other requirements have to be met. *(For example, in order to enter Stratford, you have to be member of a clan's core family or have social standing 10, and it has to be an «attendable school» according to your clan description.)*

Apply your basic capability bonuses and make your final elementary education skill picks according to the school descriptions in the chapter *«Imperial Schools»*.

Characters that decided to enter the Brotherhood during childhood attend a Brotherhood high school. Use Paxton to determine their die codes.



SCHOOLS ATTENDABLE

There are a number of different Imperial-sponsored schools that the characters can attend. Which high school you are allowed to be enrolled at is determined mostly

your status. There are basically six different types of schools with an elite school and a standard school in each category.

SPECIALTY
 Liberal Arts
 Business
 Law
 Medical
 Military
 Science

ELITE
 Stratford
 Wexford
 Serenity's
 Cardinal's
 Paxton
 Babbage

STANDARD
 Galway
 Langfrey
 Hampshire
 Mercy
 Donchester
 Imperial Institute
 of Technology

BASIC CAPABILITY BONUSES AGES 14-16

	STRATFORD	GALWAY	WEXFORD	LANGFREY
STR	1d3+2	1d3+2	1d2+2	1d2+2
PHY	1d3+2	1d3+2	1d2+2	1d2+2
COR	1d3+2	1d3+2	1d2+2	1d2+2
INT	1d3+2	1d2+1	1d4+2	1d4
MST	1d4+2	1d4+2	1d4+3	1d6+1
PER	1d4+4	1d6	1d6+3	1d4+4
	SERENITY'S	HAMPSHIRE	CARDINAL'S	MERCY
STR	1d2+2	1d2+2	1d2+2	1d2+2
PHY	1d2+2	1d2+2	1d2+2	1d2+2
COR	1d2+2	1d2+2	1d4+4	1d4+2
INT	1d4+2	1d4+1	1d4+2	1d4+1
MST	1d4+2	1d4+1	1d4+1	1d6+1
PER	1d6+3	1d6+1	1d4	1d6+3
	PAXTON	DONCHESTER	BABBAGE	IIT
STR	1d4+4	1d4+2	+2	+2
PHY	1d4+4	1d4+2	+2	1d2+2
COR	1d4+4	1d4+2	+2	1d2+2
INT	1d2+1	1d2	1d4+2	1d6
MST	1d4+2	1d4	1d2	1d2+2
PER	1d4+2	1d4	1d2	1d4

(Refer to the chapter «Imperial Schools» for elementary education skill picks.)

5. SUMMING UP

Now that you've figured out what your totals are in each of your basic capabilities, you'll notice that some capabilities may be far above normal. Any capability over 23 must be reduced to 20, a capability of 21-22 must be reduced to 19, and a capability of 19 or

20 must be pulled down to 18. The reduction is made by transferring the excess to other capability scores at the usual two-for-one basis. If you simply have too many points to use, any excess points are lost.

ADOLESCENCE EVENTS

Once your character has made it through school, its time to roll three times on the Imperial Adolescence Events Table. This table is similar to the standard one found in *Mutant Chronicles*, except for the results 13-20. Any time these results are rolled, you must immediately make a roll on your clan's Adolescence Events Subtable. These results are peculiar to your particular clan. Reroll if a result marked with (*) comes up twice. If it comes up on the subtable, be sure to reroll on the main table.

Right now, when you have determined which clan you belong to, all your basic capabilities, done your elementary education skill picks in two stages, and rolled three times on the Adolescence events table, you are 16 years of age and ready to choose a profession.



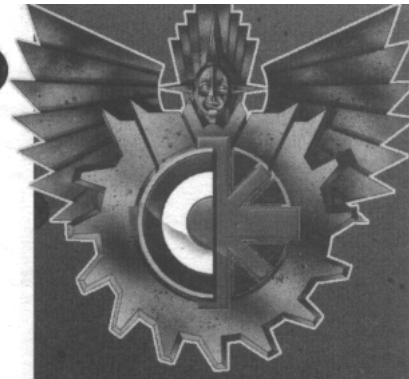
PURSUABLE PROFESSIONS

After your character has survived adolescence, it's time to choose a profession from those listed in the chapter «Imperial Professions». Which professions a character can enter are restricted by the character's clan, abilities and education. See the clan listings («pursuable professions») and the profession descriptions for which professions your character can pursue.

Once you've completed your first two year stint in a profession, you have the choice of continuing on or beginning a career as an adventurer. Characters are allowed to switch between pro-

fessions in two-year intervals, just as with the standard character creation outlined in *Mutant Chronicles*. Clan, ability and educational prerequisites still apply.

At the GM's discretion, the number of profession repetitions can be limited. This is best done by simply stating that the character must become an adventurer by a certain age. If at all possible, be sure to let the players know about any additional restrictions before they begin their characters' development.



SPECIAL EVENTS TABLE

While going through a profession repetition, each character must make a roll on the Imperial Special Events Table. This table is similar to the one in *Mutant Chronicles* except for results 13–28. Any time the results 13–20 are rolled, you must immediately make a roll on your clan's Special Events Subtable (as listed in each clan's description). These results are peculiar to your particular clan. If you roll 21–28, you must roll on your profession's Special Events Subtable (as listed in each profession's description). The results on this table are peculiar to your chosen



profession. Reroll if a result marked with (*) comes up twice. If it comes up on the subtable, be sure to reroll on the main table.

SPECIAL CONDITIONS

Many clans have special bonuses and penalties that apply only to them. For instance, only Murrays can be members of the Shamrocks, and all Gallaghers can only be of attached families.

These different conditions are what make each clan truly special and unique. They are listed in each clan's description.





THE CLANS

AXELTHORPE

The Axelthorpes started out as a large independent investment banking firm, but at the time that Imperial was founded, Charles Axelthorpe banded together with Simon and Nigel Smythe to form Smythe, Smythe & Axelthorpe, Imperial's largest financial institution. This is one of the few businesses to be run by a partnership of more than one family, but that's the way that Imperial likes it. None of the other clans would want the incredible power and responsibility of handling the megacorporation's money to be held by a single clan, as none of them trust any of the others that completely.

Still, over the years, the arrangement has worked out beautifully, even surviving the Sad Struggle unscathed. It seems that both the Smythes and the Axelthorpes manage to keep each other scrupulously honest through a managed system of mutual, yet good-natured, distrust.

Most Axelthorpes end up in the banking business, but those who find that their tastes really don't run toward handling large sums of cash (except, of course, on a personal level) only have two other choices. They can either be good-for-nothing spendthrifts, or they can sign up for Smythe, Smythe & Axelthorpe's special forces, named after the coins that they protect, the Sterlings.

The Sterlings are some of Imperial's finest fighters, but they spend little time on the battlefield. Their primary concern is keeping Imperial's finances safe from those who would use Imperial's own military tactics for financial gain against them. The Sterlings stand ready to take on any and all comers, but few have had the courage to confront them directly.

While Sterlings are most visible at nearly every Imperial bank, they also spend a lot of their time guarding transports shipping wealth from one part of the system to another. While they could be called upon to take part in some other duty, the Sterlings know that if they ever fail in their vigilance, they open the doors of the Imperial vaults for all to plunder. They simply refuse to entertain the possibility of that happening.

FAMILY TABLE

1D20	FAMILY
1-7	Axelthorpe
8-20	Affiliated family

INITIAL SOCIAL STANDING: Axelthorpe core family: 9; Affiliated family: 7

MINIMUM SOCIAL STANDING: Axelthorpe core family: 6; Affiliated family: 3

SCHOOLS ATTENDABLE: Galway, Wexford, Langfrey and Paxton

PURSUABLE PROFESSIONS: Bureaucrat, Entrepreneur, Laborer, Prodigal, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Only members of this and Clan Smythe can be a part of Smythe, Smythe & Axelthorpe or of the Sterlings. Members of other clans are simply not trusted enough to be involved in handling Imperial's wealth.

AXELTHORPE ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job at the Imperial bank. Although you have to meet the Entrepreneur requirements to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Financial Whiz*. Give this kid a calculator. You are admitted to Wexford for a four year program. Raise your INT to 13 if it's lower.

5 Computer Whiz. In the custody of others, it's just a hunk of inert silicon, but in your hands, that computer can work magic. Add +2 to your Computer SV.

6 Slender Body. The Axelthorpes are noted for their waiflike build. Add +1 to all Movement SVs.

AXELTHORPE SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 A Discrepancy! Some of the money you are either in care of or responsible for has gone missing. You must make up a loss of 1,000 Sterlings immediately or be sacked (see result 9 on the main table).

2 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.

3 Night School. You've been taking classes on the side. Make two free skill picks from the Communications field of expertise.

4 Nepotism*. Your parents get you a job at the Imperial bank. Although you have to meet the Entrepreneur requirements to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Legal Talent*. You seem to have a penchant for the law, and the firm needs another lawyer. You may attend Serenity's Law School if you like. Raise all your basic abilities to meet Serenity's requirements if they are lower.

6 Drafted! The Sterlings think you got what it takes. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

BARTHOLOMEW

This clan is currently the most powerful, having wrested the reigns of Parliament from the Murdochs during the Sad Struggle. They hold sway over at least fifteen other clans, making theirs the largest single voting block in the Parliament. While the Murdochs and the MacGuires would each like to challenge the Bartholomews' hold on the Parliament, they cannot garner enough to support to do so.

Most Imperial citizens, while they hold no love for Bartholomew in particular, are perfectly content with the job that the Bartholomews are doing. In an effort to ameliorate fears that Bartholomew would abuse its position of supremacy, the clan threw its support behind an independent clan's bid for the Serenity. Although the Paladines realize that they owe the Bartholomews a great debt for installing them in the Serenity's seat, they do not allow their benefactors to hold any illusions about how far their influence will get them politically.

One of the most powerful affiliated families in Imperial works directly under the Bartholomews. For generations, the Grendel family has handled the Bartholomew's heavy weapons manufacturing operations. They have been well-compensated for their efforts, and although they have all but given up hope on winning a Grant of Nobility for their family, the leaders of the Grendels are regularly knighted upon being appointed to the Bartholomew & Grendel Arms Manufacturers' board of directors.

The head of Clan Bartholomew is Duke Sir James Bartholomew, and each of his three sons—Count Mark, Count Michael and Earl Byron—holds a prominent position in the ISC, an organization dominated by the Bartholomews, which helps to explain how they have managed to remain in such a position of power despite the pressures upon them from so many different adversaries. Mark is the Senior Chief of Command of the entire ISC, while Byron is the Bartholomews' representative in the Chamber of Commons.

James' daughter, Lady Emily, is a super model who has married into the Drougan family. A marriage of political convenience, it has always been recognized as a joke by both the Bartholomews and the Drougans as well as by the general public. Still, Lady Emily is well-loved by members of the Drougan Clan, even if her husband Gerrold is not. She represents the Drougans in the Chamber of Commons, helping to cement the Bartholomew's grip on Parliament.

Members of Clan Bartholomew are destined to hold powerful positions within Imperial, the Brotherhood or the Cartel. This is due almost entirely to the clan's influence within these bodies which is felt by all. Still, while you might not think it, most clan members are perfectly qualified for their jobs. Sir James does not believe in supporting incompetents. He demands success at every level, and the utmost loyalty to the clan, and he gets it.

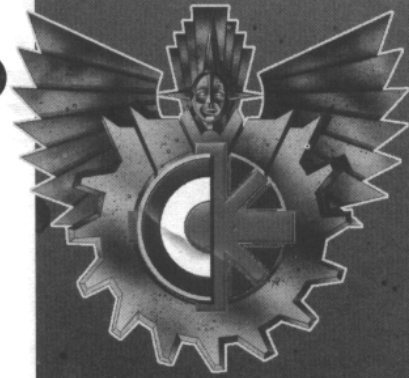
The Bartholomews' palace on Luna is one of the most striking and magnificent, rivaling even the Reading Palace itself. It serves as a boarding school and houses Bartholomew University, each of which is open only to clan members. Each college within the university is equivalent to a standard school except for the military college which accommodates both standard and elite schools.

One can always tell Bartholomews by their impeccable personal appearance. They are always seen in only the finest suits and smartest dresses, and they carry only the most expensive briefcases. The men wear their hair trimmed short and neat, while the women let their tresses grow long. Bartholomews are often accused of being far too conservative, but seeing as how it has gotten them to where they are, there are few to argue with their success.

The Grendel family has been with the Bartholomews for so long, most people don't even regard them as separate and distinct entities any more. Then again, the Grendels aren't most people. As the matriarch of the family, Rose Grendel rules the family with an iron hand. A powerful, steel-haired woman whose beauty has faded little with her advancing years, she is obeyed instinctively by those around her, all of which recognize her almost tangible aura of power.

The Grendels were merged into the Bartholomew clan many centuries ago when the Bartholomews purchased a controlling interest in Grendel Manufacturing. Most people know Grendel for their heavy equipment manufacturing, a specialty that made them a natural for their buy-out by the Bartholomews. On the street today, though, you're more likely to hear their name attached to their weapons division which had come up with such successful offerings as the Bartholomew & Grendel mk. XIV Mandible.

In keeping with their interest in heavy equipment, B&G concentrates mostly on producing heavy arms. While the strength required to use most of their weapons properly has cut into their market potential, B&G guns continue to sell well, particularly to special forces units of all corporations and to divisions equipped with vehicles to mount the weapons upon. Coincidentally, Grendel makes some of the best weapon mounts in the solar system.

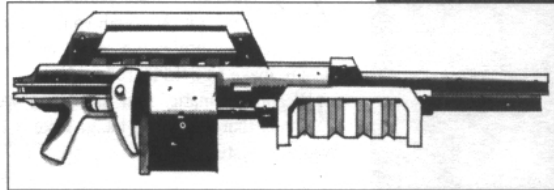


DUKE SIR JAMES BARTHOLOMEW

Duke Sir James Bartholomew is an elderly man who refuses to let his confinement to a wheelchair prevent him from seeing to his lordly duties. He's a bitter old man, full of little more than bile and hatred, especially for the MacGuires, whom he holds responsible for the Wolfbane attack that resulted in his crippling injuries and the black patch he wears over his left eye. Wisps of short, gray hair curl across his balding head, serving only to emphasize the lines of anger creasing his face and brow.

James' years in the wheelchair have not been kind to him. He has grown grotesquely fat, so much so that his arms can hardly push him

along. He is usually accompanied by Alexander Marple, his towering valet who, although having reached middle age, could still snap in two most people half his age. This duo is a common sight in the Chamber of Lords where James has a great deal of influence.



THE BARTHOLOMEW CREST

Clan Bartholomew's crest depicts a wheel held by two lions. The wheel indicates the clan's ancient bonds to the vehicle manufacturing industry, the origin of the clan's wealth and power. Each son has his own variant of the wheel with either bars, chevrons, piles or other heraldic means distinguishing the different family branches. Throughout the centuries, each branch has come up with its own variation until now there are literally dozens.





THE BRANNAGHAN CREST

The Brannaghan family crest features a prancing light blue lion representing the ferocity the Brannaghans display in battle. Many of the Brannaghans are proud to note that their lion is always in attack position, which might go a ways toward explaining why the Brannaghans always seem like they have something to prove. Or it could be connected to the reputation of clan members for restlessness.

FAMILY TABLE

1D20	FAMILY
1-7	Bartholomew
8-12	Grendel
13-20	Other affiliated family

INITIAL SOCIAL STANDING: Bartholomew core family: 8; Grendel: 7; Other affiliated family: 6

MINIMUM SOCIAL STANDING: Bartholomew core family: 6; Grendel: 3; Other affiliated family: 2

SCHOOLS ATTENDABLE: Bartholomews attend only Bartholomew University. It has a school of each of the six basic types, each of which is of standard quality, except for the military college, which has both elite and standard schools. Use the listed schools as models.

PURSUABLE PROFESSIONS: Bureaucrat, Diplomat, Engineer, Entrepreneur, ISC Field Agent, Lawyer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole. Can be a Laborer only if part of a family other than the Bartholomews.

SPECIAL CONDITIONS: Clan members can waive requirements to get into any ISC position. You still have to make the INT/PER roll, though.

BARTHOLOMEW ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at the Bartholomew Military College Special Forces School after you finish your normal elementary education. Raise all your basic abilities to meet BMCSFS's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job at ISC as a Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Sneaky Little Conniver*. You always get what you want, but people don't have to like you for it. People wash their hands after closing a deal with you. Add +2 to all social standing skills, but take -2 from your PER.

6 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

BARTHOLOMEW SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Whoops! How could you be so stupid? You have made a grievous social blunder and have been assigned a position as a Laborer for a period of 1d3 profession repetitions to help you learn to appreciate your position. Your social standing drops immediately to 2. You can avoid doing the time at the job by starting your adventuring career right now, but your social standing still drops. If you managed to make it through the ignominy of punching a clock with the other working-class stiff, you will be welcomed back into the fold at the end of the term of your punishment and your social standing will be elevated to its former level.

2 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.

3 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1. If you're on the dole, you performed some highly visible public service, instead. Just raise your PER by +1.

4 Nepotism*. Your parents get you a job at ISC as a Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Legal Talent*. You seem to have a penchant for the law, and the firm needs another lawyer. You may attend Serenity's Law School if you like. Raise all your basic abilities to meet Serenity's requirements if they are lower.

6 Drafted! The ISC thinks you got what it takes to make a great Field Agent. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

BRANNAGHAN



The Brannaghans are one of the many warrior clans in which most of the family members are not actually part of the family business but are instead members of Imperial's defense forces or part of the clan's own special forces. Once they have proved themselves in battle, many of these clan members move on from their positions in other branches of the Imperial military to the Wolfbanes. Others stay on to further their glory of their clan.

The Brannaghans originally made their money in selling pharmaceuticals, and to a great extent, they still do. Some say the reason the Brannaghans went into selling medicine was so they could always be sure to have enough on hand for their soldiers when they came back from their wars. In a way, this is true, as Clan Brannaghan troops always get the first choice in medical supplies. Some other clan's troops have complained about this from time to time, but when the abuses of power they engaged in for the benefit of their own family members are pointed out, the critics usually fall uncomfortably silent.

While the members of the clan which go on to medical school could certainly hold their own at Cardinal's, the Brannaghans have a long-standing relationship with the faculty at Mercy. It was ordained long ago that it would be only that school that Brannaghan doctors would attend, and there has yet to be a one to break that pledge.

The Brannaghan's Special Forces are known as the Blue Lions after the lion on their crest. Besides being some fine fighters, the Blue Lions are known as having some of the best medics in the entire corporation. Squads of Blue Lions are often attached to larger detachments from other clans to provide relief to the wounded on the battlefield.

FAMILY TABLE

1D20	FAMILY
1-14	Brannaghans
15-20	Affiliated family

INITIAL SOCIAL STANDING: Brannaghan core family: 7; Affiliated family: 6

MINIMUM SOCIAL STANDING: Brannaghan core family: 5; Affiliated family: 2

SCHOOLS ATTENDABLE: Babbage, Donchester, Galway, IIT, Mercy and Paxton.

PURSUABLE PROFESSIONS: Doctor, Engineer, Entrepreneur, Free Trader, Laborer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Clan members can waive requirements to get into Mercy Medical School. You still have to make the INT/PER roll, though. Only members of Clan Brannaghan can be Blue Lions.

BRANNAGHAN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job as a Scientist. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5-6 Extraordinary Chemical Resistancy*. Must be from the generations before you having worked with chemicals of all kinds. Your body is extremely resilient to artificial substances. Add +5 to your PHY anytime you have to make a resistance roll against poison, gas or any kind of drug.

BRANNAGHAN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1-3 Medical Talent*. You've been recruited to become a part of the Blue Lions' Medical Corps. Spend the next four years at Mercy Medical School. If your basic abilities don't meet the school's requirements, raise them until they do.

4 Nepotism*. Your parents get you a job as a Scientist. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 A Flare for Medical Research*. You can mix that glop in the test tubes real well. You may attend Babbage if you like. Raise all your basic abilities to meet Babbage's requirements if they are lower. You get +2 to your Medicine SV.

6 Drafted! You've been conscripted into the Blue Lions. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

DROUGAN

Like the Brannaghans, the Drougans are another of Imperial's many warrior clans. They made their fortune by producing the finest whiskey in the system has ever seen. They age their liquor in rosewood barrels for a minimum of fifteen years before releasing it to the public, and it has the finest taste and smoothest consistency of any drink available to humanity.

While they're not distilling or aging their wares, many of Clan Drougan's men and women spend their time in Drougan's special forces, known to all as the Wild Roses. The Drougans are a lusty people, full of the thrill of life. They proudly align themselves with their family flower, averring that while they may smell so sweet as to attract even the dullest eyes, they are thorny enough to make even the bravest suitors tread with care.

The Drougan crest features a yellow rose with a red center. The rose is attributable originally to the wood from which the Drougans make the casks in which they age their whiskey, but over the years it has taken on more and more symbolic values to the Drougans, as can be seen by how they compare themselves to it.

The Wild Roses are known to all as excellent fighters, even though they have the curious habit of carrying bit of their clan's wares in a wineskin slung round their shoulder or a flask stuffed into one of their boots. They're known to pop the cap off and grab a sip of the fiery stuff directly before and after any kind of conflict. They fight just fine without it, but they prefer to have a bit of what they're known to call their «mother's milk» about them at all times. They truly believe, it seems, in their clan's motto: «A drop of Drougan's is good for what ails you.»

The Drougans are a close-knit group and have few ties with other families or clans. Those they do have are notable, however. Just a few years ago, the super model Lady Emily Bartholomew married Prince Gerrold Drougan in a ceremony the likes of which the solar system has rarely seen.

Lady Emily assimilated nicely into her new clan—so much so, in fact, that she was elected as the Drougan representative to the Chamber of Commons. Unfortunately, her husband, although a handsome and charming enough man, is not quite so popular with his people. The second son of Chieftain Barry Drougan and next in line to the Dukedom behind his brother Harry, Gerrold has always been bitter about the fact that the greatness he felt was destined for him had not fallen into his lap. Known as the Black Prince, Gerrold is constantly on the lookout for a way to discredit his elder brother so that he can gain the Drougan throne for himself.

Gerrold is apparently willing to stop at nothing to satisfy his powerlust. Rumor has it that he has even plotted attempts on his father's life from time to time. The only thing that stopped him from going ahead with his dire plans was that he couldn't figure out how to pin the blame on Harry's head. It may only be a matter of time, though, before Gerrold succeeds.

Gerrold is an unloved prince, though, and it's likely that such a move would result in a rebellion from the Drougan ranks. Unfortunately, this move would probably end in bloodshed, as rumor also has it that Gerrold is in bed, some say quite literally, with his distant cousin Wilma Drougan, the commander of the Wild Roses herself.

FAMILY TABLE

1D20	FAMILY
1-19	Drougans
20	Affiliated family

INITIAL SOCIAL STANDING: Drougan core family: 7; Affiliated family: 5

MINIMUM SOCIAL STANDING: Drougan core family: 5; Affiliated family: 2

SCHOOLS ATTENDABLE: Donchester, Galway, IIT, Paxton and Stratford.

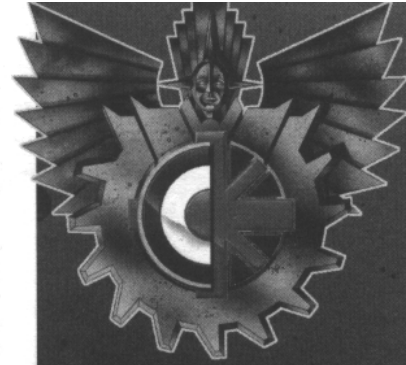
PURSUABLE PROFESSIONS: Engineer, Free Trader, Laborer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Only members of Clan Drougan can be Wild Roses.

DROUGAN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.





DUNSIRN'S IRON MASTIFFS

The one product for which Clan Dunsirn has earned fame are the Kimberly Corporation's Iron Mastiffs. Produced by the Kimberly family for the clan, these mechanical steel dogs were originally designed as hunting companions in areas inhospitable to normal canines, places like deep space. They have since been adopted by the ISC's FOXHOUND department which uses them in densely populated areas to track down heretics.

While the Dunsirns favor real dogs over Iron Mastiffs for their traditional hunting expeditions, they simply aren't willing to risk their canine friends' lives in battle. Thus they sponsored their cybernetics division—the Kimberly Corporation—in developing a suitable substitute. While the Dunsirns have been known to use the Iron Mastiffs in battle, when the fighting's over, they shut the metal monsters off and come home to their real, warm-bodied counterparts.

THE DUNSIRN CREST

The Dunsirn crest features twelve sets of stag antlers on a field of green. Each point represents a branch of the Dunsirn family started by the original founder's twelve sons. This symbolizes how the branches work together to become something capable of goring any foe to death.

2 **Nepotism***. Your parents get you a job as a Laborer in the distillery. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3-4 **Full of Blarney**. You've inherited the fabled Drougan gift for gab! You get +1 in all Communications SVs and an additional +1 (that's +2 total) in Social.

5-6 **Extraordinary Chemical Resistancy***. Must be from the generations before you having worked with chemicals of all kinds. Your body is extremely resilient to artificial substances. Add +5 to your PHY anytime you have to make a resistance roll against poison, gas or any kind of drug.

DROUGAN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 **Got Carried Away One Time Too Many**. You made a fool of yourself at a clan gathering, and Chief Barry does not approve.

In the days of antiquity, the Dunsirns started off as a paper processing firm, and although they have managed to diversify their holdings over the years, their firm control over the Imperial paper industry has held them in good stead. With the largest bureaucracy in the entire solar system, Imperial is in constant need of more and better paperwork, a demand that the Dunsirns are more than capable of filling. They own large tracts of open land on Venus and Mars and harvest them for the base material of their main product: trees. They are also pioneers in the making of paper from alternative, even more renewable resources, such as hemp, which their farms grow by the ton.

Besides greasing the thundering wheels of Imperial's bureaucracy, Clan Dunsirn fields one of the megacorporation's greatest special forces teams. Known as the Hunters for their uncanny abi-



lity to track down and kill their prey, the Dunsirn special forces hone their fighting skills by going after natural predators growing free on their farming lands. No Dunsirn house is complete without a stag's head over the doorway or unusual sausages in the larder.

The Dunsirns have a family reunion at each year's end when they call together all of their peoples scattered across the solar system. Even men and women who have spent the rest of the year in the trenches, guarding the Dunsirn crops from external threats, make their way home.

The Dunsirn Days, as the occasion is officially known, are probably the greatest seven days of partying that the solar system sees each year. Clan members come from all around to participate, and all are made welcome. Many of the more «proper» clans, like the Bartholomews and the Murdochs, officially abstain, but even so, many of those who belong to those clans have been known to surface in the festive crowds.

Spend the next two years on the dole while you dry out.

2 **Nepotism***. Your parents get you a job as a Laborer in the distillery. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 **Hobby Athlete***. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4 (fat chance of that unless you go rogue), you lose these bonuses.

4 **Chemical Talent***. You've always had a thing for the family business. You can attend IIT and major in chemical engineering if you like. Raise all your basic abilities to meet IIT's requirements if they are lower. You get +2 to your Chemistry SV.

5-6 **Drafted!** You've been conscripted into the Wild Roses. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

DUNSIRN

FAMILY TABLE

1D20	FAMILY
1-12	Dunsirn
13-19	Kimberly
15-20	Other affiliated family

INITIAL SOCIAL STANDING: Dunsirn core family: 8; Kimberly: 7; Other affiliated family: 5

MINIMUM SOCIAL STANDING: Dunsirn core family: 2; Kimberly: 2; Other affiliated family: 2

SCHOOLS ATTENDABLE: Donchester, Galway, IIT, Paxton and Stratford.

PURSUABLE PROFESSIONS: Conquistador, Engineer, Entrepreneur, Free Trader, Laborer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Only members of Clan Dunsirn can be Hunters.

DUNSIRN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 **Military Heritage***. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2 **Nepotism***. Your parents get you a job as a Laborer on the resource farms. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 **Weapons Fanatic**. Your love of hunting has taught you much about knives and guns. Take +1 in all Firearm SVs and Weapons Systems.

4-6 **You Are of the Land***. Your parents have taught you a deep respect for the wilderness, and you have spent much time living in it. Add +3 to your Hunting, Stealth and Climbing SVs.

DUNSIRN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 **Nepotism***. Your parents get you a job as a Laborer on the resource farms. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

2 **Living off the Land**. You've been assigned a position as a ranger in one of the Dunsirn woods. Work as a Laborer for the next two years, and it'll toughen you up. Add +1 to your STR and PHY and your Hunting SV.

3 **Hobby Athlete***. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4, you lose these bonuses.

4 Mechanical Talent. You've always had a thing for the family business. You can attend IIT and major in mechanical engineering if you like. Raise all your basic abilities to meet IIT's requirements if they are lower. You get +2 to your Mechanics SV.

5 Crack Shot. All those years of hunting have made you a real deadeye. Add +1 to your Rifles SV.

6 Drafted! You've been conscripted into the Hunters. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

FERGAN

Clan Fergan does most of the beef farming for the entire megacorporation. Other clans have small subsistence cattle crops for their own uses, but none of them is on the same level of the Fergans' cattle operation which dwarfs any other by several orders of magnitude. Fergan beef is widely recognized as being some of the best in the system, rivaled only by that of Capitol's.

While they're not out on the range, most Fergans are involved in the Highlander Clan Warriors. They are tremendous fighters, toughened by spending many of their younger years riding the open plains where their cattle are left to graze. Their experiences on the range make them excellent scouts.

Instead of riding horses like the wranglers of old, the Fergans utilize three-wheeled motorcycles capable of surmounting all but the roughest terrain. They are excellent drivers and utilize their skills in battle to drive the deadly Laughton Hedgehog Necromowers. Fergans on Necromowers make up an entire cavalry division of the Highlander Clan Warriors, where they lend the regular troops some incredibly fast and maneuverable motorized support.

FAMILY TABLE

1D20	FAMILY
1-12	Fergan
13-20	Affiliated family

INITIAL SOCIAL STANDING: Fergan core family: 7; Affiliated family: 5

MINIMUM SOCIAL STANDING: Fergan core family: 4; Affiliated family: 2

SCHOOLS ATTENDABLE: Donchester, Galway, Paxton and Stratford.

PURSUABLE PROFESSIONS: Conquistador, Laborer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Clan Fergan has no special forces of its own. If a Fergan wants to be in the special forces, he or she must join the Wolfbanes.

FERGAN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

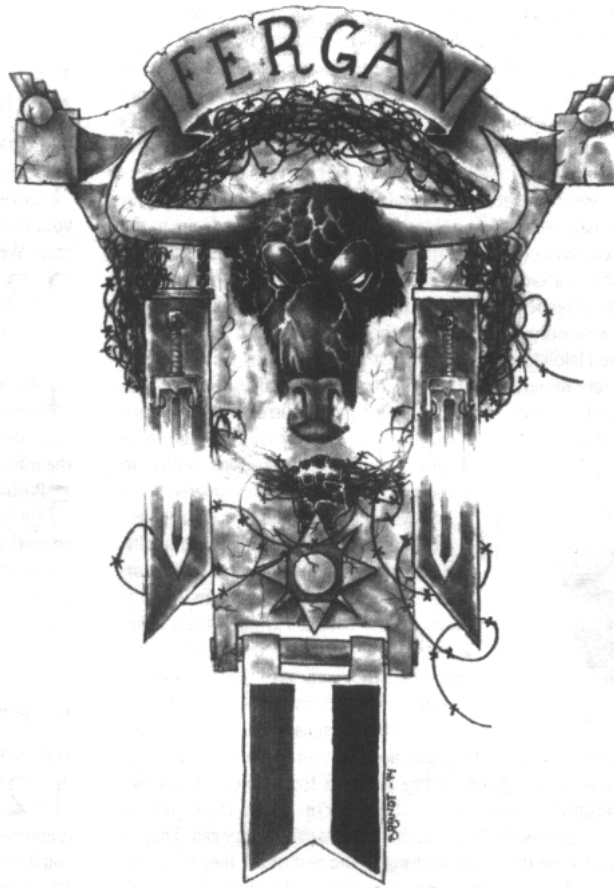
1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2 Nepotism*. Your parents get you a job as a Laborer on the range. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Weapons Fanatic. Your love of the open range has taught you much about knives and guns. Take +1 in all Firearm SVs and Weapons Systems.

4-5 Born Driver. Put a wheel in your hands, and you are gone! Add +1 to your Ground Vehicles skill.

6 You Are of the Land*. Your parents have taught you a deep respect for the wilderness, and you have spent much time living in it. Add +2 to your Hunting SV.



FERGAN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Nepotism*. Your parents get you a job as a Laborer on the range. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

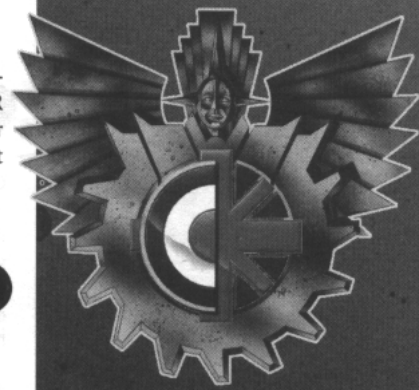
2 Living off the Land. You've been assigned a position as a range hand. Work as a Laborer for the next two years, and it'll toughen you up. Add +1 to your STR and PHY.

3 Hobby Athlete*. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4, you lose these bonuses.

4 Mechanical Talent. Not only do you like to ride motorcycles, you like to work on them as well. You get +2 to your Mechanics SV.

5 Crack Shot. All those years of riding the range and chasing off varmints have made you a real deadeye. Add +1 to your Rifles SV.

6 Drafted! You've been conscripted into the Highlander Clan Warriors. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.



THE FERGAN CREST

Clan Fergan's crest of arms features an abstracted black steer's head surrounded by a wreath of golden barbed wire. This shows their respect for the creature off of which they make their living, while at the same time showing their willingness to use any means to harness the power of others for their own.



FIELDHAUSEN

Once a part of the Bauhaus megacorporation, the Fieldhausens were subsumed by Imperial in the time of Cardinal Durand X. Their business focuses exclusively on producing a number of quality small arms as well as armored personnel carriers and armored fighting vehicles. They are perhaps most famous as the original designers of the Mk. 54 Main Battle Tank, also known as the Bauhaus Bully. It was their first Imperial design.

Some confusion has resulted over the years about the fact that Bauhaus retains the rights to the name Fieldhausen Motors, despite the fact that the Fieldhausens are no longer part of that megacorporation. Clan Fieldhausen subsequently changed the name of its vehicle manufacturing division to Fieldhausen Autowerks. Both companies continue to put out fine products, although F.A.'s newer designs are generally regarded as superior to those of F.M.

Although they were originally a part of Clan Kingsfield, the Fieldhausens fought hard to establish their own sovereignty. They were finally elevated to noble clan status by the Murdochs in the climactic days of the Sad Struggle in return for siding with them against the Kingsfields' defeat, as it cut them off from their main supply of weaponry at a time when they could ill afford it.

The Fieldhausens were the last of the 62 clans to be created. They were founded in a time of extreme political and social upheaval, and no such similar situation has occurred since. In such times of peace, there is just about no way for another clan to be formed, as the existing clans refuse to allow anything to dilute their power.

Similarly, the Fieldhausens do not easily trust those outside of their direct family, and so they have no attached families working for them. The Fieldhausen crest is based on the Bauhaus symbol. It's a solid, golden wheel with no teeth or spokes. This represents the oneness of the family which has cut itself off from its Bauhaus roots.

The Fieldhausens are one of the few clans entirely devoid of any military tradition. While this may seem strange considering the warlike products that this clan turns out, their attitude seems to be that they're doing their part in Imperial's defense by building the best machines they can. They're willing to leave the actual fighting to the rest of the megacorporation. The clan's unofficial motto is, «We make them. You break them.»

Bauhaus has always resented the fact that Imperial was able to take one of their finest manufacturing corporations ways from them. They're constantly, to this day, trying to win back their ancestral fellows. Barring that, they're willing to blow them away. Little more gets a Bauhaus citizen's blood boiling like the sight of an Imperial-made Bauhaus Bully.

FAMILY TABLE

1D20	FAMILY
1-20	Fieldhausen

INITIAL SOCIAL STANDING: Fieldhausen core family: 8

MINIMUM SOCIAL STANDING: Fieldhausen core family: 6

SCHOOLS ATTENDABLE: Donchester, Galway, Hampshire, IIT, Langfrey, Serenity's, Stratford and Wexford.

PURSUABLE PROFESSIONS: Bureaucrat, Conquistador, Engineer, Entrepreneur, Laborer, Prodigal, Student and Dole.

SPECIAL CONDITIONS: Members of Clan Fieldhausen can requisition just about any sort of war machine on short notice. Also, they do not trust anyone affiliated with Bauhaus in any way. Of course, the reverse is also true.

FIELDHAUSEN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Business Heritage*. You come from a long line of Entrepreneurs. Spend two years at Wexford after you finish your normal elementary education. Raise all your basic abilities to meet Wexford's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job as a Laborer in the manufacturing plant. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Megacorporate Nepotism*. Your parents get you a job as a Bureaucrat in the Imperial bureaucracy. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Business Heritage*. You come from a long line of Engineers. Spend two years at IIT after you finish your normal elementary education. Raise all your basic abilities to meet IIT's requirements if they are lower.

6 Born Pilot. You fly better than most birds. Add +1 to your Flying Vehicles skill.

FIELDHAUSEN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1-2 Nepotism*. Your parents get you a job as a Laborer in the manufacturing plant. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Attend the Fieldhausen Technical College at Night. Take two free skill picks in the Technical field of expertise.

4 Betray Imperial? You are offered an opportunity to defect to Bauhaus. If you accept it, you are disowned by your clan, but Bauhaus has promised to maintain you in the lifestyle to which you have become accustomed. Better yet, add +1 to your social standing.

5 Take a Beating*. You were accosted by some angry Bauhaus thugs and beaten within an inch of your life. Subtract -1 from your PHY due to the extent of your injuries.

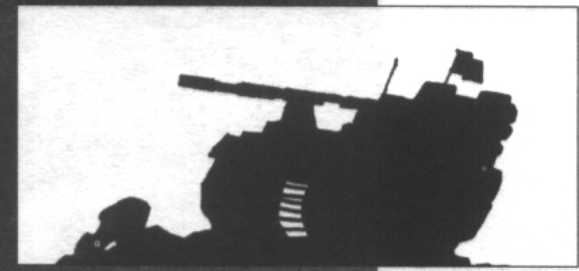
6 Beat a Bauhauser. They thought they had you, but this time, you came out on top. You thrash some Bauhausers soundly and send them packing with their tails between their legs. People look at you in a whole new light. Add +1 to your PER.

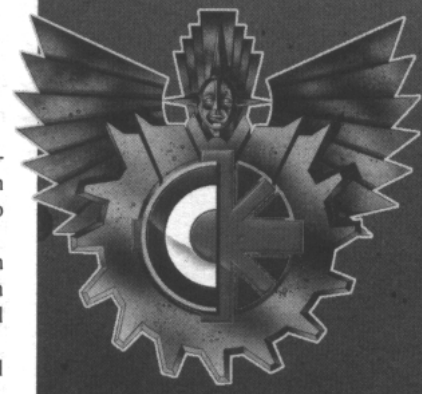
FINN

While most clans are concerned with how to defend their lives, the Finns have always been more worried about how to save them. Long before Imperial was even a concept in an ancient Murdoch's mind, the Finns founded the Mercy Medical School at Luna. In a solar system filled with constant conflict, Martha Finn recognized the need to train men and women to care for those that managed to survive the battles, yet not come through unscathed. Thus was Mercy founded right in the heart of Luna.

The Finns are almost all doctors, and this is shown in their family crest which bears a multi-colored Brotherhood symbol to symbolize all of humanity coming together for the good of us all. The symbol is encircled by olive branches which represent the Finns' other calling: making peace. Those Finns not involved in the health care profession often make their way into diplomacy. They figure if they don't have the talents for medicine, perhaps they can use their abilities to stop the cause of pain and suffering before it starts.

Finn diplomats are regarded as shrewd negotiators and able arbitrators, always doing their best to be as fair as possible to all parties concerned. Because of Clan Finn's obsession with peace-





ful means of resolving conflicts, they one and all refuse to enter combat, proclaiming themselves to be conscientious objectors. This might be cause to anger some of the other clans which are more than willing to lay down their lives in defense of their megacorporation, but the Finns provide the fallen with so much care that most people find it hard to hold their pacifist ways against them.

Some younger clan members have recognized that the Dark Legion is something that cannot be negotiated with, and in frustration with their clan's ways, have left the clan to join the Highlander Clan Warriors. The Bad Samaritans, as these Highlanders are known, are some of the fiercest fighters in the entire corps, possibly because they bear the responsibility of bringing the battle to the Dark Legion on behalf of their entire family. The Bad Samaritans fight only against the Dark Legion, as their consciences will not allow them to take human lives.

FAMILY TABLE

1D20	FAMILY
1-12	Finn
13-20	Affiliated family

INITIAL SOCIAL STANDING: Finn core family: 7; Affiliated family: 5

MINIMUM SOCIAL STANDING: Finn core family: 4; Affiliated family: 2

SCHOOLS ATTENDABLE: Galway, Hampshire, Mercy, Serenity's and Stratford.

PURSUABLE PROFESSIONS: Diplomat, Doctor, Prodigal, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Clan members can waive requirements to get into Mercy Medical School. You still have to make the INT/PER roll, though. Only members of Clan Finn can be Bad Samaritans.

FINN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1-3 Medical Heritage*. You come from a family of excellent doctors. Spend four years at Mercy after you finish your normal elementary education. Raise all your basic abilities to meet Mercy's requirements if they are lower.

4 Nepotism*. Your parents get you a job as a Doctor. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

6 A Born Diplomat. You just seem to know how to get people to agree. Add +1 to your Dealing SV.

FINN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1-3 Medical Talent*. You've been recruited to become a part of the Finn Medical Corps. Spend the next four years at Mercy Medical School. If your basic abilities don't meet the school's requirements, raise them until they do.

4 Nepotism*. Your parents get you a job as a Doctor. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Real Compassion. You really care about your fellow human beings, and it shows in your bedside manner. Add +1 to your Social SV.

6 The bad samaritans Want You! You've been asked to join the Bad Samaritans. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

GALLAGHER

The Gallaghers were once the system's greatest swordsmiths. Their artisanship was renowned far and wide, and their work was always in great demand. They were not the wealthiest of clans in terms of money, but few could equal them when it came to honor and pride. Throughout the ages, the Gallaghers have been welcomed by each and every Serenity to the Reading Palace. They have often held the Serenity's ear in matter of great import, and in any case, their advice has always been held to be both sound and impartial, something extremely hard to find in this modern age of political backbiting. A small clan, their impact on Imperial politics was always well out of proportion to their size.

Unfortunately, in the tenth year of the reign of Cardinal Nathaniel Durand XVII, the Gallagher clan was the target of a sneak attack aimed at Keep Gladius, their ancestral home. They were entirely destroyed, and Keep Gladius was nearly razed to the ground. The assault came at the height of the year-end holidays, while almost the entire Gallagher clan was assembled in the Keep's main hall, celebrating the coming of the new year. In one horrible moment, the festivities turned to carnage, and before they could mount a counter-attack, the Gallaghers were gone.

Only one Gallagher survived the attack, young Sean Gallagher, and as the sole remaining member of the Gallaghers, Sean was immediately invested with his father's barony and all that went with it. Unfortunately, Sean had trained all his life to become a warrior first and a swordsmith second. He had absolutely no training for business. He turned over the running of the economic side of the family business to the Rourkes, a family that had been with the Gallaghers almost since their inception as a clan. That done, young Sean completed his education and then joined up with the Wolfbane Commandos where he rose to the rank of Commander Chieftain.

In the absence of their young leader, the Rourkes have done a decent job of keeping the family businesses in working order with one notable exception. Without the Gallaghers around to actually

handle the making of their phenomenal blades, the Gallagher sword enterprise has fallen apart. Output has fallen to an all time low, leaving room for others, like Clan Murray, to enter and dominate the fray.

Players should note that there is no chance for them to be part of the Gallagher core family. There is only Sean, and there can be no others. Also, after his family's massacre, Sean disbanded the Gallagher special forces, the legendary Vengeance Company to join the Wolfbanes. Few of the remaining clan members are warriors, the Rourkes having concentrated mostly on the running of the clan business. Those that are usually join the defense forces, although a few have been known to transfer out to the Wolfbanes or the Highlanders.

FAMILY TABLE

1D20	FAMILY
—	Gallagher
1-15	Rourke
16-20	Other affiliated family

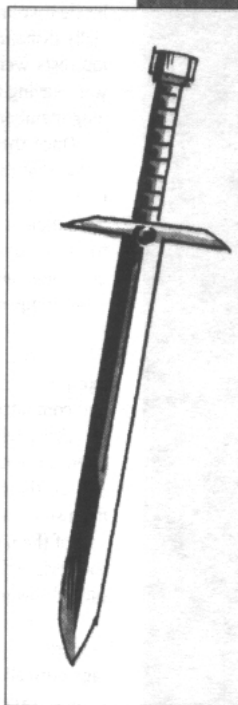
INITIAL SOCIAL STANDING: Rourke: 7; Other affiliated family: 5

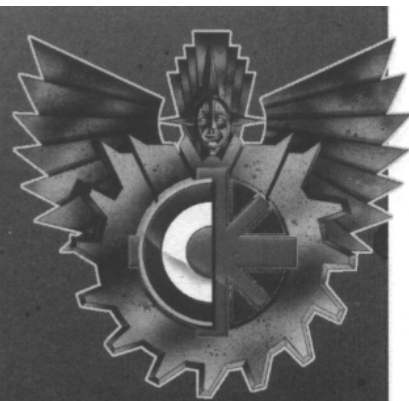
MINIMUM SOCIAL STANDING: Rourke: 3; Other affiliated family: 2

SCHOOLS ATTENDABLE: Donchester, Galway, IIT, Stratford and Wexford.

PURSUABLE PROFESSIONS: Conquistador, Engineer, Entrepreneur, Free Trader, Laborer, Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Members of Clan Gallagher can only enter a special forces unit after winning an Extraordinary Achievement medal or a Bravery in Field medal.





GALLAGHER ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Business Heritage*. You come from a long line of Entrepreneurs. Spend two years at Wexford after you finish your normal elementary education. Raise all your basic abilities to meet Wexford's requirements if they are lower.

2 Nepotism*. Your parents get you a job as a Laborer in the sword smithy. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Weapons Fanatic. Your love of battle has taught you much about knives and guns. Take +1 in all Firearm SVs and Weapons Systems.

4 Born Streetfighter. You love to skin your knuckles on other peoples' jaws. Add +1 to your Brawling and Wrestling SVs.

5-6 Born to the Sword. The blade of a Gallagher Claymore is like an extension of your arm. Add +1 to your Melee Weapons and Parrying SVs.

GALLAGHER SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Nepotism*. Your parents get you a job as a Laborer in the sword smithy. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

2 Administrations Course. It's important to manage the clan's limited resources efficiently. Make two free skill picks from the Communications field of expertise.

3-4 Spurn the Darkness. It seems that someone out there has it in for Clan Gallagher. You have an encounter with a person under the influence of Dark Symmetry. You not only survive the incident, but the incident has made you stronger. Raise your MST by +2.

5-6 Just Rewards. You have done well, and for your troubles, you have been rewarded with an especially well-crafted Gallagher Claymore. It does an additional +2 points of damage for any attack. (You are not allowed to sell, trade or give away such a sword. It is a badge of your honor.)

KINGSFIELD

At one time, the Kingsfields were the second most powerful clan in Imperial, second only to the Murdochs, but that was a long time ago. During the time of Cardinal Durand XI, the Kingsfields mounted an economic and military offensive against the clan of the reigning Serenity, vowing to bring the Murdochs down and assume the throne for themselves. They failed horribly and were almost wiped out in the process. This was the time known as the Sad Struggle, and it was Imperial's darkest hour.

Today, what remains of Clan Kingsfield is much reduced in power. Few, if any, wish to be associated with them, as their name conjures up images of a heritage fraught with shame. There are winners and losers in any sort of competition, and the Kingsfields are the biggest losers Imperial has to offer.

As a result, even amongst those that are members of the Kingsfield family, there are few who would admit it. The Kingsfield special forces, the Black Hearts, were demolished in the climactic battle that brought an end to the Sad Struggle, and they were officially disbanded soon thereafter. Most of the Kingsfield business interests were taken over by the victors in the aftermath of the war, leaving them only a meager pension out of which the remaining members of the clan were to eke a living.

Once they were grown, the heirs to the Kingsfield dukedom found that there was little left to inherit. Most of them renounced both their family name and their rights to Imperial citizenry, along with their trust funds. The shame associated with taking money from the fund was simply too great. These men and women changed their names and entered the system's work force, taking a small lump sum from the principal their ancestors left them to start up a modest freelance house of their own. It was a chance for a fresh start, and for the most part, they were left to it. No one felt like punishing the children for the unforgivable sin their parents had committed: losing.

Those who stayed behind and kept their proper name had the unenviable task of living with their predecessors' mistakes branded on their very identities. This, coupled with their terrible fall from so close to the top to the very bottom, made each and every one of them bitter as could be. The years passed, but did nothing to alleviate this sentiment, and the Kingsfields' thoughts inevitably turned toward revenge.

Of course, the fact that they had been rendered effectively powerless by those who had destroyed their parents made their rage burn all that much more brightly in their souls. All Kingsfields, without exception, suffer from a sense of persecution. Their belief that everyone is out to get them might have seemed even more paranoid had there not been more than a grain of truth to it.

The Kingsfields have a raging need to revenge themselves on any clan that didn't stand beside them in the Sad Struggle, and by the end of the war, that was everyone. They hold a particular grudge against the Bartholomews (whom they see as having wrested their rightful position from them), the Murdochs (who began the struggle against them when they should have simply gotten out of

the way), the MacGuires (for siding against them—with their help they could have taken the entire megacorporation and ruled it side-by-side) and the Fieldhausens (who sold them out so that they could become the sixty-second clan). They will do anything they can to cause any members of these clans as much harm as possible whenever possible.

Of course, the Kingsfields aren't totally irrational. They do see the benefit of working with other clans in the short term, especially if it will mean good things for them and bad things for their greater foes. It's just that if they can do something alone, they will. If the Sad Struggle taught them one thing, it's that the Kingsfields can't trust anybody but their own.

Rumor has it that some of the disenfranchised Kingsfields, those that have renounced their heritage, are actually working as undercover agents to further the family cause. There is no way of proving or disproving this, of course, which make it as popular as any other conspiracy theory in the past. The idea of Kingsfields running around, trying to start up another Sad Struggle, has some sort of strange appeal to the masses, though, and has been the basis of many plots hatched in all of the most popular forms of mass entertainment.

FAMILY TABLE

1D20 FAMILY
1-20 Kingsfield

INITIAL SOCIAL STANDING: Kingsfield core family: 8

MINIMUM SOCIAL STANDING: Kingsfield core family: 4

SCHOOLS ATTENDABLE: Any.

PURSUABLE PROFESSIONS: Any except Dole.

SPECIAL CONDITIONS: None.

KINGSFIELD ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job as a Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Sneaky Little Conniver*. You always get what you want, but people don't have to like you for it. People wash their hands after closing a deal with you. Add +2 to all social standing skills, but take -2 from your PER.

6 No Sense of Humor. Things people think are funny, you just don't get. Subtract -1 from your PER.

KINGFIELD SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Betray Imperial?• You are offered an opportunity to defect. Roll 1d4. 1=to Bauhaus; 2=to Cybertronic; 3=to Mishima; 4=to Capitol. If you accept it, you are disowned by your clan, but your new employer has promised to maintain you in the lifestyle to which you have become accustomed. Better yet, add +1 to your social standing.

2 Take a Beating. • You were accosted by some angry thugs from Clan Murdoch and beaten within an inch of your life. Subtract -1 from your PHY.

3 Beat a Foe. They thought they had you, but this time, you came out on top. You thrash some Murdochs soundly and send them

packing with their tails between their legs. People look at you in a whole new light. Add +1 to your PER.

4 Nepotism•. Your parents get you a job as a Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Join Your Brethren•. You are contacted by some ex-Kingsfields and asked to join them in their quest to clear the family name from outside Imperial's influence. If you accept, you must go rogue.

6 Drafted! Despite your family background, or more likely because of it, the ISC thinks you got what it takes to make a great Field Agent. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

LOUGHTON

The Loughtons are filthy rich, having made most of their money by being one of the first organizations to lay claim to the wealth of the asteroid belt. They diversified quickly from there, however, branching quickly into heavy manufacturing. This all happened long before the megacorporation was founded, dividing each sector of the economy up amongst its member clans, and the Loughtons got to hold on to their several strong divisions when Imperial was formed.

Most people probably know the Loughtons for their vehicle making plants. They turn out almost every Imperial car, with the exception of a few vanity manufacturers. They also own and operate the Witchmouth Yards on Luna where 65% of all Imperial airplanes and spaceships are made, craft used by almost every branch of the Imperial military.

You might expect the individual clan members to share in the vaunted Loughton fortune, but they aren't any wealthier than most clansfolk. The reason for this lies in the strong ties the Loughtons have with the Brotherhood. The clan donates fully 50% of their net profits to the holy organization.

Loughton's ties with the Brotherhood are not without their benefits, though. The Brotherhood purchases a large percentage of its vehicles from the Loughtons, which greatly improves the Loughton's system-wide market share. This may have something to do with the fact that Duke Sir Wilbur Loughton's younger brother, Grand Administrator Count Thomas Loughton, is the Primus of the Fourth Directorate.

The Loughton crest features a ram's head in a golden circle. The ram symbolizes the traditional Loughton stubbornness and toughness. The crest is easily recognizable by all who see it. It appears on the front of every Loughton vehicle ever made. Loughton's special forces also make good use of the family symbol, wearing it on their headgear, by which they became known as the Rams.

FAMILY TABLE

1D20	FAMILY
1-14	Loughton
15-20	Affiliated family

INITIAL SOCIAL STANDING: Loughton core family: 7; Affiliated family: 5

MINIMUM SOCIAL STANDING: Loughton core family: 4; Affiliated family: 2

SCHOOLS ATTENDABLE: Any.

PURSUABLE PROFESSIONS: Any.

SPECIAL CONDITIONS: Clan Loughton members that opt to serve in the Brotherhood retain their social standing, as long as it's more than 5, when they move over.

LOUGHTON ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage•. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2 Nepotism•. Your parents get you a job as a Laborer in the Witchmouth Yards. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Weapons Fanatic. Your love of the open range has taught you much about knives and guns. Take +1 in all Firearm SVs and Weapons Systems.

4-5 Born Driver. Put a wheel in your hands, and you are gone! Add +1 to your Ground Vehicles SV.

6 Born Pilot. If you had wings, you could fly. Add +1 to your Flying Vehicles SV.

LOUGHTON SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Nepotism•. Your parents get you a job as a Laborer in the Witchmouth Yards. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

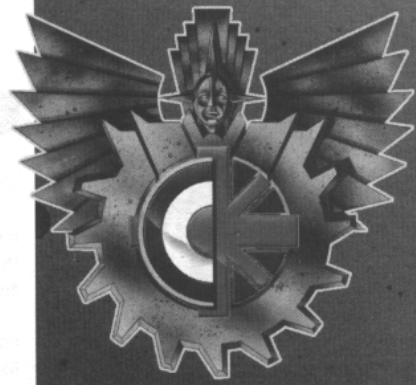
2 Become a Miner. You've been assigned a position in the mines. Work as a Laborer for the next two years, and it'll toughen you up. Add +1 to your STR and PHY.

3 Hobby Athlete•. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4, you lose these bonuses.

4 Mechanical Talent. Not only do you like to ride motorcycles, you like to work on them as well. You get +2 to your Mechanics SV.

5 Sent to Piloting School. Take two skill picks in Flying Vehicles.

6 Drafted! You've been conscripted into the Rams. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.



MACGUIRE

The members of Clan MacGuire are even more proud of their position than those of Clan Bartholomew if that's possible. They hold numerous prominent places in the top of Imperial's administration. For instance, MacGuires dominate the Ministries of Industry and Conquest.

Truly, the Great Resentment is simply the Sad Struggle gone underground. Never do the MacGuires openly berate the Bartholomews, and rarely do they even publicly disagree. Politics and influence have replaced armed conflict and guns. Some may long for the old days of the Sad Struggle to return, for at least then things were all above board, but none really wish to return to the kind of killing that comes when clan is pitted against clan.



Still, that does not put an end to the rivalries and jealousies that have separated the clans from each other for time immemorial. It has been hypothesized that had this competition amongst the families not existed, then neither would the clans. The family biases are what make Imperial different from the other megacorporations, and it's what makes them better. It inspires them to constantly be striving to do better and better, with power over their own fellows as a secondary goal to Imperial's empowerment over the rest of the system. If it weren't for all this, the members of Imperial would likely still be just a collection of second-best freelance houses or, at best, a loose conglomeration of squabbling corporations.

The never-ending struggle the MacGuires have with the Bartholomews rarely surfaces publicly these days. Instead, the competition takes place in the halls of Imperial's massive offices. When new directors and commanders of military expeditions are appointed, when leasing contracts are purchased, when ministers are named to their posts, that's when the real jockeying for power takes place.

The competition for choice posts can be vicious and often is. To place a member of your clan in a top position in almost any ministry furthers the influence of your clan, even in the lowliest of duties. After all, you never know when you might need a favor from the Minister of the Media. The rivalry for these positions usually falls short of actually assassinating the opposition, but such maneuvers are not unknown. When the future of their clan's power is at stake, many Imperial citizens will stop at nothing to help it along.

The MacGuire clan is headed by Duke Sir Rowan MacGuire with his son Malcolm and daughters Madeleine and Michelle as his seconds in command. Earl Malcolm, 49, is Imperial's foreign minister, Lady Madeleine, 48, is *ælganor* (supreme commander) of the Wolfbanes, and Michelle, 39, is a top executive in the Ministry of Conquest.

Despite their rise in power since the Sad Struggle, before which they were simply a minor, albeit wealthy, clan, the MacGuires are most renowned for the Wolfbane Commandos. The Wolfbanes are a special forces unit of the defense forces, independent, in name at least, from any clan. In fact, they have been formally linked to the MacGuires who act as their sponsors and commanders. The chain of command is a bit complicated, but in practice, the Wolfbanes act as a kind of mercenary unit which operates for free when running operations for the MacGuires. Of course, when called upon to do battle for the megacorporation as a whole, they also work gratis, as would any men and women proud to call themselves Imperial.

Each of the Duke's children is well-respected in their own right, but none of them has managed to reach the Duke's status as living legend. The Duke is a tall, broad, steel-haired man in his seventies with a gleam in his eyes that belies his age. The years have been kind to the Duke. He regularly works out with the Wolfbanes, and he can still take on men and women less than half his age. He has sworn off battle since the death of his wife Millie in a Wolfbane assault on a Dark Legion citadel. While he seems to have retained his zest for the rest of his life, the sounds of battle bring him no joy.

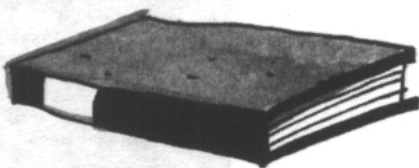
Due to his change of heart, the Duke has, in recent years, worked hard to bring about peace amongst the clans. Unfortunately, he and his children do not see eye to eye on this issue. Malcolm, Madeleine and Michelle still relish the feel of battle far too much for their father's taste, but his good nature and the wisdom his years have brought him seem to be winning them over to his point of view, however slowly.

Of course, the decision to end hostilities between the clans does not rest entirely upon the MacGuires' shoulders. Each of the other clans has an agenda of their own, and the prospect of altering each of these agendas so that they're striving for the same goal rather than against each other is nothing short of staggering. It's a battle that Duke MacGuire simply cannot win alone.

Duke MacGuire long ago recognized that if he wanted to truly affect the hearts and minds of his fellow Imperials he needed to take control of the media. The person that controls the media, he reasoned, controls the information that citizens get, and more importantly, how they get it. Recently, the Duke has been attempting to insert messages of camaraderie and peace amongst the clans, urging them to band together in a renewed pact against that which threatens to destroy them all: the Dark Legion.

THE MACGUIRE CREST

The MacGuire crest depicts a ram's skull on top of a torn Imperial-style banner, symbolizing how the clan rose out of the Sad Struggle which almost tore the megacorporation apart. An ancient scroll above the skull features the clan's name written in the old style (McGuire). A stylized microphone hangs chained around the skull's neck. This represents the clan's heritage in the micro-electronics industry and its constant interest in the media.



While the Duke may believe in peace amongst humans, he holds no such illusions about the forces of the Dark Soul. Divided amongst themselves, the Imperial clans are half the fighting force that they could be. Quite frankly, the Duke doubts that this will be good enough. Without a renewed unity, Imperial, along with the rest of humanity, will be overwhelmed by the sheer evil ferocity of the Great Darkness and its minions. The Dark Apostles will show humanity no mercy, says the Duke, and our resolve to stand against them must be as single-minded as their desire to see us fall.

FAMILY TABLE

1D20	FAMILY
1-7	MacGuire
8-20	Affiliated family

INITIAL SOCIAL STANDING: MacGuire core family: 8; Affiliated family: 6

MINIMUM SOCIAL STANDING: MacGuire core family: 6; Affiliated family: 2

SCHOOLS ATTENDABLE: Any.

PURSUABLE PROFESSIONS: Any.

SPECIAL CONDITIONS: Clan members can waive requirements to get into the Wolfbanes. You still have to make the INT/PER roll, though.

MACGUIRE ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1-2 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish

your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

3 Nepotism*. Your parents get you a job as a whatever you want in the Imperial Ministry of your choice. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5-6 Wolfbane Training. You trained with your parents, wonderful warriors in their own right. Add +1 to your Wolfbane Brawling SV.

MACGUIRE SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1-2 Nepotism*. Your parents get you a job as a whatever you want in the Imperial Ministry of your choice. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Interesting Character. You always seem to fascinate people with your unusual ways. Add +1 to your PER.

4 Administrations Course. You've really started to come out of your shell. Take two free picks from the Communications field of expertise.

5-6 Drafted! You've been conscripted into the Wolfbanes. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

MORGAN

Clan Morgan is Imperial's black sheep in more ways than one. Duke Sir Arthur Morgan, the clan's founder, made his money in some less than above the board industries, the cleanest of which was gambling. Soon after his clan joined Imperial, Arthur realized that the only way he and his family were going to be taken seriously by anyone was by becoming involved in more legitimate business interests. With the expertise he had gained running surveillance on his gambling houses, Arthur started up a highly successful electronics division that catered to the special needs of security-minded organizations like the ISC.

Soon the ISC became Morgan Electronics' biggest customer, and business was booming. But Arthur Morgan wasn't one to let his fortune be held hostage to a single customer, no matter how large and powerful. Soon the Morgans branched out into consumer electronics, an arena in which they were just as successful as they had been in all of their other business ventures.

Of course, with the coming of the Dark Legion, things changed. Electronic devices were not to be trusted for fear of the influence of Dark Symmetry. The Morgans couldn't let something like that crumble their little empire, though. Somehow, they found a way to protect their electronics, at least partially, from being affected by Dark Symmetry.

The protection is only mediocre at best, but it's a far cry better than most other companies came up with. Rumors, spurred on by jealous competitors no doubt, started to spread that the Morgans themselves were involved with the Dark Legion, that they had made a deal with the Dark Soul to win a modicum of defense for their goods.

The Morgans denied any and all implications, of course. To prove they were as good as their word, they founded their own special forces branch, the Black Berets, dedicated specifically to locating and rooting out heretics in human space. By even their harshest critics' admissions, the Black Berets have done humanity a world of good in the years since their inception. None questions their courage.

Today, rumors of Dark Legion influence continue to plague Clan Morgan, but few pay them heed any more. If such a thing

were true, it would have to be only a small cadre within the clan, as if that sort of corruption were to have run through all its people, someone outside of the clan would surely have learned of it.

FAMILY TABLE

1D20	FAMILY
1-16	Morgan
17-20	Affiliated family

INITIAL SOCIAL STANDING: Morgan core family: 8; Affiliated family: 6

MINIMUM SOCIAL STANDING: Morgan core family: 6; Affiliated family: 2

SCHOOLS ATTENDABLE: Any.

PURSUABLE PROFESSIONS: Any.

SPECIAL CONDITIONS: Only clan members can be part of the Black Berets.

MORGAN ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

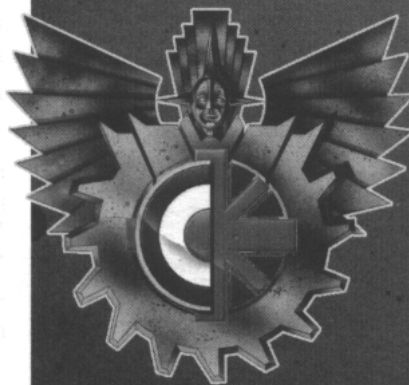
1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job as a Laborer in a Morgan electronics factory. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Electronics Whiz. If it runs on electricity, you know how to build it or fix it. Add +1 to your Electronics SV.

6 Gambler. You've hung around gambling halls your entire life, and now you're ready to fleece some sheep of your own. Add +1 to your Gambling SV.



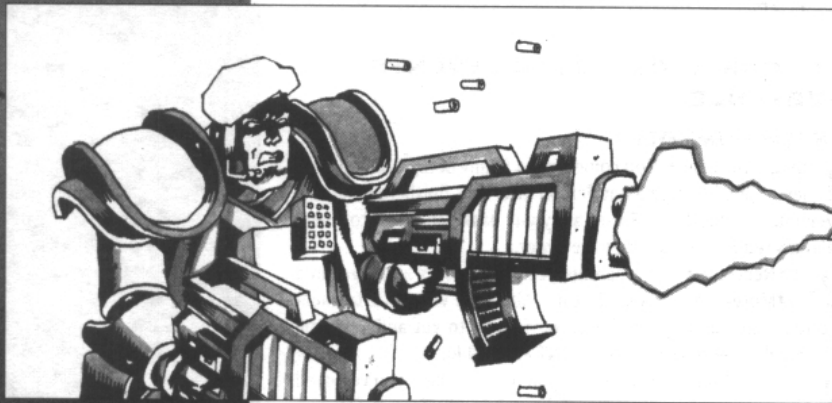


DUCHESS DAME FIONA MURDOCH

Clan Murdoch is headed by Duchess Dame Fiona Murdoch, a woman who, despite her 92 years, is considered as sharp and shrewd as any young clan member to aspire to a position of such power. She is commonly called «the toughest man in Imperial» in deference to her single-minded ways. Despite her clan's bent toward traditional values, she has constantly battled aside any and all hindrances that might have stood in her way for being a woman as if they're weren't even there.

Duchess Fiona lost her husband to an assassin many years past. Although no one was ever able to prove the Bartholomews were behind it, that has never changed Fiona's opinion of just who the culprits were. In the intervening years, each of her children were killed off one by one by Cybertronic agents, giving the Murdochs—and Imperial in general—good reason to wage war against the newest megacorporation.

Fiona's eldest living grandchild, Lady Moira Murdoch, has been named as the heir to the Dukedom.



Moira, 36, is more than willing to take up the reins of the Murdoch's power once her indomitable grandmother has passed away, but for now, she's busy with her duties as the ælgaenor (supreme commander)

MORGAN SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1-2 Nepotism*. Your parents get you a job as a Laborer in a Morgan electronics factory. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Interesting Character. You always seem to fascinate people with your unusual ways. Add +1 to your PER.

4 Personal Actualization Course. You've really started to come out of your shell. Take two free picks from the Communications field of expertise.

MURDOCH

Not so long ago, in terms of generations, the Murdochs were the undisputed leaders of Imperial. Not only did they have the strongest of the clans, business-wise, but they had a firm control over both chambers of Parliament and a lock on the throne. That all ended, of course, during the time of internal strife that has come to be known as the Sad Struggle.

The Bartholomew administration has never had as much control over Imperial as the Murdochs once did. While the Bartholomews may have emerged from that vile time as the new power amongst the clans, they were forced to form a sort of coalition to support their might. Because of that, they were compelled to make the sort of sacrifices that the Murdochs never would have conceded to. For the first time since Imperial's founding, the most powerful clan could not call the Serenity its own.

The Murdochs remember the time before the Sad Struggle as one of great peace and prosperity for Imperial, but that was not always so. There were problems under the old administration, as



Murdochs to this day, unhampered by the divisiveness that plagues the megacorporation in modern times.

Either way, arguments about such could-have-been scenarios hasn't altered the reality of the situation in the slightest. They've only served to exacerbate the divisions that now exist. Working off logic like that outline above, the Murdochs initiated the covert rebellion against Bartholomew rule known to all as the Great Resentment.

While the Bartholomews have tried to lessen Clan Murdoch's hold on Imperial government over the past several generations, they have only met with moderate success. Despite its fall from grace, Clan Murdoch still wields great power within Imperial, and it's members are not afraid to use it. Murdochs hold high offices throughout the Imperial administration, and they're particularly prominent in the defense forces and the heavy industries and business management sectors.

Over the years, it's been the Murdochs that have fed the Great Resentment's fires. It was they that lost the most in the battles with the Kingsfields, and it irks them to no end every time they have to bend a knee to someone not of their clan. They have sworn that someday they will reclaim the throne that is rightfully theirs as the founders of the entire megacorporation. It is this bone of contention that has stalled any peace process that might have otherwise been started—and even completed—long ago.

Physically, the Murdochs distinguish themselves from other clansfolk by wearing their hair in their traditional ponytail. Murdochs never have their hair cut for their entire lives. To them, their hair is a symbol of strength and virility, and they refuse to part with even a lock of it, except as a gift to those who have won their hearts.

In all other ways, the Murdochs are just as traditional. They follow a strict code of morality that dictates their clothing and their behavior. The men wear high-collared shirts beneath luxurious blazers. At most times, they wear pants with high-laced boots, but on formal occasions, they wear their traditional kilts accompanied by ornate, ceremonial dirks strapped around their waists. Women wear dresses that cover themselves demurely from ankle to wrist to throat. They are allowed to wear pants only when prepared for combat or some sort of athletic training, and at these times, they usually wear full overalls. During formal athletic competition, they are permitted to wear short skirts, although they must at least cover the knee.

Clan Murdoch's power is most concentrated on Mars, as it has been since the founding of Imperial. There they control most of Imperial's crude oil and mineral industries which are the base of their power. Unlike most of the other clans, the Murdochs have refused to invest heavily in Fukido. Since the lease on the settlement is only a hundred years long, most of which have already passed, the Murdochs eschew becoming involved in the Mishima property as being too short-sighted for their plans.

Mars is also the sight of Clan Murdoch's training grounds for their military forces, Serenity's Military College, which is on a par with Paxton and the Bartholomews' own private military school. The Highlander Clan Warriors are trained here alongside the Murdochs' own special forces, the Golden Lions. Only the Wolfbanes and the legendary Blood Berets come even close to these two units in battlefield valor and prowess.

FAMILY TABLE

1D20	FAMILY
1-6	Murdoch
7-20	Other affiliated family

INITIAL SOCIAL STANDING: Murdoch core family: 8; Affiliated family: 6

MINIMUM SOCIAL STANDING: Murdoch core family: 6; Affiliated family: 2

SCHOOLS ATTENDABLE: Any except Donchester or Paxton. If a Murdoch wants to attend a military school, they must go to Serenity's Military College. SMC has both elite and standard schools. Use the listed schools as models.

PURSUABLE PROFESSIONS: Any except Laborer or Free Trader. Can be a Laborer only if part of a family other than the Murdochs.

SPECIAL CONDITIONS: Only members of Clan Murdoch can be Golden Lions. Clan members can waive requirements to get into the Highlander Clan Warriors. You still have to make the INT/PER roll, though.

MURDOCH ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Serenity's Military College Special Forces School after you finish your normal elementary education. Raise all your basic abilities to meet SMCSFS's requirements if they are lower.

2-3 Nepotism*. Your parents get you any Imperial job you like. Although you have to meet the requirements of your

chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

6 Gifted Childhood. Certain perks come with being a Murdoch. Take two free skill picks in any but the Special field of expertise.

MURDOCH SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Whoops! How could you be so stupid? You have made a grievous social blunder and have been assigned a position as a Laborer for a period of 1d3 profession repetitions to help you learn to appreciate your position. Your social standing drops immediately to 2. You can avoid doing the time at the job by starting your adventuring career right now, but your social standing still drops. If you managed to make it through the ignominy of punching a clock with the other working-class stiff, you will be welcomed back into the fold at the end of the term of your punishment and your social standing will be elevated to its former level.

2 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.

3 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1. If you're on the dole, you performed some highly visible public service, instead. Just raise your PER by +1.

4 Nepotism*. Your parents get you any Imperial job you like. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Legal Talent*. You seem to have a penchant for the law, and the firm needs another lawyer. You may attend Serenity's Law School if you like. Raise all your basic abilities to meet Serenity's requirements if they are lower.

6 Drafted! The Golden Lions think you got what it takes to make a great soldier. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.



of the Highlander Clan Warriors. She knows she'll have to hang up her suit of armor soon in favor of a Duchess's mantle, but in the meantime, there are few military commanders who can command as much respect as she, and she's determined to make the most of it.

THE MURDOCH CREST

The Murdoch Crest simply depicts a stylized form of their ancient clan symbol, the lily, along with the Murdoch warcry «Glory». «The Steel Lilies» is also the name of the Duchess' personal guards.

MURRAY

Clan Murray has always made its money on the one thing that Imperial citizens just won't live without: their ale. Murray Ales are the choice of over 75% of those in the Imperial marketplace, with most of the other shares being taken up by small house brews sold only to members of the clan that brewed it. Few self-respecting Imperials would drink anything less.

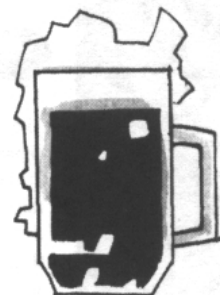
Over the last couple of decades, though, the Murrrays have gotten into swordsmithing as well. When the Murrrays' close relatives, the people of Clan Gallagher, were destroyed, the Murrrays took in many refugees from the remnants of their brother clan. These men and women brought with them Clan Gallagher's generations of experience in making swords, and the Murrrays, seeing that these people would be no good in a brewery, put them to work doing what they did best.

Struck with grief at his tremendous loss, Sean Gallagher, the lone survivor of the Gallagher family, gave the Murrrays' enterprise his blessing. It was a move that those that remained by Gallagher's side may have come to regret, as it provided them with new competition, but Sean was so grateful for his relatives' kindness to his people, he was more than willing to make the sacrifice. Besides which, with the reduction of personnel in Clan Gallagher, they were in no shape to continue production of their swords uninterrupted, and Sean reasoned rightly that he would much rather have

the Gallaghers' lost business go to a friend than to any other.

Today, the Murrrays and the Gallaghers have worked out a solution that seems to have satisfied all. The remnants of Clan Gallagher continue to make only the highest quality swords, doing most of their business as special orders. Meanwhile, Clan Murrrays' swordsmiths handle the regular swords which, although of an exceedingly high quality, can still be mass-produced. The Murrrays handle sales and marketing for both operations, taking much of the work the Gallaghers have no taste for out of their hands. And everyone's happy.

Clan Murray was a natural choice to take over Clan Gallagher's swordsmithing. After all, their Lyon & Atkinson Arms division has been making small arms for centuries. The Lyons and the Atkinsons are small but wealthy families. The Atkinsons have always prided themselves on being the half of the company with the know-how to actually produce the weapons. They handle almost all of the research and development, while the Lyons concentrate mostly on the sales and marketing end. With such an operation in place, it's easy to see how quickly Clan Murray could get a swordsmithing business up and running in record time.





THE MURRAY CREST

Clan Murray's crest is a four-leafed shamrock on a field of white. Their company motto is, appropriately enough: «Clan Murray—our luck never runs out.» Their special forces seem to have taken this to heart. Calling themselves the Shamrocks, they have been known to take on the most dangerous of missions and emerge unscathed. They're as lucky as they can be.



FAMILY TABLE

1D20	FAMILY
1-5	Murray
6-9	Lyon
10-13	Atkinson
14-20	Other affiliated family

INITIAL SOCIAL STANDING: Murray core family: 7; Lyon: 6; Atkinson: 6; Other affiliated family: 5

MINIMUM SOCIAL STANDING: Murray core family: 5; Lyon: 2; Atkinson: 2; Other affiliated family: 2

SCHOOLS ATTENDABLE: Any school except Stratford. The Galway school is run by the Murrays, and they refuse to admit that Stratford is superior.

PURSUABLE PROFESSIONS: Any.

SPECIAL CONDITIONS: Only members of Clan Murray can be Shamrocks.

MURRAY ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2 Nepotism*. Your parents get you a job as a Laborer in the brewery. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Full of Blarney. You've inherited the fabled Murray gift for gab! You get +1 in all Communications SVs and an additional +1 (that's +2 total) in Social.

4-5 The Luck of the Murrays. Like the saying goes, your luck never runs out. Add +1 to your Avoid SV.

6 Extraordinary Chemical Resistancy*. Must be from the generations before you having worked with chemicals of all kinds. Your body is extremely resilient to artificial substances. Add +5 to your PHY anytime you have to make a resistance roll against poison, gas or any kind of drug.

MURRAY SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Got Carried Away One Time Too Many. You made a fool of yourself at a clan gathering, and your Chieftain does not approve. Spend the next two years on the dole while you dry out.

2 Nepotism*. Your parents get you a job as a Laborer in the brewery.

Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

3 Hobby Athlete*. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4 (fat chance of that unless you go rogue), you lose these bonuses.

4 Chemical Talent*. You've always had a thing for the family business. You can attend IIT and major in chemical engineering if you like. Raise all your basic abilities to meet IIT's requirements if they are lower. You get +2 to your Chemistry SV.

5-6 Drafted! You've been conscripted into the Shamrocks. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

O'LAUGHTON

The O'Laughtons were once a part of Clan Loughton, but they separated from each other toward the beginning of the Sad Struggle. When the Sad Struggle began in earnest, the Loughtons followed a policy of planned indifference. They didn't see as how they could possibly profit by taking sides, and so they didn't. While this pleased the majority of the clan, certain family members refused to be appeased.

Amongst these recalcitrant clansfolk was young Barnaby Loughton, a Commander Chieftain in the Rams. He believed that it was the duty of all good citizens to come to the aid of their leaders, and so he took a division of soldiers who felt similarly to him and joined up with the Murdochs. In gratitude for their faithful-

ness, the Murdochs made Barnaby the head of his own clan. For copyright purposes, he changed the spelling slightly, and since he was the «son o' Loughton,» the new clan was christened the O'Laughtons.

The Rams division was also renamed. Barnaby turned to his people to determine how they wished to be called. They decided they wanted to be named after the ram's natural foe, and thus the Golden Panthers were born.

The O'Laughton clan is unique in that it's only business involves military conquest. Every other clan has some other sort of means of making a living to fall back on, but not the O'Laughtons. War is their business, and they're good at what they do.

FAMILY TABLE

1D20	FAMILY
1-7	O'Laughton
8-20	Affiliated family

INITIAL SOCIAL STANDING: O'Laughton core family: 6; Affiliated family: 5
MINIMUM SOCIAL STANDING: O'Laughton core family: 4; Affiliated family: 2

SCHOOLS ATTENDABLE: Donchester, Galway and Paxton.

PURSUABLE PROFESSIONS: Prodigal, Defense Forces Trooper, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Only clan members can be a part of the Golden Panthers.

O'LAUGHTON ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1-3 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Born Brawler. It seems like every time you turn around, you're getting into another fight. Add +1 to your Brawling SV, but subtract -1 from your Social SV.

OAKENFISTS

At one time, the Oakenfists were a part of the Murdoch family, but that was long before the founding of Imperial, before there were such things as these modern clans. The Oakenfist family was the part of the Murdochs that went off into the untouched asteroid belt and claimed many of the spinning rocks for themselves as both mines and homes. When Imperial began, the Oakenfists broke off from the Murdochs and formed their own clan, and so have they been ever since.

The Oakenfists are physically distinguishable from their Murdoch cousins, and the rest of Imperial, in a number of ways. Although they wear their hair long, like the Murdochs, they braid it instead of wearing it in a ponytail. The men grow their beards long, and some braid them as well.

All Oakenfists are short and stocky. It's rare to see one taller than 5'6", but most are easily shorter than that. What they lack in height, though, they more than make up for in strength. They are uniformly thick and brawny.

Unfortunately, they have a long family history of insanity. The craziness seems more likely to strike older clansfolk, but it can be contracted at nearly any age. Most Oakenfist dukes have had to be removed from the throne long before their lives were done, having gone stark, raving mad.

The Oakenfists have no special forces of their own. They were disbanded several generations ago. Clan members wishing to enter the special forces usually enter the Wolfbanes or the Highlander Clan Warriors.

FAMILY TABLE

1D20	FAMILY
1-16	Oakenfist
17-20	Affiliated family

INITIAL SOCIAL STANDING: Oakenfist core family: 7; Affiliated family: 5

MINIMUM SOCIAL STANDING: Oakenfist core family: 4; Affiliated family: 2

SCHOOLS ATTENDABLE: Any.

PURSUABLE PROFESSIONS: Any but ISC agent.

SPECIAL CONDITIONS: Clan members get +1 to their STR but must subtract -1 from their MST.

OAKENFIST ADOLESCENCE EVENTS SUBTABLE

1D6 SPECIAL EVENT

6 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

O'LAUGHTON SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Strong Will. Apparently problems with authority figures run in the family. Unending disputes with your superiors has hardened you. Add +1 to your MST.

2 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1. If you're on the dole, you performed some highly visible public service, instead. Just raise your PER by +1.

3 Prize Fight. You got into a major fight with a powerful opponent. Roll 1d4. 1-2=You lost. Subtract one from your social standing. You can always try for revenge later if you like. 3-4=You won! Add +1 to your social standing for the prestige you've gained. Of course, you've also picked up an enemy who wants to see you go down.

4-6 Drafted! The Golden Panthers think you got what it takes to make a great soldier. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you any Imperial job you like. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

6 Your Mind! Something seems to be affecting your brain. Roll on the Resistance Table using your MST. Roll 1d4 for the difficulty level. If you fail the roll, you go mad for 1d10 years. You are in no background, so you get no skill picks for that time, but your social standing is halved.

OAKENFIST SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Strong Will. Unending disputes with superiors has hardened you. Add +1 to your MST.

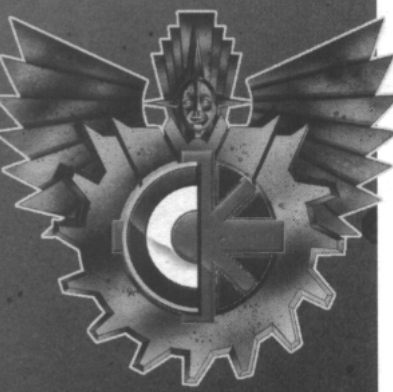
2 Your Mind! Something seems to be affecting your brain. Roll on the Resistance Table using your MST. Roll 1d10 for the difficulty level. If you fail the roll, you go mad for 1d10 years. You are in no background, so you get no skill picks for that time, but your social standing is halved.

3-4 Nepotism*. Your parents get you any Imperial job you like. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

5 Drafted! The Wolfbanes think you got what it takes to make a great soldier. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

6 Drafted! The Highlander Clan Warriors think you got what it takes to make a great soldier. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.





THE PALADINE CREST

The Paladine family crest features an open book with a white binding on a field of lapis lazuli, the pages facing outward. The family motto—"Knowledge is power"—is written upon the book's parchment-colored pages. This symbolizes the clan's ties to the publishing industry as well as its philosophy. As the book is somewhat reminiscent of the Book of Law, it also suggests the clan's Brotherhood ties.

STRANGE BEDFELLOWS

Jocko Rourke had seen a lot of strange things since he'd been disowned by his clan. Working the belt as a free trader, one had dealings with all sorts. After all, you never knew when one contact or another was going to come through for you big.

It was the free trader's dream to make that one big score, the one that would put you on Easy Street for the rest of your life. Jocko had seen his share of sweet deals go sour, deals that had looked a lot better than the one he was involved in now, but you never knew. You had to keep following up every lead you could find. Eventually one of them would pay off the way it was supposed.

Or you'd end up dead. Truth be told, that was the fate of most people in Jocko's position. Clanless as he was, there were few people who cared anything for him, and those that did weren't really in a position to do anything about it if something were to happen to him.

Oh, sure, the gendarmes might get around to investigating the case eventually, and maybe they'd even be able to put together a case, but by that time, Jocko would probably be dead and long past caring. Free traders had to cover their own butts. No one was going to do it for them.

It was even harder for a small operation like Jocko's with only him and his

Based out of their home on Victoria, the main port leading in and out of the asteroid belt, the Paladines have a long and lustrous history that shines with honor. This is especially true when compared to the records of their fellow clans. No clan is more revered and respected.

This is the reason why they were elected by the Parliament to hold the throne of the High Serene Leader only a few years after the end of the Sad Struggle. True, there are other clans more powerful, but the Paladines were the only ones that a simple majority of both chambers could agree upon. It was years after the death of the last Murdoch Serenity before a successor was finally named. A Bartholomew held the throne in the interim. Everyone seen the Murdochs' claim to the throne, but in the midst of the Sad Struggle, it was recognized that to let the current line of succession continue would simply be inviting further bloodshed. For similar reasons, claims by the Bartholomews and the MacGuires were also rejected. It was then that the Smythes nominated the Paladines.

At first, most of the clans were taken aback by the suggestion. The Paladines were certainly capable of coping with such a duty, but they had evinced no desire to ever assume the throne. If possible, the Paladines were more surprised by the idea than anyone else.

After a quick spat of debates, it soon became clear that, unlike any of the other previous candidates for the seat of the Serenity, no one was opposed to their claim, other than the fact that they thought their clan should have it instead. The deliberations continued on into the wee hours of that morning, but before the sun rose on Luna, the first Paladine Serenity had been awarded his throne.

The differences between the first and most recent lines of Senerities were soon evident. The Paladines had absolutely no interest in seeing the Sad Struggle continue, and they worked quickly to put an end to the internal conflict that was tearing Imperial apart. With a neutral clan in power, all parties seemed willing to finally listen to reason, and in a matter of weeks, the fight was finally over.

Most of Clan Paladine's resources rest in its publishing house which puts out some of the highest quality printed matter in the system. The clan's editors are quite selective what they deem fit to see print, and in a very real way, the clan has helped to define the history and shape the future of Imperial simply by means of the material they print. If this was true before the Sad Struggle, it has been doubly true since, as having the power of the Serenity behind them, the Paladines have been even more careful about how they help to form the moral character of their megacorporation.

Another reason for the clan's influence is its strong ties with the Brotherhood. Just about every Imperial member of the Brotherhood undergoes indoctrination in the facilities at the Sacred Chapel on Victoria. Many of the clans follow the Cardinal's word, and the fact that the Paladines have earned his unreserved blessing carries a lot of weight.

The Paladine crest is worn proudly by the Blue Berets, Paladine's special forces. These soldiers wear berets of lapis lazuli, the same color as in their family crest. They occasionally see real combat, but they spend most of their time in ceremonial duties



such as the guarding of the Reading Palace and Victoria. Despite their relative lack of active combat duty, no one questions their loyalty to the megacorporation, and those that have had the privilege of seeing them in action will tell you how well they can perform in combat when pressed to do so.

FAMILY TABLE

1D20	FAMILY
1-12	Paladine
15-20	Affiliated family

INITIAL SOCIAL STANDING: Paladine core family: 8; Affiliated family: 6

MINIMUM SOCIAL STANDING: Paladine core family: 5; Affiliated family: 2

SCHOOLS ATTENDABLE: Any. Entry requirements for Stratford are waived for clan members.

PURSUABLE PROFESSIONS: Any but Free Trader.

SPECIAL CONDITIONS: Clan members can remain students as long as they like. Only Paladines can be Blue Berets.

PALADINE ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2-3 Nepotism*. Your parents get you a job as an Imperial Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

4 Sharp Eyes. You can pick needles out of haystacks. Add +1 to your Perception SV.

5 An Honest Face. People just seem to feel like they can trust you. Add +1 to your PER.

6 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

PALADINE SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

- 1 Well Read. You burn through books like most people watch television. Add +1 to any Knowledge SV.
- 2 Excellent Negotiator. You're good at getting people to agree. Add +1 to your Dealing SV.
- 3 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1. If you're on the dole, you performed some highly visible public service, instead. Just raise your PER by +1.

SMYTHE

The Smythes make up the other two thirds of Smythe, Smythe & Axelthorpe, the interclan corporation that handles Imperial's banking operations. Few other families in any field can claim the long experience and expertise that the Smythes bring to their business. The clan has been with the megacorporation since its inception, and there are few clans where a person's word means more.

Of course, because of this, it rankled all the more when they were forced by an act of Parliament to merge their banking interests with those of the Axelthorpes in the wake of the Sad Struggle. Thus, Smythe & Smythe became Smythe, Smythe & Axelthorpe, and the relationship has held up ever since. Strangely enough, the Smythes found that they enjoyed working with the Axelthorpes, and a real friendship soon sprang up between the two clans. Still, there are enough differences between the two to ensure to everyone's satisfaction that things at the bank are kept above board and honest.

FAMILY TABLE

1D20	FAMILY
1-7	Smythe
8-20	Affiliated family

INITIAL SOCIAL STANDING: Smythe core family: 9; Affiliated family: 7

MINIMUM SOCIAL STANDING: Smythe core family: 6; Affiliated family: 3

SCHOOLS ATTENDABLE: Galway, Wexford, Langfrey and Paxton

PURSUABLE PROFESSIONS: Bureaucrat, Entrepreneur, Laborer, Prodigal, Special Forces Trooper, Student and Dole.

SPECIAL CONDITIONS: Only members of this and Clan Axelthorpe can be a part of Smythe, Smythe & Axelthorpe or of the Sterlings. Members of other clans are simply not trusted enough to be involved in handling Imperial's wealth.

SMYTHE ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

- 1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal

- 4 Nepotism*. Your parents get you a job as an Imperial Bureaucrat. Although you have to meet the requirements of your chosen profession to get and keep the job, you'll never have to make an INT/PER roll for it.

- 5 So Suave. You're just too smooth. Add +1 to your Social SV.

- 6 Drafted! The Blue Berets think you're going to make an excellent soldier. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

- 2-3 Nepotism*. Your parents get you a job at the Imperial bank. Although you have to meet the Entrepreneur requirements to get and keep the job, you'll never have to make an INT/PER roll for it.

- 4 Financial Whiz*. Give this kid a calculator. You are admitted to Wexford for a four year program. Raise your INT to 13 if it's lower.

- 5 Computer Whiz. In the custody of others, it's just a hunk of inert silicon, but in your hands, that computer can work magic. Add +2 to your Computer SV.

- 6 Slender Body. The Smythes are noted for their waiflike build. Add +1 to all Movement SVs.

SMYTHE SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

- 1 A Discrepancy! Some of the money you are either in care of or responsible for has gone missing. You must make up a loss of 1000 Sterlings immediately or be sacked (see result 9 on the main table).

- 2 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.

- 3 Night School. You've been taking classes on the side. Make two free skill picks from the Communications field of expertise.

- 4 Nepotism*. Your parents get you a job at the Imperial bank. Although you have to meet the Entrepreneur requirements to get and keep the job, you'll never have to make an INT/PER roll for it.

- 5 Good Business Sense*. You seem to have a penchant for the family business, and the clan could use you. You may attend Wexford if you like. Raise all your basic abilities to meet Wexford's requirements if they are lower.

- 6 Drafted! The Sterlings think you got what it takes. Hopefully they're not wrong. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). You can leave after completing your first two years, if you like, but you have to stick it out until then.

ROGUES

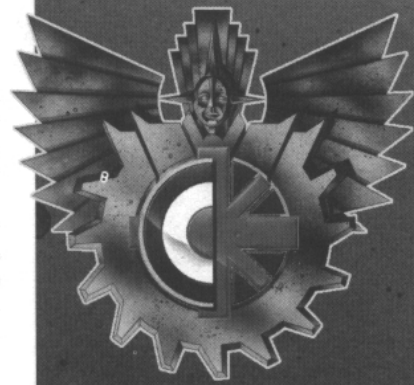
A rogue is an Imperial citizen that is no longer officially a member of a clan. This usually happens when you leave your clan—whether voluntarily or not—and opt not to take up with another clan. You still retain your rights as an Imperial citizen. You just don't have the benefits of being a member of your former clan anymore.

Most people look down on rogues, as a person without a clan is considered a person without a past. If you have no past, most people, being naturally cautious, will consider you a person without honor, at least until proven otherwise. Rogues can no longer trade upon the reputation of their clan. They must instead develop a reputation of their own.

Rogues come in all sorts of different forms. Just about anyone can be a rogue, and you'd never know it were it not for the notable lack of any clan's crest on their clothing or possessions. Most clans are happy to hire rogues from outside their clan, as long as they

know that doing so won't anger any of their closest allies. During the hiring process, rogues often have to go through the same extensive background check that anyone outside of the hirer's clan would have to endure, particularly if it's for a position of any trust.

Some rogues decide to leave Imperial altogether. This does not change their Imperial citizenship unless they decide to renounce it or are convicted of treason against the megacorporation. As most people see it, they've simply opted to work in a different venue than the one they were raised in.



old friend Waldo Stratford. A rogue like him, Waldo had been Jocko's navigator since they'd been booted from the Imperial navy together. That had been over five years ago now, and the duo hadn't gotten any richer. On the other hand, they hadn't gotten much poorer, either. Now if those Bauhaus screwballs would just show up to pick up their merchandise, that might all finally change.

Hanging out on a tiny hunk of rock like this one always made Jocko nervous. Someone could always stumble across you, whether by accident or by design. And then they could scrag you and be gone before anyone else was the wiser.

Suddenly a blip appeared on the ship's radar, and Jocko's heart leapt into his throat. A quick scan identified it as the people they'd been waiting to rendezvous with, and he breathed a long sigh of relief as they landed on the other side of the football-sized field.

Jocko got out of the ship and started walking toward the middle of the field where he could await his customers. The guns he had in his hold weren't exactly illegal. They were just unregistered, which made them extremely valuable to a certain kind of people.

Within minutes, the lone occupant of the Bauhaus ship was strolling across the field, an eager look on his well-tanned face. His blue eyes twinkled beneath his closely cropped, white-blond hair as he flashed a perfect smile at Jocko and offered his hand. Jocko shook it.

«You have the merchandise?» the Bauhauser asked, already knowing the answer. Jocko nodded.

«And you are, as we agreed, alone?»
«Yes,» Jocko lied. No reason to give away what little insurance he had. «Do you have my money?»

The Bauhauser grinned at him widely, almost too widely. «No.»

«What?» Jocko gave him a worried look and took an involuntary step backward.

«There will be no money for you today, Mr. Rourke. Just a slow and painful



Of course, many rogues were kicked out of their clan, and for that reason, most people assume they all were. Rogues may experience outright discrimination on the part of those who aren't actually willing to bother to give them the benefit of the doubt. To many people's minds, the rogues lost that right when they separated from their clan.

Family is a vital part of an Imperial citizen's life, and leaving one's family is never taken lightly. Many rogues bear much guilt, deserved or not, and look forward to the day where they can exonerate themselves or clear their good name and be welcomed back into their family's fold. Others left of their own free will and are glad they're gone. Nothing could ever entice them back. Well, almost nothing.

There are basically two ways a character can go rogue:

1 They can be forced out of their clan by a roll on the Imperial Adolescent or Special Events Tables. This includes opting out when given the choice by such a roll.

2 Between background repetitions, or at during the character's adolescence, they can simply decide to go rogue.

Once you go rogue, whenever instructed to roll on the Adolescence and Special Events Subtables you must use the rogue subtables and not those of your ex-clan. You are also subject to the rogue's schools attendable, pursuable professions and special conditions, each of which is likely more open than that of your clan.

SCHOOLS ATTENDABLE: Any.
PURSUABLE PROFESSIONS: Any.
SPECIAL CONDITIONS: None.

ROGUE ADOLESCENCE EVENTS SUBTABLE

1D6 ADOLESCENCE EVENT

1 Military Heritage*. You come from a family of high-ranking soldiers. Spend two years at Paxton after you finish your normal elementary education. Raise all your basic abilities to meet Paxton's requirements if they are lower.

2 Family Features*. You look just like your family's leader. The blood relation is obvious to anyone who knows your clan. You take -5 to any Conning attempts that involve passing yourself off as someone you're not.

3 Streetwise. Being out on your own, you've learned some things your clan wouldn't teach you. Add +1 to your Conning and Slight of Hand SVs.

4 Weapons Fanatic. Ever since you were a kid, you've loved things that cut or go bang. Take +1 in all Firearm SVs and Weapons Systems.

5 Night School. You've been taking classes on the side. Make one free skill pick from the Communications field of expertise.

6 Slick Talker. You silver-tongued devil you! You get +1 in all Communications SVs.

ROGUE SPECIAL EVENTS SUBTABLE

1D6 SPECIAL EVENT

1 Take a Beating. You were accosted by some angry thugs from your old clan and beaten within an inch of your life. Subtract -1 from your PHY due to the extent of your injuries.

2 Beat a Foe. They thought they had you, but this time, you came out on top. You thrash some on you ex-clansfolk soundly and send them packing with their tails between their legs. People look at you in a whole new light. Add +1 to your PER.

3 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.

4 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1. If you're on the dole, you performed some highly visible public service, instead. Just raise your PER by +1.

5 Approached by the ISC. The command prefers using people with few attachments. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). It's entirely up to you whether or not you join, but the experience could be good for you.

6 Approached by the Military. Roll 1d6.
1-4=the Highlander Clan Warriors want you.
5-6=the Wolfbanes want you. Any requirements are waived, but you still have to make your INT/PER rolls (although your first roll is waived, too). It's entirely up to you whether or not you join, but the experience could be good for you.



death.» The Bauhauser stepped forward, his hand suddenly ablaze with a horrible black fire that seemed to not be burning him at all. Jocko had no doubt that the flames would not be so kind to him. He turned and ran.

Before he got two steps, he was bowled to his knees. The fire scorched his body, burning his skin and hair. He turned to see the Bauhauser advancing on him again, his hands blazing more brightly than ever.

Then Jocko heard a burst of automatic gunfire, and the flames were gone. He turned back to see Waldo standing near the ship's ramp, still holding his smoking Aggressor. Then he whirled around to see the fallen man, blood spurting from his wounds with every move, get up and start toward him again.

This was turning into a very bad day.

IMPERIAL ADOLESCENCE EVENTS TABLE

2D20

ADOLESCENCE EVENT

2 DISOWNED*. You stand accused of a horrible crime against your clan. Whether its true or not, you are officially kicked out of your family until you can somehow clear your name. Due to the nature of the crime, no other clan will take you in, either. You are a rogue.

3 GENETIC DEFECT*. Looks like your parents were a wee bit too closely related for your own good. Constant interbreeding within a small gene pool will do that. Reduce your MST, COR and INT by 2 points each.

4 DISABLED*. A horrible accident almost cripples you. Read your movement allowance from the line above the normal on the Combat Statistic Table.

5 DISEASED*. A childhood illness forever alters your body. Roll 1d4. 1=Bones Damaged. You simply don't take damage very well. Subtract -5 points from your total Body Points. 2=Weakened Constitution. In pressing situations you tend to do strategically disadvantageous things, like passing out. Your actions per round should always be read from the line above the normal on the Combat Statistics Table. 3=Brain Damage. Quite frankly, you're not too swift. Your Defensive and Perception Bonuses should always be read from one line above the normal on the Combat Statistics Table. 4=Reflexes Dampened. You're a sharp enough person, but for some reason, the world always seems to be passing you by. Take a -1 penalty to your defensive and offensive bonuses.

6 SWITCHED AT BIRTH*. Although born to the core family of your clan, you were exchanged for a member of one of your clan's affiliated families in the infant ward of an Imperial hospital. While core family blood may run in your veins, you're not aware of it. Your social standing is as low as it can be for an affiliated family in your clan.

7 SERIOUS CRIME COMMITTED. Guilty or not, you are convicted for committing a serious crime. You are sentenced to 1d6+3 years in a labor camp. Add these to your normal starting age of 16. Also add +3 to your STR, PHY and PER, but take -1 from your COR, INT and MST. Plus you get +4 to Brawling. Also, see result 9.

8 MINOR CRIME COMMITTED. You are found guilty of a minor crime and are sentenced to 1d3 years in jail. Add these to your normal starting age of 16. Also add +1 to your STR and PER and +2 to Brawling. Take -1 from your PHY, and see result 9.

9 CRIMINAL RECORD. You've been convicted of taking part in some criminal act and have a large, red circle around your name in your permanent record. This will dog you for the rest of your life.

10 MARTIAL ARTS TRAINING. You've always liked to fight, and now you know how to do it well. You get +1 in all Combat SVs and may make a free skill pick in the Combat field of expertise. Also, add +2 to your PER.

11 WILD TALENT. You suddenly find yourself capable of affecting things with your mind. You can cast a single spell of the Art of your choice. You immediately receive an invitation to join the Brotherhood as an Inquisitor or Mystic. If you refuse, you will be hunted as a heretic and must immediately begin your adventuring career as a rogue.

12 BETRAYAL? You are offered an opportunity to defect from your clan over to another. Roll on the Clan Table to determine which clan has made the offer. If you accept it, you are disowned by your old clan, you have the social standing of someone in an unnamed affiliated family (if possible).

13-20 Roll on your clan's Adolescence Event Subtable.

21 GIFTED STUDENT*. For some reason, your elementary education just clicked. Take another round of the same kind of schooling you just completed for free.

22 ANATOMICAL SIXTH SENSE*. You instinctively know where and how to hit people so it hurts them most. Add +1 to your offensive bonus.

23 SUPERB SENSES. Your senses are extraordinarily sharp. You get +1 to your Perception and Avoid rolls.

24 STRONG WILL. Once you set your mind to something, nothing can stand in your way. Add +1 to your MST and +3 to your Interrogation SV.

25 CHARISMATIC VOICE. When you talk, people listen. Raise your PER and all your Communications SVs by +2.

26 GOOD BODY CONTROL. You know just where every part of your body is at all times, and you know how to make them move just right. Add +1 to your COR and +2 to your Movement SVs.

27 CONTACT WITHIN A MEGACORPORATION. You have a contact within one of the other megacorporations. Roll 1d4. 1=Mishima, 2=Capitol, 3=Bauhaus, 4=Cybertronic. The GM decides how the contact works, but it should be a considerable advantage whenever the character wants information about the corporation's doings or wants an entrance pass to a corporate building, etc.

28 CONTACT WITHIN A DIRECTORATE OF THE BROTHERHOOD. You have a contact within one of the four Directorates. Roll 1d6. 1=Inquisition, 2 or 3=Administration, 4 or 5=Mission, 6=Mystics. The GM decides how the contact works, but it should be a considerable advantage whenever the character wants information about that particular Directorate's doings or wants an



entrance pass to a Directorate building or needs help when running afoul of that Directorate, etc.

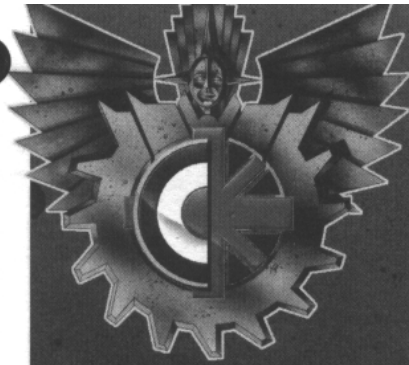
29 CONTACT WITHIN A CLAN. You have a contact within one of the other clans. Roll on the Clan Table to see which clan it's in, and then roll on that clan's Family Table to determine which family it's in. The GM decides how the contact works, but it should be a considerable advantage whenever the character wants information about that family's doings or wants an entrance pass to a clan building, etc.

30 CONTACT WITHIN THE CARTEL. You know someone in the Cartel. To a limited extent, this contact can be used to find out information about any of the megacorporations, as well, or even about a Directorate of the Brotherhood.

31 RESISTANT TO PAIN. You're tough. No matter what anybody throws at you, you can take it. Add +1 to your BPs in each body part.

32 TOP OF YOUR CLASS*. You were so proficient in your studies, that your employers in your first chosen profession see no reason to test you straight out of your apprenticeship. You don't have to make an INT/PER/MST roll for your first trial. You pass it automatically. Congratulations.

33 SEE THE LIGHT. You have an epiphany. You now have a strong understanding of the Brotherhood's role as the savior of the universe. Raise your MST by +1. You also receive an invitation to join the Brotherhood as a Missionary.



DANGEROUS GAMES

Her Serenity Victoria Paladine cleared her throat, and the room fell silent. It wasn't often lately that she had time to address a joint session of Parliament, and these people were damn well going to listen. She had no doubt that they would.

She launched into her annual state of the corporation address, and the entire room, as well as millions of people following along on television or radio, hung on her every word. Things had not changed much over the last year, and other people had already announced the picture of the present and the plans for the future that she was outlining in her speech today. There were few people in the room who didn't already know exactly what she was going to say, but they all listened intently all the same, applauding at all the appropriate intervals.

Even fewer of them, of course, knew what was going to happen next.

The shot rang out just when it was supposed to, just when Victoria was making her traditional plea for the clans to put aside their petty differences and unite against their common foes. It hit her smack into her chest, knocking her to the ground and sending a shower of red fluid cascading about her. Instantly the hall was in chaos.

She hadn't thought it would hurt so much. Her aides had tried to tell her, but she had ignored them, despite her advancing years. She could hear the sirens approaching somewhere off in the distance as unconsciousness took her.

She awoke in her bedroom in the Reading Palace, surrounded by people and machinery. There was a brief commotion for a moment when she awoke as everyone breathed a collective sigh of relief. Her personal aide Phillip stepped forward to talk to her.

«That was a close one there, Your Serenity. For a moment, we thought...well, that despite our best efforts...» His voice trailed off as he contemplated a notion he found hard to swallow.

«There now, Phillip.» she said in her finest motherly tones. «It all worked out. The assassination attempt went off without a hitch, and I'm feeling fine.» As she emphasized that last word, she winced at the aching in her ribs. She looked up at Phillip questioningly.

«Nothing's broken. You've a clean bill of health.»

«Well, then. Why hasn't this thing been taken off of me?»



«The doctor felt it best if we left it on until you awakened.»

«Well, I'm awake now, Phillip. Please, help me get this thing off.»

Phillip's deft and competent hands reached forward and undid the straps on her bulletproof vest. «You'll want to take a shower to get all that red stuff off.»

She smiled. «It really looked real, didn't it?»

«You fooled everyone.»

«And the results so far?»

At this, Victoria's chief of staff, Alexander Paladine, stepped forward.

«The reaction has been just as you predicted, mother. The people are rallying behind you stronger than ever before. The Parliament will have to follow suit.»

Victoria favored her son with a wan smile. «Let's hope so, Alex. I'd hate to have to go through this again.»

34 FOIL A PLOT. You manage to prevent harm from coming to your clan. Raise your social standing by 1.

35 INFLUENTIAL GODPARENT. Your godparent has connections everywhere. The first time you try to get a job, there are no requirements at all. You just have to make the INT/PER roll to keep it.

36 NAMED THE HEIR TO YOUR FAMILY. When the current head of your family dies, you have been named to take over. Of course, this is a lot of responsibility for one so young, but you've probably got several years ahead of you before you have to worry about it. Still, people look at you differently now. Raise your social standing by +3.

37 EXPERIMENTAL SUBJECT. You volunteer to take part in a secret medical experiment which happens to succeed. Roll

1d6. 1=+5 to your STR; 2=+5 to your INT; 3=+5 to your MST; 4=+5 to your PER; 5=+5 to your COR; 6=+5 to your PHY.

38 LUCKY STIFF. You win a fortune on the lottery. Raise your social standing by 3. You are now independently wealthy of your family.

39 GIFTED BODY. Add +3 to any one basic capability.

40 COMMANDO TRAINING. You are picked to be part of your clan's most elite special forces. You spend four years in an ultra-intense program at Paxton (add these four years to your starting age of 16). Due to your extra-special training, add +2 to each of your basic abilities (except for PER which you add +5 to) and make 2 picks from each field of expertise plus 4 free picks. Also, add +2 to your social standing.

IMPERIAL SPECIAL EVENTS TABLE

2D20 SPECIAL EVENT

2 DISOWNED. You stand accused of a horrible crime against your clan. Whether its true or not, you are officially kicked out of your family until you can somehow clear your name. Due to the nature of the crime, no other clan will take you in, either. You are a rogue. See result 9, too.

3 BONE DISEASE. This is what comes from spending too much time in space. Subtract 5 from your total Body Points. An operation to fix it would cost about 50 grand. Also, see result 9.

4 DISABLED. A horrible accident almost cripples you. Read your movement allowance from the line above the normal on the Combat Statistic Table. An operation to fix this would cost about 100 grand. Also, see result 9.

5 INVOLVED IN A SERIOUS CRIME. Guilty or not, you are convicted for committing a serious crime and are sentenced to 1d6+3 years in a labor camp. Add +3 to your STR, PHY and PER, but take -1 from your COR, INT and MST. Plus you get +4 to Brawling. Also, see result 8.

6 MINOR CRIME COMMITTED. You are found guilty of a minor crime and are sentenced to 1d3 years in jail. Also add +1 to your STR and PER and +2 to Brawling. Take -1 from your PHY, and see result 8.

7 SPEEDING TICKET. You are fined a small amount for a petty crime. It was nothing serious, but it was the excuse your superiors have been looking for. See result 8.

8 CRIMINAL RECORD. You've been convicted of taking part in some criminal act and have a large, red circle around your name in your permanent record. This will dog you for the rest of your life. You are sacked immediately and must start your adventuring career right away. Your social standing is reduced as low as it can go.

9 SACKED! Intrigue or a mistake causes you to lose your job. You will be on the dole for 1d3 periods of 2 years each unless you start your adventuring career right away. Alternatively, you can join the Brotherhood as a Missionary. (See *The Brotherhood*.)

10 INTENSE EDUCATION. You got involved in an intensive, holistic crash course education program. Subtract two years from your age or spend a two year development round for free.

11 PART OF UNEMPLOYMENT PROGRAM. Should you ever become unemployed for any reason whatsoever, you may automatically choose to become a student instead of going on the dole. You still have to make the new INT/PER roll, of course, but at least it's another chance.

12 BETRAYAL? You are offered an opportunity to defect from your clan over to another. Roll on the Clan Table to determine which clan has made the offer. If you accept it, you are disowned by your old clan. In your new clan, you have the social standing of someone in an (unnamed) affiliated family.

13-20 Roll on your clan's Special Events Subtable.

21-28 Roll on your profession's Special Events Subtable.

29 CONTACT WITHIN A MEGACORPORATION. You have a contact within one of the other megacorporations. Roll 1d4. 1=Mishima, 2=Capitol, 3=Bauhaus, 4=Cybertronic. The GM decides how the contact works, but it should be a considerable

advantage whenever the character wants information about the corporation's doings or wants an entrance pass to a corporate building, etc.

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31 CONTACT WITHIN A CLAN. You have a contact within one of the other clans. Roll on the Clan Table to see which clan it's in, and then roll on that clan's Family Table to determine which family it's in. The GM decides how the contact works, but it should be a considerable advantage whenever the character wants information about that family's doings or wants an entrance pass to a clan building, etc.

32 CONTACT WITHIN THE CARTEL. You know someone in the Cartel. To a limited extent, this contact can be used to find out information about any of the megacorporations, as well, or even about a Directorate of the Brotherhood.

33 SEE THE LIGHT. You have an epiphany. You now have a strong understanding of the Brotherhood's role as the savior of the universe. Raise your MST by +1. You also receive an invitation to join the Brotherhood as a Missionary.

34 FOIL A PLOT. You manage to prevent harm from coming to your clan. Raise your social standing by 1.

35 PROMOTION. Be proud of yourself. You earned it. Add +3 to your social standing and PER.

36 NAMED THE HEIR TO YOUR FAMILY. When the current head of your family dies, you have been named to take over. Of course, this is a lot of responsibility for one so young, but you've probably got several years ahead of you before you have to worry about it. Still, people look at you differently now. Raise your social standing by +3.

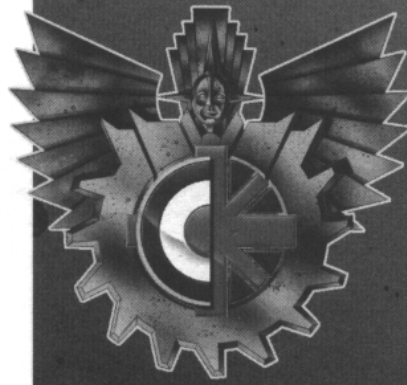
37 EXPERIMENTAL SUBJECT. You volunteer to take part in a secret medical experiment which happens to succeed. Roll 1d6. 1=+5 to your STR; 2=+5 to your INT; 3=+5 to your MST; 4=+5 to your PER; 5=+5 to your COR; 6=+5 to your PHY.

38 LUCKY STIFF. You win a fortune on the lottery. Raise your social standing by +3. You are now independently wealthy of your family.

39 POWERFUL, FANATIC ENEMY. Somehow, you manage to get yourself a deadly enemy who unfortunately happens to be quite powerful. It could be just about anybody, and at first, you might not even know someone's mad at you. Don't worry, though. You'll find out soon enough.

40 COMMANDO TRAINING. You are picked to be part of your clan's most elite special forces. You spend four years in an ultra-intense program at Paxton (add these four years to your starting age of 16). Due to your extra-special training, add +2 to each of your basic abilities (except for PER which you add +5 to) and make 2 picks from each field of expertise plus 4 free picks. Also, add +2 to your social standing.

IMPERIAL SCHOOLS



Imperial characters can choose from any of the following schools, as long as they can meet the requirements. When their elementary education is over (i.e. their first term through the school), they can then move on to pursue the profession of their choice, or they can continue on in school. Characters can switch around from school to school as much as they like. They can even go back to school after having been out in the work force for a while.

Note that the INT/PER roll shows whether or not you got your degree or were flunked. If you fail the roll, you still get the picks, but you fail to get your diploma. You can always go back to school and try again.

REQUIREMENTS: Means the minimum requirements you have to meet to be admitted to that school. The requirements only have to be filled on the day you enroll in that school.

FIELDS OF EXPERTISE: The number after each field of expertise tells how many skill picks you may make from that field after each two-year term. The Free skill picks may be made from any field of expertise, including the Special Skills.

SOCIAL STANDING: Roll the die combination. If the result is higher than your current social standing, raise your social standing by 1. If the result is lower than your current social standing, lower your social standing by 1. If the result is equal to your social standing, your social standing remains unchanged.

PER-MODIFICATION: Going to school can affect your charisma and self-confidence, either adversely or positively, depending on where you're going. This modifier is applied to your PER value every time you make your picks.



LIBERAL ARTS SCHOOLS

While a liberal arts school gives a student a well-rounded education, it fails to specialize in any one area. This can hurt when it comes time to look for a job, as most employers are looking for someone with skills in their particular field. Thus liberal arts degrees are in lesser demand than most of the other degrees, although it is just as valid an area of concentration from a purely academic point of view.

Of Imperial's two liberal arts schools, Stratford is by far the better. Stratford University is the oldest of all Imperial schools, and it's from its breast that its sister school of Wexford sprang. The humanities are well-prized at Stratford, particularly drama. Their acting troupes consistently put on award-winning productions of both classic and modern plays. If being cultured is important to you, than Stratford is the place to be.

If you can't make the grade at Stratford, or at any of the other Imperial schools, then the only place left for you is Galway. According to some (most notably Stratford alumni), Galway's school motto is, «We ain't picky.» In a very real sense, this is true, as Galway is required by Imperial law to accept any Imperial citizens who wishes to enroll.

REQUIREMENTS: MAX 25 YEARS

STRATFORD:
INT 12 AND PER 9 OR SOCIAL STANDING 10 OR MEMBERSHIP IN A CLAN'S CORE FAMILY

GALWAY:
NONE

	STRATFORD	GALWAY
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATIONS:	3	3
MOVEMENT:	1	1
TECHNICAL:	—	—
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	+1	-1

BUSINESS SCHOOLS

As one of the largest economic entities in the solar system, you can be sure that Imperial boasts one of the best business schools. Like its sister school, Stratford University, the Wexford School of Business is amongst the finest in its class. If you want a position in Smythe, Smythe & Axelthorpe, a degree from Wexford is almost a prerequisite.

If you don't have the money or the proven ability to make it at Wexford, you can always settle for Langfrey instead. Although a decent school in and of itself, Langfrey simply can't compare to Wexford. Probably the only reason it gets as many attendees as it does is its location in downtown Luna. It makes a much more reasonable place to get to and from than the Langfrey asteroid.

Langfrey also offers its students a much broader range of placements once they've left the school. Almost 80% of Wexford stu-

A STUDENT'S REVENGE

Wallace Smythe was in his last year at the Wexford Boarding School for Young Men, and he was taking his final exam before heading home for the holidays. It was for algebra, and his teacher, Mr. Standish, was administering it.

Mean, old Mr. Standish had held his exam on the last possible day, forcing his students to stay later than anyone else in the school. Wallace's three younger siblings had already begun their journey home. They'd be there before he even started his own. And it was all Mr. Standish's fault.

Still, Wallace had studied feverishly for this exam, and it looked like it had paid off. He was acing the test. That would show that cranky old man.

Wallace turned and glanced at his friend and study partner Stewart Axelthorpe. They grinned at each other. They were going to pass this test with flying colors, and they knew it.

«Mr. Smythe, Mr. Axelthorpe.» Wallace felt his stomach tighten up. He looked up to see Mr. Standish glaring at him. Wallace had seen this look before, and he knew it meant trouble.

«Yes, sir.» Wallace and Stewart replied in unison.

«Will you please come into the corridor with me.» It was not a request. The boys stood up, leaving their unfinished exams on their desks. Mr. Standish nodded to his assistant to carry on and led the boys out of the room.

Mr. Standish closed the door quietly behind himself and turned to face the boys, each of whom stood just barely shorter than his scrawny two meters. He cleared his throat and made a face as if there was something distasteful in his mouth. «Cheating, gentlemen, is an offense of the highest order.»

Wallace could scarcely believe he could hear these words coming from that bloodless mouth, carried by that cigarette-scarred voice. Before he or Stewart could respond, Standish cut them off. «Don't try to deny it. I've been watching you both for the whole exam. You've both been doing far better than your performance up until now would suggest you are even capable of. That last look you two flashed each other gave it all away.»



Wallace looked at Stewart. He had turned white, and it looked like he might just faint away. Wallace turned back to Standish. «But, sir, we've been studying for weeks. We knew we had to pass this test in order to graduate in the spring.»

Standish stared down his nose, through the square lenses of his wire-rimmed glasses, and cracked something that might have resembled a smile if he hadn't looked so much like a skull. «No use arguing with me, young Smythe. You are confined to your quarters until further notice. If you have a problem with that, you'll have to take that up with the review board, gentlemen—when they return from the holidays.»

Wallace wasn't really sure what made him snap, whether it was the fact he might not graduate or that he'd be stuck at school all break. Maybe it was just that crooked smile.

It was two days before they found Mr. Standish in the utility closet where Wallace had left him. He was bound and gagged and strung upside down to a pipe by his feet. If it had been much longer, he probably would have died, but as it was, he managed to recover before school was back in session.

Wallace Smythe went home and told his parents he was dropping out of Wexford. When the news came from the school as to what had happened, they were shocked, but at least then they understood.

By year's end, the duke himself had heard of the incident. Soon afterward, Wallace was recovering from the new year's celebrations, trying to figure out what he was going to do with himself now that he was out of Wexford for good. Then a telegram arrived from Duke Smythe, offering him entry into the Golden Lions. It's closing remark was «We could use more people like you.»

dents go on to work at Smythe, Smythe & Axelthorpe, while since Langfrey takes in students from outside of Imperial, it places its graduates in firms across the system.

REQUIREMENTS:

MAX 25 YEARS

WEXFORD:

INT 13 OR SOCIAL STANDING 10; MUST BE AN IMPERIAL CITIZEN

LANGFREY:

INT 9

	WEXFORD	LANGFREY
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATIONS:	3	3
MOVEMENT:	—	—
TECHNICAL:	1	1
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	+1	-1

LAW SCHOOLS

The Serenity's School of Law was founded by Michael Murdoch, Imperial's first High Serene Leader. Although a much newer school than Hampshire, it has a long history of always turning out the best attorneys that one can find. This is a good thing because Imperial is always involved in the taking of others people's properties, so they are always in need of excellent lawyers. The fight on the battlefield is often followed by one in the courts.

People who graduate from Serenity's are well-trained in all aspects of Imperial law and have a solid grounding in the legal systems of each of the other four megacorporations. These attorneys often find themselves serving their corporation as advisors to intercorporate liaisons or as diplomats themselves.

Students who find that they simply aren't cut out for the diplomatic corps or who don't care about the other megacorporations often find themselves studying at Hampshire. A good school, Hampshire tends to concentrate more on internal Imperial law than Serenity's does. Hampshire alumni are not able to command as high a starting salary as Serenity's graduates, but there are many more of them. The networking one does at Hampshire is often more helpful on a daily basis than the contacts one can make at Stratford.

REQUIREMENTS:

MAX 25 YEARS

SERENITY'S:

INT 13 AND PER 10 OR SOCIAL STANDING 10; MUST BE AN

IMPERIAL CITIZEN

HAMPSHIRE:

INT 9 AND PER 9

	SERENITY'S	HAMP-SHIRE
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATIONS:	4	4
MOVEMENT:	—	—
TECHNICAL:	—	—
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	+1	±0

MEDICAL SCHOOLS

The Cardinal's School of Medicine was founded by Cardinal Toth Alexander VIII in recognition of all that Imperial had done for the Brotherhood and indeed for all of humanity. Since Imperial was so good at tearing their foes to pieces, it seemed to the Cardinal only fitting that the Brotherhood teach them how to stitch their survivors back together again.

When the Cardinal broke ground on his new medical school, he was following in a long lasting tradition of the Brotherhood being the bringers of relief to Imperial's sick and injured. Since before even the founding of Imperial, the ancestors of Clan Finn have been running Mercy Medical School and training doctors from every walk of life. While the founder, Martha Finn, was a prominent woman who brought her family into the Imperial fold, she was also a follower of the Brotherhood. It was Mother Finn who, after spending some years as a Missionary, returned to her family with the idea of filling a desperate Imperial need by starting a new medical school to prepare the doctors that would be needed by a megacorporation that believed so strongly in war.

Although Cardinal's currently enjoys a much stronger system-wide reputation, a degree from Mercy is by no means scoffed at. Both schools turn out excellent doctors, although its true that Cardinal's concentrate more on research, while Mercy focuses more on individual training. Cardinal's doctors are sharper on cutting edge techniques than their colleagues at Mercy, but their bedside manner often leaves something to be desired when compared with their fellows.

REQUIREMENTS:

MAX 25 YEARS

CARDINAL'S:

INT 13 OR SOCIAL STANDING 10

MERCY:

INT 12 AND PER 10

	CARDINAL'S	MERCY
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATIONS:	—	1
MOVEMENT:	—	—
TECHNICAL:	4	3
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	-1	+1

MILITARY SCHOOLS

While many of the more warlike clans have private military academies of their own for higher levels of training, it's generally recognized by every Imperial citizen that if you want to learn how to fight, you attend either Paxton or Donchester. Deciding which school to attend is simple. If you qualify and want to be a part of the special forces, either of the defense forces or for your clan, attend Paxton. If you just want to be a part of the defense forces, go to Donchester.



Paxton is definitely a school for the elite. Almost every member in any of Imperial's special forces is trained there, especially for their elementary education. At Paxton, students are taught all about every way to defeat any foe. Those that wish to go on to become officers are encouraged to put their free pick(s) into Oratory. Most other students use their free pick(s) for either Avoid or Perception, both of which can be essential in any combat situation.

The situation is similar at Donchester, except that the students are being prepared to enter the defense forces. As Imperial has a need for a large defense force, much larger, of course, than their special forces units, Donchester is several times the size of Paxton. Donchester students often feel like tiny cogs in a monumental machine, but they still get the best training that Imperial has to offer its grunts.

REQUIREMENTS:

MAX 25 YEARS

PAXTON:

STR 9, PHY 9, COR 9, INT 9 AND MST 9

DONCHESTER:

STR 9, PHY 9 AND COR 9

	PAXTON	DONCHES- TER
COMBAT:	1	1
FIREARMS:	2	2
COMMUNICATIONS:	—	—
MOVEMENT:	1	1
TECHNICAL:	—	—
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	+1	±0

SCIENCE SCHOOLS

Although Imperial's approach to science can usually be best described as utilitarian in nature, they do have two excellent schools dedicated both to research and the education of up and coming scientists. The differences between the two are quite marked. Babbage concentrates almost entirely on pure scientific research, while the Imperial Institute of Technology (IIT) focuses exclusively upon how to implement that research in a practical, worldly manner.

Babbage College is the stereotype of an ivory tower, right down to the alabaster walls that surround this scientific retreat deep within the asteroid belt. The men and women that attend school here are almost entirely cut off from the real world. They have little opportunity to make daily contact with the rest of the solar system, and what's more, few of the asteroid's occupants would want to if they could. Purity of thought reigns supreme at Babbage, and all else is considered secondary.

In an amazing contrast to their more scholarly fellows, IIT helps to shape and form the men and women that take the findings of Babbage's scientists and transform those basic principles into something useful on a human level. IIT consistently churns out the best of engineers and technicians that the system has ever seen, barring only those of Cybertronic.

REQUIREMENTS:

MAX 25 YEARS

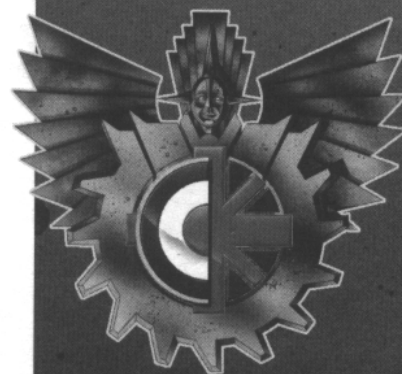
BABBAGE:

INT 13 OR SOCIAL STANDING 10

IIT:

INT 9

	BABBAGE	IIT
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATIONS:	—	—
MOVEMENT:	—	—
TECHNICAL:	4	4
FREE:	1	—
SOCIAL STANDING:	1D6	1D4
PER-MODIFICATION:	-1	±0



ALL IN A DAY'S WORK

Lady Judith MacGuire, eminent conquistador of the Imperial megacorporation, walked into her war room and inquired of her staff how their latest operation was progressing.

«Just fine, Lady MacGuire,» came the swift response from her first officer, John McHenry. «All troops and weapons are in position and holding. We are ready to begin the operation on your mark.»

She gave McHenry a hard look as he stood across a crowded room—people hustling back and forth between them, making last minute preparations—watching for some hint of approval. Finally he got it.

«Good work, McHenry,» she nodded curtly. «You may commence with all due dispatch.»

With that, the man with the experience of a hundred such operations, many more than Judith herself, turned to his work and got his people moving. Within minutes, she could hear the flock of Highlander air cav beating overhead on their way to the target site. What had Cybertronic been thinking placing such a valuable research laboratory out here in the middle of the Venusian jungle? And then they had the gall to leave it undefended.

Maybe they had just hoped no one would ever find it. Judith's scouts probably wouldn't have if those freelance prospectors hadn't stumbled across it. The fee for the location of the site had been pretty stiff, but if it turned out to be all it seemed that it was, it would be well worth it. Particularly if there was something worthwhile in that mystery hanger in the middle of the complex.

Her people had been unable to penetrate the Cybertronic security surrounding the hanger, and so it was an unknown entity. She had decided to go ahead with the operation anyway. After all, it seemed like the potential gains far outweighed the potential risks.

Her reverie was shattered by the sound of explosions off in the distance. They were only a couple of clicks away from the target site, and sound carried better in the jungle than you thought it would, especially sounds that loud. She smiled to herself, careful not to let anyone else see it. It was a real pleasure when an expedition went this smoothly, but she knew it was far from over yet.





IMPERIAL PROFESSIONS

Many a time things had gone this well before, and they had ended up being uphill battles by the end. Still, Judith had never botched a claiming expedition like some of her peers had. Then again, there was a first time for everything.

Suddenly there was a tremendous explosion off in the distance. Judith rushed outside to see a fallout cloud mushrooming off in the distance. Nothing she'd sent over had been capable of that kind of firepower. Something unexpected had happened; something had gone horribly wrong.

She darted back inside and began shooting out orders left and right. When she was through she stopped and yelled over at McHenry. «What's going on over there? I need information now!»

McHenry was holding half a headset over his left ear. «Reports are coming in now,» he answered. «Apparently, we've busted in on a military research base. There's some kind of super anti-aircraft gun in that hangar. It just blew the top of its roof and then went gunning for our choppers. It's gotten three of them so far.»

Judith cursed. This was going to be an uphill day indeed.

Imperial characters develop their professional lives just like freelancers do in *Mutant Chronicles*, with a few exceptions. The real difference is that where freelancers have backgrounds, Imperials have professions. Imperial characters use the professions listed here, not the *Mutant Chronicles* backgrounds, to work up their skills. The procedure is identical to that in *Mutant Chronicles* on page 135, except instead of becoming unemployed, Imperials go on the dole instead.

REQUIREMENTS: Means the minimum requirements you have to meet to qualify for that job. The requirements only have to be filled on the day you're hired.

FIELDS OF EXPERTISE: The number after each field of expertise

BUREAUCRAT

Bureaucrats can be found in many clans and at just about every level of the megacorporation's administration. These are the men and women that grease the wheels of Imperial's monstrous bureaucracy. Although often looked down upon by people in more active fields, bureaucrats are content in the knowledge that nothing could actually be accomplished without them, especially if the person who wants something from them doesn't fill out the proper array of requisition forms in triplicate.

REQUIREMENTS:

- ISC:**
INT 9, COR 9
- CLAN:**
INT 9
- DEFENSE FORCES:**
STR 9, PHY 9, COR 9
- SPECIAL FORCES:**
STR 9, PHY 11, COR 9, INT 9
- IMPERIAL ADMINISTRATION:**
INT 9

	ISC	CLAN	DEFENSE FORCES	SPECIAL FORCES	IMP. ADMINISTRATION
COMBAT:	—	—	—	1	—
FIREARMS:	1	—	1	1	—
COMMUNICATION:	2	3	2	2	3
MOVEMENT:	1	—	1	1	—
TECHNICAL:	1	1	1	1	2
FREE:	2	2	2	2	2
SOCIAL STANDING:	2D4	2D4	2D4	2D4	2D4
PER-MODIFICATION:	±0	-1	-1	±0	-1

tells how many skill picks you may make from that field after each two-year term. The Free skill picks may be made from any field of expertise, including the Special skills.

SOCIAL STANDING: Roll the die combination. If the result is higher than your current social standing, raise your social standing by 1. If the result is lower than your current social standing, lower your social standing by 1. If the result is equal to your social standing, your social standing remains unchanged.

PER-MODIFICATION: Having a job can affect your self-confidence, either adversely or positively, depending on what you're doing. This modifier is applied to your PER value every time you make your picks.

ISC BUREAUCRAT SPECIAL EVENTS SUBTABLE

- 1D4 SPECIAL EVENT**
- 1** Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.
 - 2** Night School. You've been taking classes on the side. Make two free skill picks from the Communications field of expertise.
 - 3** Offend Wrong Person. You were a stickler for regulations at the wrong time, and a powerful officer in the ISC took umbrage with you. Subtract -1 from your social standing.
 - 4** A Spy! Detect an espionage operation while going through some old files. Add +1 to your PER and social standing.

CLAN BUREAUCRAT SPECIAL EVENTS SUBTABLE

- 1D4 SPECIAL EVENT**
- 1** Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.
 - 2** Streamline Paperwork. True, it won't make a real dent in the mountain of paperwork you face on a daily basis, but it's something. Add +1 to your PER and feel the satisfaction of a job well done.
 - 3** Offend Wrong Person. You were a stickler for regulations at the wrong time, and a powerful member of the clan's core family took umbrage with you. Subtract -1 from your social standing.
 - 4** Zzzzz. Fell asleep on the job again. This time, you were caught. -1 to your social standing.

DEFENSE FORCES BUREAUCRAT SPECIAL EVENTS SUBTABLE

- 1D4 SPECIAL EVENT**
- 1** Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.
 - 2** Called up to Active Duty. Sometimes even the paper pushers have to lend a hand. Take a free Firearms skill pick.
 - 3** Offend Wrong Person. You were a stickler for regulations at the wrong time, and a powerful member of the clan's core family took umbrage with you. Subtract -1 from your social standing.
 - 4** Pull Guard Duty. The guards got called to active duty, and you get to take their spot for a while. Add +1 to your PER.

**SPECIAL FORCES BUREAUCRAT
SPECIAL EVENTS SUBTABLE**

1D4 SPECIAL EVENT

- 1 Strong Will. Unending disputes with customers or superiors has hardened you. Add +1 to your MST.
- 2 Called up to Active Duty. Sometimes even the paper pushers have to lend a hand. Take a free Firearms skill pick.
- 3 Offend Wrong Person. You were a stickler for regulations at the wrong time, and a powerful member of the clan's core family took umbrage with you. Subtract -1 from your social standing.
- 4 Hobby Athlete*. Those weekend ballgames have really paid off. Add +2 to your STR and PHY. Should your social standing ever drop below 4, you lose these bonuses.



IMPERIAL ADMINISTRATION BUREAUCRAT SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

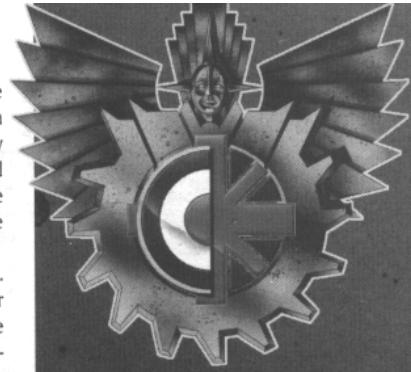
- 1 Take a Bribe. You're suddenly 500 crowns richer. Roll 1d6. 1=5=Home free. 6=Caught. See the main table's result 7.
- 2 Night School. You've been taking classes on the side. Make two free skill picks from the Communications field of expertise.
- 3 Offend Wrong Person. You were a stickler for regulations at the wrong time, and a powerful officer in the ISC took umbrage with you. Subtract -1 from your social standing.
- 4 A Spy! Detect an espionage operation while going through some old files. Add +1 to your PER and social standing.

CONQUISTADOR

Imperial was founded upon expansion by any means, and it's the conquistadors that lead those operations. First they go into an area and scout it out, gathering any necessary intelligence in any way they have to. Then they estimate what forces will be needed to capture the objective. Last, they lead the actual assault on the objective, backed up by whatever military or ISC forces they've managed to acquire.

Sometimes they work in teams, but they often work alone. The kind of back-up they rate depends on the importance of their objective and their own pull. Sometimes they get grunts from the defense forces; other times they get whole divisions of special forces. Clan conquistadors always work with their clan's special forces, as that's the only armed personnel they have access to.

Conquistadors are kind of engineers/administrators/spies/soldiers, real jacks-of-all-trades. They have to be extremely tough and have a broad range of skills. Besides their espionage abilities, they must be loaded with survival and construction management skills, apart from being exceptionally ambitious and loyal and willing to endure great hardships for their clan or megacorporation.



REQUIREMENTS:

CLAN:
STR 9, PHY 11, COR 9, INT 9, MST 12

IMPERIAL:
STR 9, PHY 11, INT 11, MST 12

	CLAN	IMPERIAL
COMBAT:	1	—
FIREARMS:	1	1
COMMUNICATION:	1	1
MOVEMENT:	1	1
TECHNICAL:	1	1
FREE:	3	3
SOCIAL STANDING:	2D6	1D20
PER-MODIFICATION:	+1	+1

CLAN CONQUISTADOR SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Make a Big Find. This property is just begging for Imperial rule, and your superiors appreciate your efforts. Add +1 to your PER and social standing.
- 2 Take Over Another Clan's Property. Add +1 to your PER, but you've made yourself an enemy. Roll on the Clan Table to find out which clan you've offended. Reroll if you roll your own.
- 3 Botch an Operation. Your clan had to pull out of a takeover attempt, and you're left holding the bag. Subtract -1 from your PER.
- 4 Stumble Across Some Heretics. Call in the Yard and raise your MST by +1.

IMPERIAL CONQUISTADOR SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Make a Big Find. This property is just begging for Imperial rule, and your superiors appreciate your efforts. Add +1 to your PER and social standing.
- 2 Take Over Another Megacorporation's Property. Add +1 to your PER, but you've made yourself an enemy. Roll 1d4. 1=Bauhaus; 2=Capitol; 3=Mishima; 4=Cybertronic.
- 3 Botch an Operation. Your clan had to pull out of a takeover attempt, and you're left holding the bag. Subtract -1 from your PER.
- 4 Destroy Cybertronic Property. The Cardinal is pleased with you. Add +1 to your MST. You've made an enemy of Cybertronic, but who in Imperial hasn't?



DEFENSE FORCES TROOPER

The defense forces are the soldiers that fight for Imperial as a whole. Regular troopers and officers work in the regular defense forces. A better class of soldiers and officers form the defense forces' special forces. They're on a par with the people in any clan's special forces, but like the regular troops, they don't work for any single clan. This sort of special forces includes the Wolfbanes and the Highlander Clan Warriors.

The defense forces also contain most of Imperial's pilots. Individual clans aren't permitted to have space navies for fear of them being used to attack each other as they did in the Sad Struggle. Currently, all troop transport is handled by the defense forces, limiting any clan's troops' ability to move without the knowledge and consent of the other clans. Even the smallest warship crews consist of at least three people: a pilot to fly the ship, a navigator to get them where they want to go, and a spacecraft technician to keep up the ship's maintenance and make any emergency repairs.

REQUIREMENTS:

TROOPER:

STR 9, PHY 9, COR 9

OFFICER:

FOUR YEAR POST-ELEMENTARY DEGREE AT A MILITARY SCHOOL

SPECIAL FORCES TROOPER:

STR 11, PHY 11, COR 11, MST 9

SPECIAL FORCES OFFICER:

FOUR YEAR POST-ELEMENTARY DEGREE AT AN ELITE MILITARY SCHOOL

NAVIGATOR:

STR 9, PHY 9, COR 9, INT 11

PILOT:

STR 9, PHY 9, COR 14, MST 11 AND A TWO YEAR POST-ELEMENTARY DEGREE AT AN ELITE MILITARY SCHOOL

SPACECRAFT TECH:

FOUR YEAR POST-ELEMENTARY DEGREE AT A STANDARD SCIENCE SCHOOL

	TROOPER	OFFICER	SPECIAL FORCES TROOPER	SPECIAL FORCES OFFICER
COMBAT:	1	1	2	2
FIREARMS:	2	2	2	2
COMMUNICATION:	—	1	—	1
MOVEMENT:	1	1	1	1
TECHNICAL:	1	1	1	1
FREE:	1	1	2	2
SOCIAL STANDING:	2D4	2D6	1D10	1D20
PER-MODIFICATION:	+2	+1	+2	+2

SPACECRAFT TECH

	NAVIGATOR	PILOT	SPACECRAFT TECH
COMBAT:	1	1	1
FIREARMS:	1	2	2
COMMUNICATION:	1	—	—
MOVEMENT:	1	3	1
TECHNICAL:	2	1	3
FREE:	1	1	1
SOCIAL STANDING:	2D4	2D6	2D4
PER-MODIFICATION:	+1	+2	+1

DEFENSE FORCES TROOPER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 An Official Commendation. You've done well. Add +1 to your PER.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Target Practice. Your guns are your life, and you've been sharpening your skills with them. Take a free Firearms skill pick.

- 4 On-the-Job Training. You're learning a lot in the field. Take one free skill pick from Movement.

DEFENSE FORCES OFFICER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 An Official Commendation. You've done well. Add +1 to your PER.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Target Practice. Your guns are your life, and you've been sharpening your skills with them. Take a free Firearms skill pick.
- 4 Officer Assertiveness Training. You've got a real handle on your soldiers now. Add +1 to your Oratory SV.

DEFENSE FORCES SPECIAL FORCES TROOPER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Covert Action Training. Anything to do your job better. Add +1 to your Stealth SV.
- 4 On-the-Job Training. You're learning a lot in the field. Take one free skill pick from Combat.



Peter Bergling
1994

DEFENSE FORCES SPECIAL FORCES OFFICER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Covert Action Training. Anything to do your job better. Add +1 to your Stealth SV.
- 4 Officer Assertiveness Training. You've got a real handle on your soldiers now. Add +1 to your Oratory SV.

DEFENSE FORCES NAVIGATOR SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 A Miscalculation. Where the heck are you anyway? Looks like you goofed getting home. Subtract -1 from your PER.
- 3 Your Ship is Destroyed. You manage to survive the conflagration, but not unscathed. Take -1 to your PHY due to the scars.
- 4 Uncharted Territory. You're in areas where no one has gone before, and you're doing fine. Add +1 to your Navigation SV.

DEFENSE FORCES PILOT SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Rescue a Stranded Ship. Operating by the code of the void, you heed a distress signal's call and save some lives. Add +1 to your PER.
- 3 Your Ship is Destroyed. You manage to survive the conflagration, but not unscathed. Take -1 to your PHY due to the scars.
- 4 Close Call. You have a run in with the Dark Legion in the void. You manage to escape with some seat-of-the-pants flying. Add +1 to your Flying Vehicles SV and +1 to your MST.

DIPLOMAT REQUIREMENTS:

FOUR YEAR POST-ELEMENTARY DEGREE AT A LIBERAL ARTS SCHOOL

	STRATFORD	GALWAY
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATION:	4	3
MOVEMENT:	—	—
TECHNICAL:	1	—
FREE:	2	2
SOCIAL STANDING:	2D10	2D6
PER-MODIFICATION:	+1	+1

DEFENSE FORCES SPACECRAFT TECHNICIAN SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Repairs Fail. You're working under terrible conditions, and that bubble gum didn't hold as long as it should have. Subtract -1 from your PER.
- 3 Your Ship is Destroyed. You manage to survive the conflagration, but not unscathed. Take -1 to your PHY due to the scars.
- 4 A Breakthrough. You've got that old tub running better than fever. Add +1 to your Mechanics SV.

DIPLOMAT

Diplomats are the men and women that keep everyone talking to each other. This is harder than it sounds, particularly if you've been dealt a post that handles Cybertronic. Most of the time, diplomats have an easy time of it, but every now and then, they end up right in the thick of things. Imperial diplomats have a particularly active life when compared to those of the other megacorporations, as Imperial is constantly taking over other people's property, sometimes backed up by a division of well-armed soldiers.

DIPLOMAT SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Sign a Pact. You've managed to get Imperial back into someone's good graces. Add +1 to your PER and social standing.
- 2 Peacefully Take Over a Freelance House. That's how it's supposed to be done. Add +1 to your PER.
- 3 Botch a Deal. You were supposed to keep them happy, but they just got madder. Your fault or not, subtract -1 from your PER.
- 4 Denounce Cybertronic. The Cardinal is pleased with you. Add +1 to your MST. You've made an enemy of Cybertronic, but who in Imperial hasn't?

DOCTOR

REQUIREMENTS:

EIGHT YEAR POST-ELEMENTARY DEGREE AT A MEDICAL SCHOOL

	CARDINAL'S	MERCY	MILITARY
COMBAT:	—	—	—
FIREARMS:	—	—	1
COMMUNICATION:	—	1	1
MOVEMENT:	—	—	1
TECHNICAL:	4	3	3
FREE:	4	4	2
SOCIAL STANDING:	1D20	2D6	1D10
PER-MODIFICATION:	±0	+1	+1

In a solar system plagued with war, physicians become increasingly important. The physicians of Imperial are well-regarded throughout the system, particularly those of Mercy, which are renowned for their kindly bedside manner. Of course, when you've just been shot and dragged off a battlefield, even the military doctors are a more than welcome sight.

DOCTOR (CARDINAL'S OR MERCY) SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

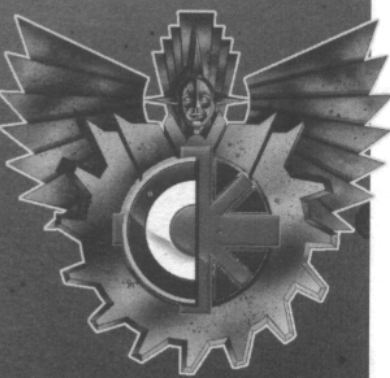
- 1 A Breakthrough. Your medical research has finally paid off. Add +1 to your PER and social standing.
- 2 Important Patient. You even cured the patient, and he or she is sure to spread the word. Add +1 to your PER.
- 3 Important Patient Dies. Your fault or not, subtract -1 from your PER.
- 4 Night School. You've been working on your interpersonal relationships. Take a free Communications skill pick.

MILITARY DOCTOR SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Seen It All. After your last tour of the battlefield, nothing can surprise you. Add +1 to your MST.
- 2 Important Patient. You even cured the patient, and he or she is sure to spread the word. Add +1 to your PER.





3 Important Patient Dies. Your fault or not, subtract -1 from your PER.

4 Injured. Battlefield medicine has its hazards, and you just ran afoul of one of them. It's bad. Spend the next two years recuperating as a prodigal or on the dole.



DOLE

REQUIREMENTS:

NONE

COMBAT:	—
FIREARMS:	—
COMMUNICATION:	—
MOVEMENT:	—
TECHNICAL:	—
FREE:	4
SOCIAL STANDING:	1D4
PER-MODIFICATION:	-2

One thing about Imperial, it's got a decent social welfare program. Its people never starve, even when out of work. They just go on the dole, i.e. collect unemployment compensation. It's not a lot of money, but you'll get by on it. Hopefully your luck will change soon.

DOLE SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 Make a Pilgrimage to Luna. It was expensive, but you've got the time, and you actually got to see the Cardinal say a mass. You even were part of one of his collective blessings. Subtract -1 from your social standing, but add +1 to your MST.

2 Do a Good Deed. You perform a selfless act, not expecting to get paid for it. You weren't, but add +1 to your PER.

3 Take a Beating. Some prodigals decide that you're a drain on their families' funds. Subtract -1 from your PHY due to the extent of your injuries.

4 Job Training. You're doing the best you can to improve yourself while on your «financial sabbatical.» Take two free skill picks from any field but Special.

ENTREPRENEUR

As the saying goes, Imperial's business is business, and yours is too. Entrepreneurs are at work at every level in every clan. Because of the division of labor amongst the clans, few entrepreneurs work directly for Imperial. Those that do usually act as consultants to Members of Parliament or the Serenity herself.

REQUIREMENTS:

FOUR YEAR POST-ELEMENTARY DEGREE AT A BUSINESS SCHOOL

	WEXFORD	LANGFREY
COMBAT:	—	—
FIREARMS:	—	—
COMMUNICATION:	3	3
MOVEMENT:	—	—
TECHNICAL:	1	—
FREE:	3	3
SOCIAL STANDING:	2D10	2D6
PER-MODIFICATION:	+1	+0

ENTREPRENEUR SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 Bad Deal. It looked good at the time, but it fell through. Your fault or not, take -1 from your PER.

2 Sweet Deal. This kind of deal only comes along once in a blue moon. Better yet, you get to take all the credit. Add +1 to your PER.

3 Night School. You've been working on your interpersonal relationships. Take a free Communication skill pick.

4 Back to Basics. You've studied how to improve your business's efficiency. Take a free Technical skill pick.

FREE TRADER

A free trader is a person that travels between the planets and the asteroid belt, buying things here, selling them there, or taking on cargo (legal and not-so-legal) and passengers, all for a price. Free traders often own and operate their own ships, making this profession a popular one amongst rogues, but some are simply sponsored by their clan as an ongoing attempt to keep in touch with what's going on in the void. After all, you can never tell where a profitable venture is going to turn up.

**FREE TRADER SPECIAL EVENTS
SUBTABLE**

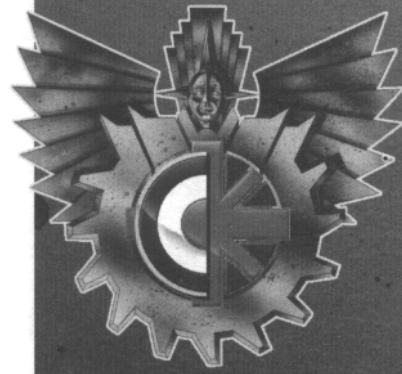
1D4 SPECIAL EVENT

1 Hijacked! You tried to fight them off but failed. Now you're out of a ship, not to mention whatever cargo you were carrying. Subtract -2 from your social standing in order to get a new ship or buy back your old one from its new owners.

2 Rescue a Stranded Ship. Operating by the code of the void, you heed a distress signal's call and save some lives. Add +1 to your PER.

3 Sweet Deal. You run into someone who needs your services badly and is prepared to pay for it handsomely. Add +1 to your social standing.

4 Close Call. You have a run in with the Dark Legion in the void. You manage to escape with some seat-of-the-pants flying. Add +1 to your Flying Vehicles SV and +1 to your MST.



REQUIREMENTS:

NONE

COMBAT:	1
FIREARMS:	1
COMMUNICATION:	1
MOVEMENT:	1
TECHNICAL:	1
FREE:	4
SOCIAL STANDING:	1D10
PER-MODIFICATION:	+1



ISC FIELD AGENT



The Imperial Security Command is responsible for defending their megacorporation from exterior threats, both from competitors and the Dark Legion. There are several different sections within the ISC, but most work with civilians in the urban parts of the system, leaving slogging across muddy battlefields to the military. ISC agents always dress professionally, but they rarely wear a badge or other sign of their occupation. When they do, it's usually in the form of a collar pin, tie pin or cufflinks.

ISC FIELD OPERATIVE SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Tortured. The bad guys got hold of you. You wouldn't talk, but it wasn't for a lack of their trying to make you. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1.
- 4 On-the-Job Training. You're learning a lot in the field. Take two free skill picks from Communication.

ISC SWAT AGENT SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Shot Up Bad. You stormed some heretics, and they stormed back. That'll teach you to not underestimate your targets. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Target Practice. Your guns are your life, and you've been sharpening your skills with them. Take a free Firearms skill pick.
- 4 On-the-Job Training. You're learning a lot in the field. Take two free skill picks from Movement.

ISC FIELD TECH SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Tortured. The bad guys got hold of you. You wouldn't talk, but it wasn't for a lack of their trying to make you. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Cushy Assignment. You landed yourself one honey of a job, but it's only temporary. Still, add +1 to your PER.
- 4 On-the-Job Training. You're learning a lot in the field. Take two free skill picks from Technical.

ISC ANTI-LEGION OPERATIVE SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Tortured by the Dark Legion. The bad guys got hold of you. Luckily, you were rescued—eventually. Subtract -1 from your PHY due to the extent of your injuries and take -1 from your MST for the psychological scarring.
- 3 Glamorous Employment. You landed yourself one honey of a job. Your PER modifier at your current position is raised by +1.
- 4 On-the-Job Training. You're developing a sixth sense about these things. Add +1 to your Avoid SV.

LABORER

These are the men and women that perform all the menial tasks that keep the Imperial economy rolling along. They number even larger than the Imperial bureaucracy and are much more vital to its daily operations. Laborers get paid little compared to those in more glamorous positions, but the requirements are fewer, and at least they don't have to worry about getting shot at—usually.

THE ISC WEB

The ISC is a veritable web of different bureaus, departments, divisions and special commando units.

All ISC agents go the ISC Serene Training Campus on Luna for six months before being detached to a specific branch. Here is a listing of the most important:

ISC-1—The ISC headquarters

ISC-2—Personal protection services, bodyguards

ISC-3—Special unit fighting organized crime

ISC-4—Counter-espionage

ISC-5—Field operations: sabotage and espionage directed at other corporations

ISC-6—Internal revision

ISC-9—The Serenity's Guard, keeps an eye on major clans

ISC-19—Technical development division

JUNIPER—Special strikeforce against Cybertronic

FOXHOUND—Special strike force; has dog patrols and uses Iron Mastiffs

THE YARD—Investigates crimes where Dark Legion influence is suspected

GENDARMARY—Civilian protection, common police officers

REQUIREMENTS:

FIELD OPERATIVE:

STR 9, PHY 11, COR 9, INT 9, MST 9, PER 10

SWAT AGENT:

STR 10, PHY 11, COR 12

FIELD TECH:

STR 9, COR 9, INT 9

ANTI-LEGION OPERATIVE:

STR 11, PHY 11, COR 11, INT 9, MST 15

	FIELD OPERATIVE	SWAT AGENT	FIELD TECH	ANTI-LEG. OPERAT.
COMBAT:	1	1	1	1
FIREARMS:	2	3	1	2
COMMUNICATION:	1	—	—	1
MOVEMENT:	1	2	1	1
TECHNICAL:	—	—	3	—
FREE:	3	1	1	4
SOCIAL STANDING:	1D10	1D10	1D10	1D10
PER-MODIFICATION:	+1	+2	±0	+2

LABORER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

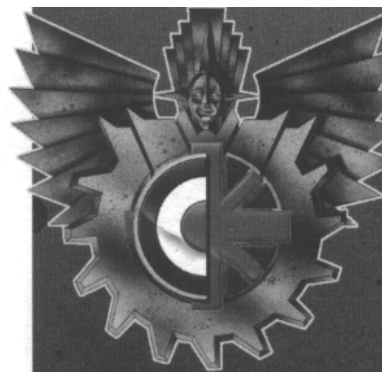
- 1 Hit the Lottery. No, you didn't hit real big, but it was something. Add +1 to your social standing.
- 2 Hard Labor. You have a back-breaking job. Add +1 to your STR.

- 4 Teaching Position. You've been asked to lecture at your alma mater. Take a free Communications skill pick.

MILITARY LAWYER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Seen It All. After your last tour of the battlefield, nothing can surprise you. Add +1 to your MST.
- 2 Defend a Soldier. The poor grunt was brought up on charges by a sadistic superior. The soldiers remember, but you've made an enemy in the officer. Add +1 to your PER.
- 3 Found in Contempt of Court. Ouch, that hurt. Your fault or not, people will remember you for this one. Subtract -1 from your PER.
- 4 Offered a Job. Your clan's core family offers to hire you on. If you take it, add +1 to your social standing, but you must leave the military for at least one two-year term.



LABORER REQUIREMENTS:

NONE

COMBAT:	—
FIREARMS:	—
COMMUNICATION:	1
MOVEMENT:	1
TECHNICAL:	1
FREE:	2
SOCIAL STANDING:	1D6
PER-MODIFICATION:	±0

- 3 Management Position. You got a promotion. Your PER modifier at your current job is raised by +1.
- 4 Management Training. The clan sends you to night school. Take two free skill picks from Communication.

PRODIGAL

You're loaded with cash and have nothing to do but spend it. Rough life. You know the best people, wear the finest clothing, own the most excellent things and eat only at premium restaurants. People may be jealous of you, whiling away your time with few worries, but you don't care. You're having too much fun.

LAWYER

Where human civilization exists, there are laws, and where there are laws, there exists a need for someone to interpret and argue over their application to each individual case. Lawyers are well-respected in Imperial, as they are forever having to cut through the bureaucracy or being called on to deal with irate competitors that feel they have been wronged. They are well paid for their efforts, and many of Imperial's upper crust have spent some time in the legal profession, if only so that they can understand Imperial's ever-evolving legal system.

LAWYER (SERENITY'S OR HAMP-SHIRE) SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Win a Big Case. Whew! That was a close one, but its ramifications will be felt for decades. Add +1 to your PER and social standing.
- 2 Land an Important Client. Your clan's core family has put you on retainer. Add +1 to your social standing.
- 3 Found in Contempt of Court. Ouch, that hurt. Your fault or not, people will remember you for this one. Subtract -1 from your PER.

REQUIREMENTS:

SOCIAL STANDING OF 8 OR MORE

COMBAT:	—
FIREARMS:	—
COMMUNICATION:	3
MOVEMENT:	—
TECHNICAL:	—
FREE:	3
SOCIAL STANDING:	1D20
PER-MODIFICATION:	+1

PRODIGAL SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Make a Pilgrimage to Luna. Go on. You can afford it. After a generous donation to the Brotherhood, the Cardinal of Luna personally blesses you. Add +1 to your MST.
- 2 Donate to a Worthy Cause. You actually care about those less fortunate than yourself. Add +1 to your PER.
- 3 Mugged. You like to flaunt your wealth, and apparently the wrong people took notice. Subtract -1 from your PHY due to the extent of your injuries.
- 4 Take Up a Hobby. Take a free pick from any field except Special.

REQUIREMENTS:

SIX YEAR POST-ELEMENTARY DEGREE AT LAW SCHOOL

MILITARY:

STR 9, PHY 9, COR 9

	SERENITY'S	HAMP-SHIRE	MILITARY
COMBAT:	—	—	—
FIREARMS:	—	—	1
COMMUNICATION:	3	3	3
MOVEMENT:	—	—	—
TECHNICAL:	1	—	—
FREE:	3	3	4
SOCIAL STANDING:	1D20	2D6	1D10
PER-MODIFICATION:	+1	+1	+2



REPORTER

It's your job to get the truth to the people, or at least as much as the Ministry of Information will let you. With a degree from Stratford or Galway, you can get a solid job as a reporter. Otherwise, you have to scrape by as a freelancer. Often reporters double as Imperial spies, gathering information for the megacorporation as well as their direct employer.

REPORTER (STRATFORD OR GALWAY) SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

REQUIREMENTS:

A FOUR YEAR POST-ELEMENTARY DEGREE FROM A LIBERAL ARTS SCHOOL

FREELANCER:

NO DEGREE REQUIRED. PER 13.

	STRATFORD	GALWAY	FREE-LANCER
COMBAT:	—	—	—
FIREARMS:	—	—	—
COMMUNICATION:	4	3	2
MOVEMENT:	1	1	1
TECHNICAL:	1	—	—
FREE:	2	2	3
SOCIAL STANDING:	2D6	1D10	1D10
PER-MODIFICATION:	±0	±0	±0

1 A Scoop! This story is going to put your name in lights. Add +1 to your PER and social standing.

2 Sued for Libel. You're sure you didn't misquote your source, but the court finds against you. Subtract -1 from your PER and your social standing.

3 Take a Beating. Members of a group you're investigating decide they don't want any reporters snooping about. At least you know you're on to something, but there are better ways to figure that out. Subtract -1 from your PHY due to the extent of your injuries.

4 Teaching Position. You've been asked to lecture at your alma mater. Take a free Communications skill pick.

FREELANCE REPORTER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 A Scoop! This story is going to put your name in lights. Add +1 to your PER and social standing.

2 Sued for Libel. You're sure you didn't misquote your source, but the court finds against you. Subtract -1 from your PER and your social standing.

3 Take a Beating. Members of a group you're investigating decide they don't want any reporters snooping about. At least you know you're on to something, but there are better ways to figure that out. Subtract -1 from your PHY due to the extent of your injuries.

REQUIREMENTS:

SCIENTIST:

A FOUR YEAR POST-ELEMENTARY DEGREE FROM AN ELITE SCIENCE SCHOOL

ENGINEER:

A FOUR YEAR POST-ELEMENTARY DEGREE FROM A STANDARD SCIENCE SCHOOL

MECHANIC:

COR 9, INT 11

ISC TECH DEVELOPER:

A FOUR YEAR POST-ELEMENTARY DEGREE FROM A SCIENCE SCHOOL

	SCIENTIST	ENGINEER	MECHANIC	ISC TECH DEVELOP.
COMBAT:	—	—	—	—
FIREARMS:	—	—	—	1
COMMUNICATION:	2	1	—	1
MOVEMENT:	—	—	1	1
TECHNICAL:	4	3	3	3
FREE:	1	2	2	1
SOCIAL STANDING:	2D10	2D6	2D4	1D10
PER-MODIFICATION:	-2	-1	-1	±0

4 Get a Job. A major media house recognizes your talents and offers to take you on full time. If you want it, you automatically pass your PER/INT roll to get hired on as the equivalent of a reporter that went to Galway.

SCIENCES

You're employed in the sciences. A scientist concentrates mostly on pure research, while an engineer focuses on how to apply that research to real world problems. A mechanic works at repairing the things the engineers have developed. ISC Tech Developers can be educated as either a scientist or an engineer, but they are devoted to coming up with ways to use the latest technology to help the ISC achieve its goals.

SCIENTIST SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 A Real Breakthrough. Those long nights at the lab have finally paid off. Add +1 to your PER.

2 Research Destroyed. Your fault or not, somebody ruined your latest project. That's months of delicate research down the drain. Subtract -1 from your MST.

3 Teaching Position. You've been asked to lecture at your alma mater. Take a free Communications skill pick.

4 Royalties. Someone in engineering comes up with a use for some of your research. Add +1 to your social standing.

ENGINEER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 A Real Breakthrough. Those long nights at the lab have finally paid off. Add +1 to your PER.

2 Product Recall. A product you certified as okay has been recalled, and you're being given the blame. Subtract -1 from your social standing and PER.

3 Teaching Position. You've been asked to lecture at your alma mater. Take a free Communications skill pick.

4 Royalties. You come with a cool new product that's going to make a lot of money for the clan. Add +1 to your social standing and PER.

MECHANIC SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 Hit the Lottery. No, you didn't hit real big, but it was something. Add +1 to your social standing.

2 Hard Labor. You have a back-breaking job. Add +1 to your STR.

3 Repairs Fail. You're working under terrible conditions, and that bubble gum didn't hold as long as it should have. Subtract -1 from your PER.

4 A Breakthrough. You've got that bit of machinery running better than ever. Add +1 to your Mechanics SV.

ISC TECH DEVELOPER EVENTS SUBTABLE

1D4 SPECIAL EVENT

1 A Real Breakthrough. Those long nights at the lab have finally paid off. Add +1 to your PER.

2 Research Destroyed. Your fault or not, somebody ruined your latest project. That's months of delicate research down the drain. Subtract -1 from your MST.

3 Teaching Position. You've been asked to lecture at your alma mater. Take a free Communications skill pick.

4 Royalties. The ISC decides to license one of your inventions to an outside firm for public production. Add +1 to your social standing.

SPECIAL FORCES TROOPER

Almost every clan has its own special forces which it uses to defend itself and to acquire new properties for itself. Special forces soldiers can see action just about anywhere against anyone, from another clan to another megacorporation to the Dark Legion. Clan special forces should not be confused with Imperial's special forces which serve as a part of the interclan defense forces. Examples of special forces include the Shamrocks, the Sterlings (a special dual-clan force), the Rams and the Blue Berets.

SPECIAL FORCES TROOPER SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 On-the-Job Training. You're learning a lot in the field. Take one free skill pick from Combat.
- 4 Clan Business. Roll on your clan's Special Events Subtable instead.

SPECIAL FORCES OFFICER SPECIAL EVENTS SUBTABLE

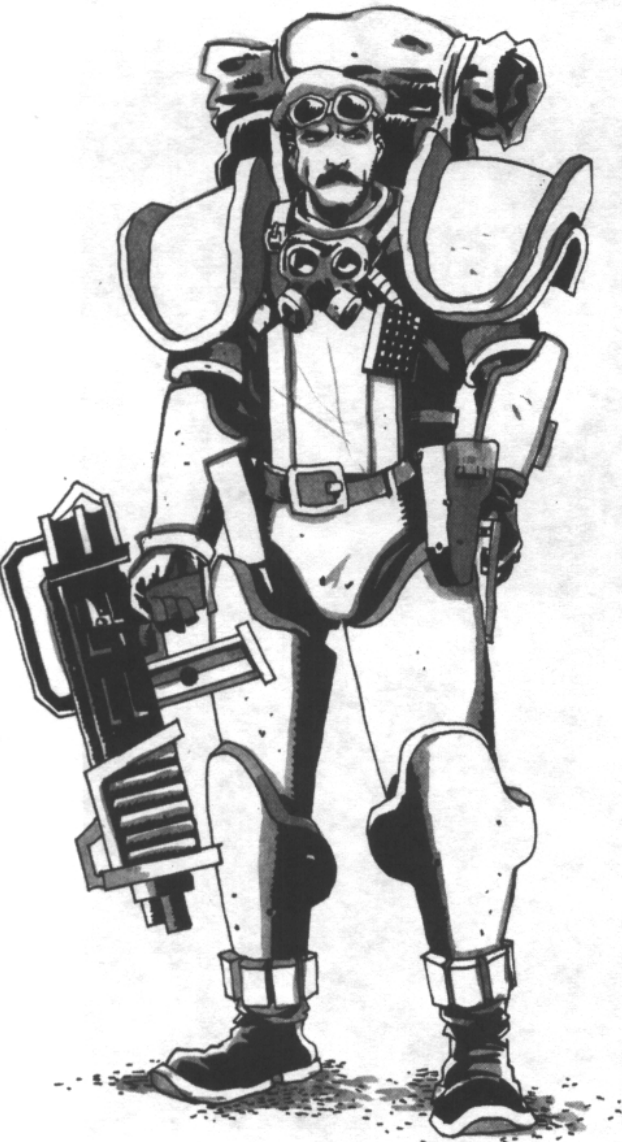
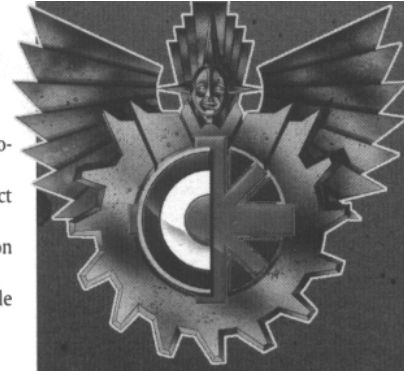
1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Shot Up Bad. You survived, but not completely intact. Subtract -1 from your PHY due to the extent of your injuries.
- 3 Officer Assertiveness Training. You've got a real handle on your soldiers now. Add +1 to your Oratory SV.
- 4 Clan Business. Roll on your clan's Special Events Subtable instead.

SPECIAL FORCES FIELD TECH SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Brush with the Dark Legion. A close shave, but you've had closer. Well, maybe not. Add +1 to your MST.
- 2 Cushy Assignment. You landed yourself one honey of a job, but it's only temporary. Still, add +1 to your PER.
- 3 On-the-Job Training. You're learning a lot in the field. Take two free skill picks from Technical.
- 4 Clan Business. Roll on your clan's Special Events Subtable instead.



REQUIREMENTS:

TROOPER:

A TWO YEAR POST-ELEMENTARY DEGREE FROM AN ELITE MILITARY SCHOOL OR ELITE MILITARY ELEMENTARY EDUCATION

OFFICER:

A FOUR YEAR POST-ELEMENTARY DEGREE FROM AN ELITE MILITARY SCHOOL

FIELD TECH:

TWO YEARS OF ELITE MILITARY EDUCATION, INT 12.

	TROOPER	OFFICER	FIELD TECH
COMBAT:	2	2	1
FIREARMS:	2	2	2
COMMUNICATION:	—	1	—
MOVEMENT:	1	1	1
TECHNICAL:	1	1	2
FREE:	2	2	1
SOCIAL STANDING:	1D10	1D20	2D4
PER-MODIFICATION:	+2	+2	+1

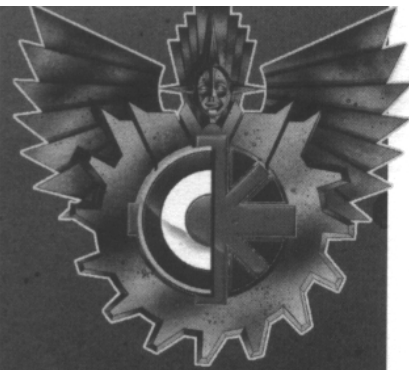
STUDENT

If you want to be a student, use the information from the *Imperial Schools* section. Find the school you want to go to, and then use those requirements to see if you can get in and use those skill picks if you can. Students can attend any school they meet the requirements of. If they want to attend an unlisted school (like a college in Bartholomew University), just use the school that looks most like the one they want to attend. Students of all sorts use the Student Special Events Subtable, no matter which school they attend.

STUDENT SPECIAL EVENTS SUBTABLE

1D4 SPECIAL EVENT

- 1 Paper Published. One of your papers has been published in an academic journal. Add +1 to your PER.
- 2 College Athlete*. Add +2 to STR and PHY. You must remove these bonuses unless you begin your adventuring career within four years of leaving academia.
- 3 Accused of Cheating. True or not, you're kicked out of school at the end of this two-year term, and you automatically fail your INT/PER roll for your degree. You can't ever attend this school again, although you can go to others.
- 4 Clan Business. Roll on your clan's Special Events Subtable instead.



IMPERIAL BROTHERHOOD CHARACTERS

Many members of Imperial are followers of the Cardinal. This does not mean that they have actually joined the Brotherhood, which involves totally committing their entire lives to carrying out the Cardinal's will. While many Imperial citizens do choose to take this path, this book is not concerned with how to develop them as characters.

Once you create an Imperial character and start developing your professional career, you can still opt to join the Brotherhood if your MST or PER is 15 or more. You can also join once you've started adventuring, but doing so is a bit more complicated and should be tackled with the help of your GM. For

more information about becoming a Brotherhood character, consult *The Brotherhood*, a *Mutant Chronicles* supplement which should be on sale where you bought this book. It will tell you everything you need to know.

Once you join the Brotherhood, you are treated exclusively as a Brotherhood character, using the Brotherhood Special Events Table instead of the Imperial one. Also, you must use Brotherhood skills and professions. You still maintain your connections to your family, though, and you may find these useful in your role-playing adventures.



IMPERIAL SKILLS

Imperial characters can use any of the skills described in *Mutant Chronicles*, plus a few others that are unique to themselves. Descriptions of these new skills follow.

COMBAT

WOLFBANE CLOSE COMBAT TECHNIQUES

BASIC CAPABILITY: (STR+COR)/2

Over the centuries, the Wolfbanes have perfected the art of close-in fighting, bringing it to a level heretofore unheard of. No one outside of the Wolfbanes may learn this skill. Only the MacGuires are permitted to teach it, and it is one of the ways that they maintain their control over the Wolfbanes. The skill is similar to brawling, but allows you to do 1d4+OB damage with your hands and 1d6+OB damage with your feet.

HIGHLANDER SWORDFIGHTING

BASIC CAPABILITY: (STR+COR)/2

Just as the Wolfbanes have raised fighting dirty to an art, the Highlander Clan Warriors have made swordplay into a thing of deadly beauty. No one outside of the Highlander Clan Warriors can learn this skill, as only they know it, and they refuse to train outsiders with their hard-won knowledge. Characters use this skill in place of their melee weapons skill. It gives them +2 to damage with any sword. Plus, if they roll a 1 on an attack with this skill, the attack does double normal damage. Double the result after adding in the bonus.

COMMUNICATION

GAMBLING

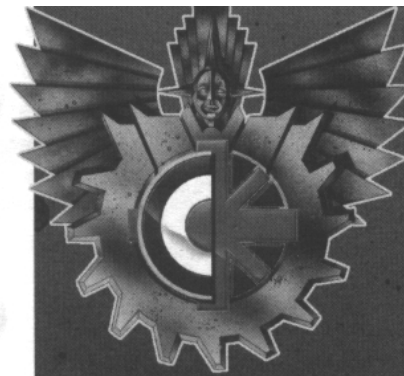
BASIC CAPABILITY: (INT+MST)/2

This is the ability to know about and be able to competently participate in games of chance. Gamblers can bluff well and keep a good poker face. This skill can be used to gather some money as well. Gamblers can increase their chances of winning by +3 if they cheat. However, if they roll a 20 on a skill check, they have been caught.

SMALL UNITS MILITARY TACTICS

BASIC CAPABILITY: INT

If there's one thing the Imperial military knows how to do, it's using small, elite and extremely mobile units to perform high-risk tasks in a military environs. This skill can be useful in leading a unit into combat or trying to interpret what opposing unit leaders have up their sleeves. This also helps when trying to lay and avoid ambushes.



SHIPS PASSING IN THE VOID

Lord Charles Stanley, Esq., loved his job. As the captain of the H.S.S.S. *Colossus*, he was in charge of one of the most luxurious passenger liners ever built. It gave Stanley great pleasure to serve his fellow citizens in such a wonderful manner, showing them what it meant to be part of Imperial, part of the best.

His role as captain was mostly ceremonial. He had absolutely nothing to do with piloting the ship. He left those sorts of details to those who knew best about them. No, Stanley's greatest talent was as a delegator of authority. He knew how to pick and hire people who could get jobs done. And better yet, he got it all done under budget. His employers could not have been happier with him.

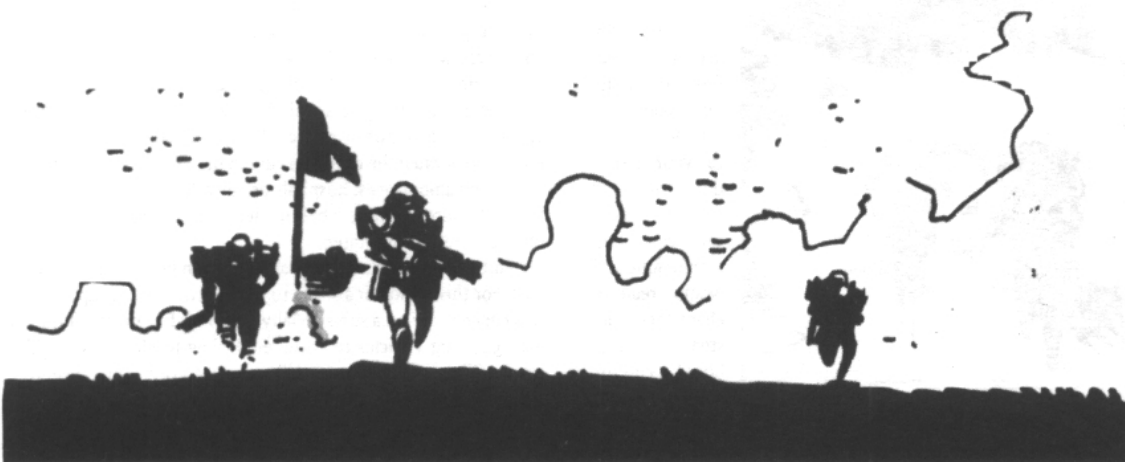
All he had to do most days was show up in the engine room and check in with his first officer and ship's manager, Graham Brunton, to make sure things were going all right. From there he was required to make the obligatory appearances at every meal, making small talk with the lucky few who had managed to wrangle one of the prestigious invitations to sit at his table. Other than that, there was the occasional tour, and he was through. Not a bad life, all in all.

The only real problem with that sort of life is it makes one complacent. In fact, since he had taken on the captaincy of the *Colossus*, Stanley had put on quite a few pounds. He was well past his fighting weight, something he hadn't actually seen since his brief stint in the defense forces almost twenty years ago.

That's probably why he had such a hard time when he was actually called upon to make a command decision for the first time in his career.

When the Dark Legion ship first showed up on the *Colossus's* radar, the radar operator just assumed an asteroid had somehow managed to free itself from the belt and begin an errant journey hurtling inward toward the sun. As it got closer, though, she became entirely unsure that her initial evaluation had been correct. As such, she climbed into the crow's nest and fixed the ship's telescope upon the area where she was hoping a very large rock would be.

To her dismay, it was a ship, a very dark ship running without any lights.





She returned to the bridge and alerted the others to her discovery. At first, no one believed her. No other ships were scheduled to run across the Colossus's path at this point. They checked the timetables to make sure. Still, there it was, and it was getting closer.

Brunton accompanied the radar operator to the crow's nest and looked into the telescope. By now the Dark Legion ship was large and bristling within the scope's sight. There was absolutely no doubt as to what it was. Other ships that had passed this way recently had been disappearing from time to time, never to be seen again. Apparently, the Colossus had stumbled across the root of the problem.

Brunton immediately called Lord Stanley up to the crow's nest. When he got there, Brunton and the radar operator were gone, having returned to the bridge to assist with any evasive actions Stanley might order. Before he looked into the telescope, Stanley said to Brunton over the ship's intercom, «I'm sure we'll have no problem with this, whatever it is. You be sure to wait for my word before trying any evasive actions.»

«But, sir,» Brunton responded, desperation tainting his normally clear tenor voice, «what if—»

«Don't backtalk me, Brunton!» Stanley roared. Lately he had begun to realize how much of a figurehead he was, and he had started to resent it. The crew had already noticed, and they were thinking seriously of asking for his decommission upon the completion of this trip. What he said next clinched it.

«I'm still the captain of this ship. You will not do anything until you hear my orders. If you muck this up, I'll have you and the whole bridge shot. Do you understand?»



MOVEMENT

HUNTING

BASIC CAPABILITY: (INT+COR)/2

This is the ability to track and kill animals, although it can be applied to finding humans as well. It involves not only knowled-

ge about how creatures live and hide, but the capability of sneaking up upon them stealthily as well. This is most often used for sporting, but it can come in handy in plenty of other situations too.

TECHNICAL

KNOWLEDGE ABOUT IMPERIAL

BASIC CAPABILITY: INT

Users of this skill have thorough knowledge about the Imperial megacorporation. They know all about its history, how it works, who holds the highest posts, the positions of the clans, etc. This helps them to work through the bureaucracy and avoid making social blunders. This skill can also be taken for an individual clan.

SPACECRAFT PILOTING

BASIC CAPABILITY: INT

Whereas the flying vehicles skill covers keeping cool under pressure while in space or the air, this skill allows a person to simply

pilot a spaceborne vehicle. Without it, when you sit in the captain's chair, you simply won't have the first clue as to how to use the controls or what the meters and readouts mean.

SPACE NAVIGATION

BASIC CAPABILITY: INT

It's one thing to get a spacecraft moving, but it's another thing entirely to know how to get where you want to go. The navigator and the pilot work together closely to handle these delicate matters so flawlessly that their passengers will feel as safe as if they had never left the atmosphere. Some individuals possess both skills, but most spacecraft have a person for each job. They both take quite a bit of concentration, and performing this sort of double duty is more than many people can handle.

SELECTING YOUR SKILLS

SELECTING SKILLS AS A GROUP

When choosing your skills, be sure to keep in mind everything you've already determined about your character up to this point. Pick skills that fit in with the character's clan and profession, as this will make the character seem more like he or she is supposed to be. After all, what would a ranger from Clan Dunsirn be without the Hunting and Rifles skills? Or a Paladine bureaucrat without the Administration and Knowledge of Imperial skills?

The key is to make sure to emphasize your personal strengths while avoiding your weaknesses. If you have a low INT, stay away from technical skills. If you have a high MST, maybe you should

think about becoming a pilot and pick up Flying Vehicles and Spacecraft Piloting.

Sometimes, you'll look at your profession and your clan and realize that there's no listed skill for what you think your character should be able to do. In that case, work closely with your GM to create new skills that can be tailored to your individual needs. In this way, you can come up with unique and wholly realized characters instead of cardboard cutouts with paper clothes.

One of the reasons adventurers travel in groups is because it's nearly impossible for one person to be able to do it all. The best warrior in a group is rarely the best negotiator, and even amongst negotiators, there tends to be a great deal of specialization. Beginning characters simply don't have enough skill picks for each of them to be able to cover every last detail that might crop up.

When forming a group of characters, all of the players should get together to talk about what kinds of characters they each want to play and how they see these characters fitting into the group. With the GM's help, you should be able to spot any potential weaknesses in the group's makeup. Then, while selecting the characters' skills, you should be able to plan to fill each of these holes carefully.

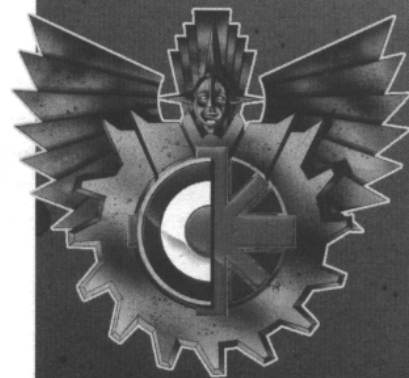
There are certain types of characters you ought to be trying to generate. You'll need a smooth talker or two to help investigate things, and there should be a sneaky person to help out with gathering information in quasi- or illegal manners. And once everything hits the fan, you'll need some bruisers to help you put your money where your mouth is. In the futuristic world of *Mutant Chronicles*, you should concentrate more on gun skills than hand-to-hand combat. Guns are the great equalizers, and a top level swordplayer can be taken down by a rookie with an M606 light machine-gun.

Of course, this won't always apply. Guns simply aren't allowed in some places, especially for unauthorized personnel, which the characters will often be. In these cases, Wolfbane Close Combat Techniques can be a deciding factor in any sort of brawl.

If at all possible, you should have at least one member of the group act as a doctor or medic. This type of character is essential on missions when the characters are in the field for a long time, far away from ambulances, hospitals or any other kind of aid. If possible, make sure you have a backup healer, just in case your primary one becomes incapacitated.

Particular adventures may call for certain types of specialists as well. For this reason, it's smart to have each of the group's characters concentrate on a sub-specialty. This may be anything from Flying or Driving Vehicles to Social or Dealing to Mechanics or Electronics. The need for these skills may not arise every adventure, but when it does, if even just one person in your group has them, you'll be prepared.

THE VOID



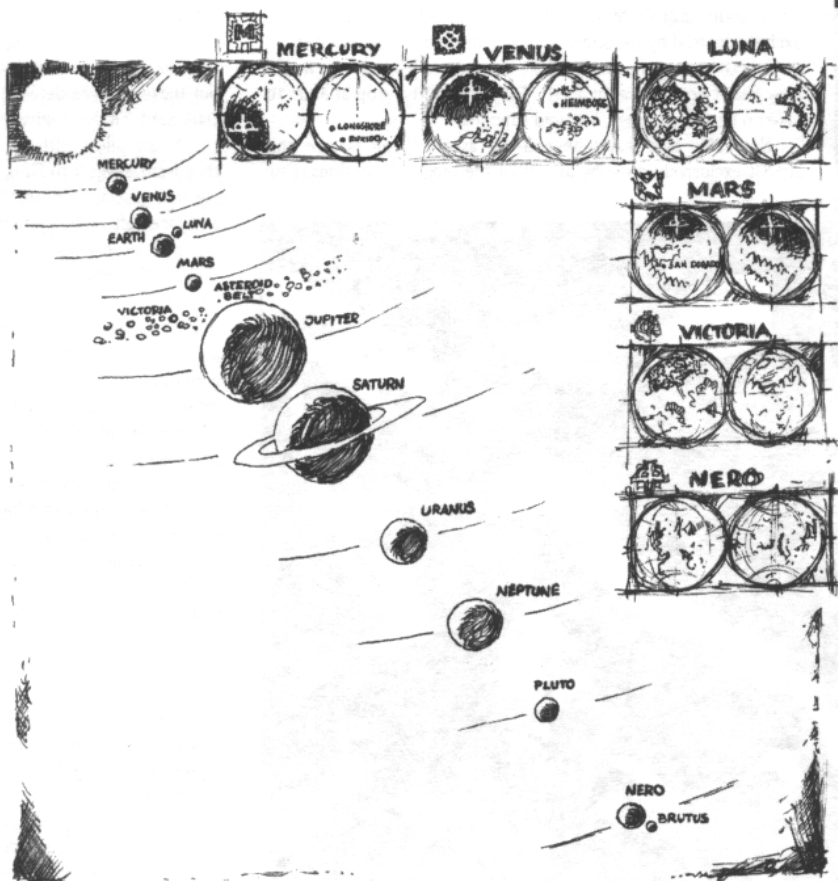
Imperial outposts can be found in just about every corner of the solar system, from Mercury right out to Pluto. As the most scattered of the megacorporations, Imperial has to be the most mobile. As an Imperial, your job may require you to be in Fukido one month and in the asteroid belt the next. Keeping the channels of communication open is a vital part of what has made Imperial great. It's also one of the reasons Imperial has the greatest percentage of bureaucrats within its ranks that humanity has ever seen.

It take a lot of staff-hours to manage, route and transmit so much information in as efficient a manner as possible. While the Imperial bureaucracy may seem at times like a sluggish, monolithic creature, that's because it's so preoccupied just handling its daily chores that it hardly has the time to bother with unexpected circumstances that might crop up from time to time, especially if a protocol for dealing with the situation hasn't already been previously established. It does, in fact, get an enormous amount of work done. It's just that there always seems to be so much more to do. Sometimes individual requests for apparently unimportant assistance will fall by the wayside, as such things are simply dwarfed by the tasks already at hand.

Most communication between different Imperial cities and outposts is handled by radio transmission, but this is unfortunately not very secure. For purposes of general radio and television broadcasts, this is fine, but when dealing with matters of corporate security, it will simply not do.

The lag time caused by the speed of light (the fastest speed at which such transmissions can travel) can be irritating as well. It's impossible to hold a conversation with someone on another planet unless you're willing to wait several minutes between responses. Many people opt for the convenience of sending written messages instead. As such, the telegram has made a big comeback. Telegram messengers can be seen scurrying about large cities like Luna on their bicycles, weaving in and out of traffic like people possessed.

The next step up from straight broadcast is to scramble the transmissions. Unfortunately this requires a scrambler and a descrambler at both ends for two-way communications. Plus, such encoding and decoding can be deciphered by those who wish to expend enough energy on such a task. Paranoia runs high about competitors or even the Dark Legion tapping into supposedly secure communications and using the information they glean from such activities to Imperial's detriment.



The only way to ensure total security is to either go to talk with someone in person or to send a trusted courier with an encoded message. The drawback to either of these methods is that they both take a horribly long time, and they're extremely expensive. If you want total security, though, it's the only way to go.

«Yes, sir,» Brunton responded meekly. Just then the security officers under Stanley's direct control showed up, the Aggressors on their hips speaking more loudly than the captain's ravings.

Satisfied that everything would go as planned, Lord Stanley looked into the telescope. There he saw the Dark Legion ship, big as a moon. It was the most horrible thing he had ever seen, sharp and spiky with holes running all through it at insane angles, a vicious mockery of aerodynamics. Through the portholes, he could see what looked like humans being tortured in a variety of unnamable ways. The sight almost made him wretch.

But when he turned the telescope a little to the right, he saw near the top of the ship the Legionnaires' excuse for a bridge. There, out in the airless depths of the void, stood a muscle-bound, blood-skinned Nepharite cackling madly at a tattered sail as if his insane laughter was pushing the ship along.

The order to take evasive action never came, but then neither did the expected attack. The people on the bridge just watched in awe as the hulking wreck of a ship scudded past on its unfathomable journey toward the sun. When it had finally passed, Brunton and two of the security officers went up to the crow's nest to see what had transpired.

Lord Stanley lay slumped across the telescope, dead from a heart attack, the order to evade forever frozen on his lips.

SPACE TRAVEL

Traveling through the void between the asteroids and planets is not as speedy as one might hope, nor are travel times so easy to predict. Travel times vary greatly due to relative positions of the planets (obviously if Mercury is currently on the other side of the sun from Venus, it's going to take longer to get from one to the

other than if they were extremely close), solar activity and several less predictable variables. When trying to find how long it will take you to move from one location to another, consult the table below. It also details approximate costs to charter a flight from one location to another.



TRIP

Mercury to Venus
 Mercury to Luna
 Venus to Luna
 Luna to Earth
 Luna to Mars
 Mars to Victoria
 Victoria to Diemansland
 Victoria to Jupiter
 Jupiter to Saturn
 Saturn to Uranus
 Uranus to Neptune
 Neptune to Pluto
 Pluto to Nero

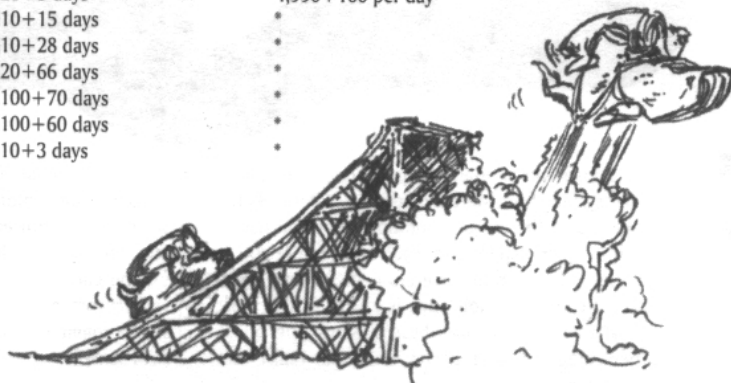
TRAVEL TIME

1d6+3 days
 1d10+8 days
 1d6+3 days
 3d6+12 hours
 1d10+6 days
 1d4+22 days
 2d20+5 days
 2d10+15 days
 3d10+28 days
 2d20+66 days
 1d100+70 days
 1d100+60 days
 1d10+3 days

COST

4,990+150 per day
 7,490+100 per day
 3,490+100 per day
 3,990
 5,490+100 per day
 14,990+100 per day
 4,990+100 per day

* Cost arranged on a case-by-case basis.



You'll notice that there are certain lanes of travel that are almost exclusively used by spacefarers. Few companies would want to go directly to Victoria from any of the inner three planets, nor would they find it economical to do so. They would first stop at Mars to take on new passengers, fuel and supplies.

Note also that travel beyond the asteroid belt is rare and almost exclusively done by agents of the megacorporations. Few

others would have any reason to move past the belt's protection, as beyond it the Dark Legion rules supreme. To be certain, many corporations still maintain mining operations on the outer planets, but these are well-defended against incursions by those from the Dark Soul. To do otherwise would be suicidal.

Private pilots with their own ships are welcome to go where they want, subject to filing their flight logs with the Cartel Voidfaring Administration (CVA). The CVA coordinates the flight plans of all spacecraft in the system, ensuring that they don't fly into each other or, even worse, run headlong into a Dark Legion transport they didn't know was there.

Occasionally there are problems with pirates attacking ships in the void, but few are actually foolhardy enough to take up such a profession. Besides piracy being such a hazardous occupation in general, such people have to deal with the constant risk of running into a Dark Legion transport ferrying Legionnaires in to their citadels on the inner planets from their bases far from the warmth of the sun.

The CVA usually does a good job picking up such transports on their radar or by compiling sighting information, but such ships still are often seen roaming among the inner planets. Usually, the CVA sends out a warning to all ships in the area to avoid any sector in which the presence of the Dark Legion is suspected. Then it makes a general call for any megacorporate military in the area to hunt down and destroy the ships. Unfortunately, by the time anyone can get to the point where the Dark Legion ship was picked up, it's usually gone.

Passenger ships that do run into Dark Legion craft have almost no chance of survival if the Legionnaires notice them and decide to attack. This doesn't always happen, though. Sometimes the Legionnaires simply ignore the passenger ships. Possibly they don't see them as a threat, or maybe (and more likely) they're in a hurry to cause mayhem somewhere else. Nepharites have a poor reputation for how they handle underlings that show up late.

If you have enough money and the desire, you can always get someone to take you just about anywhere as quickly as possible. Good pilots with fast ships can shave up to 25% off a travel time, but they're worth a lot more money to their customers, and they know it. If you want to go this way, plan on spending up to twice as much as the listed rates. Prices can go even higher if the passengers are obviously in some sort of trouble or desperate need, or if you want to the crew to take some sort of risks, and then, of course, you have to find a captain that won't mind taking you on his or her ship.

The best pilots in the worlds usually end up in someone's military, and many of them can be found in the Imperial navy, the branch of the defense forces responsible for transporting troops to where they need to go. It's a dangerous job, as many times these ships are targeted for destruction by Dark Legion spacecraft. It's rare that a week goes by without a report of a military transport lost in space under mysterious circumstances.



THE SETTLEMENTS

As mentioned in *Mutant Chronicles*, Imperial is extremely good at setting up new settlements in up-until-then untouched corners of the solar system. The company has a keen eye for spotting untapped resources and then figuring out the best ways to convert them into something most useful. While it's true that the resources are sometimes only untapped in the respect that it's not Imperial that's tapping into them, the Imperial settlers that replace the previous tenants are hand-picked for their positions. They almost always outperform their antecedents.

Several generations ago, at a time when most of Bauhaus' attention was focused on warring with the Dark Legion, a low-level Bauhaus manager practically invited Imperial to come in and take over the mining settlement she was running on Venus. True to their form, Imperial came in with guns blazing. Surprisingly, they took the position without inflicting or sustaining a single casualty. The residents surrendered quietly and quickly turned over the keys to the operation without a squawk. Later, once the Imperials had things up and running so that their efficiency was nearly double that of the original workers, that Bauhaus manager swept in and bought them out at a fraction of what it was estimated it would have cost Bauhaus to retool the mine itself.

This was dubbed one of the great business deals of the century. This woman, Wilshire Suarez by name, had gotten Imperial to do what it did best and turned it to her company's profit. At first the Imperials were troubled, but they had gotten a good price for the place, so they soon got over it. It was a real win-win situation, and though dozens of managers have tried to repeat it since, none has had nearly as much success as Suarez did in her original play.

Soon enough, the Imperials realized that if they could just maintain the operations themselves for a long enough period of time, say 25 years, they would reap a return on their investment that would make any Bauhaus buyout offer pale by comparison. Still, Bauhaus lost a lot of territory before they figured out that the Imperials had caught on. As far as square mileage goes, the Imperials are strongest on Venus due almost entirely to this failed Bauhaus strategy.

While Imperial does rely heavily on their armed claiming expeditions to acquire territory for themselves, it is by no means their only tool. Subtlety is not beyond them. Witness, for instance, the way in which they subsumed Fukido in its entirety nearly overnight.

They also place a heavy emphasis on deep space exploration. Spearheaded by

aerospace giants like Clan Loughton, Imperial has been able to develop some of the best spacefaring vehicles around. The Loughton-owned Witchmouth Yards on Luna produce fully a third of all of humanity's spacecraft, and there's few people in the entire system who wouldn't recognize the Loughton's stylized ram badge.

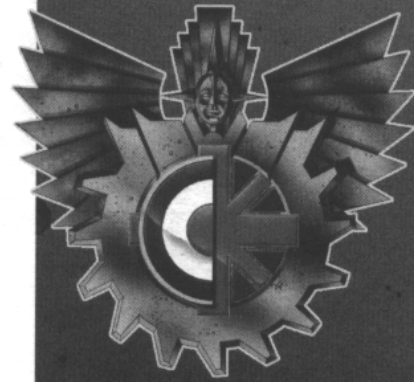
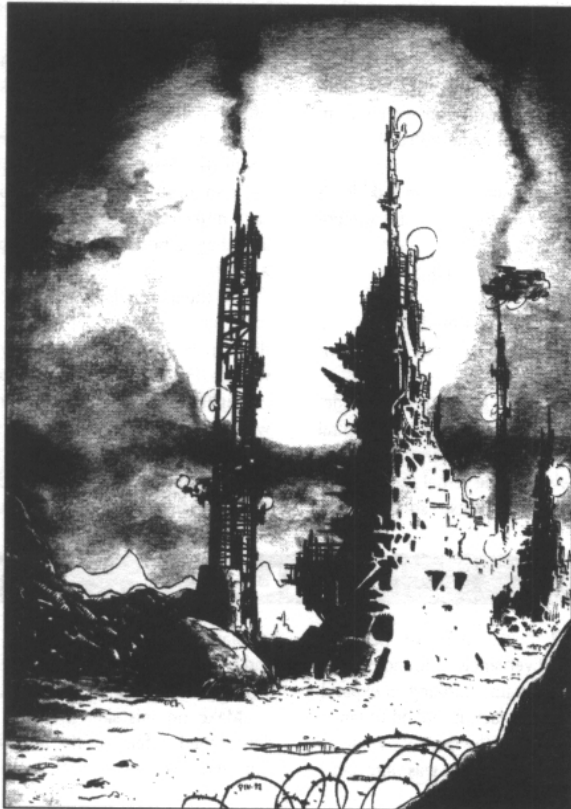
Because of this, and their lack of a homeland with nearly unlimited space into which they can expand—like their competitors have—Imperial was forced to turn to the nearest bits of land they could find to settle on: the asteroid belt. Strangely enough, the asteroid belt seems to fit Imperial nicely, perhaps because of the way its fragments are spun along a lengthy yet coherent orbit is reminiscent of how the individual clans make up the corporation to which they belong.

Almost each and every one of the clans has some sort of base on a private asteroid all their own, whether they use it regularly or not. These provide them all with their own sort of private hide-away which they can use when they need to be alone to train, to recuperate or to plot. Some of these asteroids, like the Paladine home on Victoria, are palaces accompanied by thriving spaceports, while others are barely shacks, hitching posts against which one can dock a spaceship.

Simply put, Mishima has Mercury, Capitol has Mars, Bauhaus has Venus and the Dark Legion has the rest of the solar system. That leaves Imperial struggling to carve itself a homeland wherever it can, finding itself frustrated at every turn by the people who were there first. Right now, Imperial is scattered across every human planet and all through the asteroid belt, but the Paladines have been pursuing the plan for an Imperial homeland since the installation of their line in the Serenity's throne.

This far-off goal serves to bring the diverse clans together on something that they all see unreservedly as a common desire. The Paladines use the power of this dream to unite their people in ways once thought impossible. It is attributed as being the main reason for the cooling off of the Great Resentment. If the people really want a place they can call their own, even if it's not an entire planet, they're going to have to work as a unit. Otherwise, they haven't got a prayer.

The Paladines hold up their asteroid home Victoria as a model of what an Imperial home could be like. Perhaps that's the reason that it's one of the most popular pilgrimages for any Imperial to make, ranking right up there with a trip to see the Cathedral at Luna. The dream, at least, has found a home.



FLY SWATTING IN FUKIDO

The air was filled with tension as Lieutenant Colonel Edward S. Murdoch came onto the scene.

The briefing had been quite clear. Five men were holed up in the Capitol Embassy building, and they had anywhere from fifteen to twenty hostages. They had demands, too, but Murdoch didn't care about those. It wasn't his job to give in to people. He was there to take them down.

The terrorists had already killed three people. Their bodies lay crumpled on the sidewalk where they had fallen from the top floor of the twenty story building. They had been dead before they landed. The terrorists had made them walk out onto a makeshift plank. Then, while they knelt on the end and begged for their lives, the terrorists had blown them away.

They were using Intruders of the plasma-firing kind. They were good for this kind of work because you didn't have to even hit your target with that kind of ammo. You only had to get close. Of course, they had weaknesses as well.

Murdoch's people were about to exploit one of those weaknesses. He had five people on the roof ready to go in. He activated his headset's microphone and gave the word.

Suddenly, a bright flash and the sound of an explosion came from the roof. It was quickly followed by the staccato cracks of Aggressors spraying hot lead. Smoke tumbled slowly out of the top floor's shattered windows. Murdoch heard the characteristic boom of plasma ammo going off and grimaced.

Then everything fell silent.

Murdoch was tempted to break the radio silence he had imposed himself, but he knew that if his voice came out into the top floor of that building, muted as it might be through the team leader's earpiece, it might give the terrorists something to shoot at in all the smoke. Such a thing had happened to him once when he had been a lieutenant leading the assault himself. Luckily, the terrorist had been lousy shots, or he'd have been hurting as badly as his superior had been when he'd gotten through with him.

He'd almost been court-martialed over that incident, but a board of inquiry had cleared him of all wrongdoing. His superior officer hadn't been



quite so lucky. Murdoch smiled privately to himself. By the Cardinal's spikes did he love the Golden Lions.

Then the silence was broken. It was Marshall, the team leader. Her voice was clear and strong, but he still thought he could hear a tremor from the rush of adrenaline that had to still be beating through her veins. «We're okay, Colonel. Objective achieved.»

«Casualties?»

«A couple hostages have been badly wounded, but most of them are fine. Looks like Golden Lions 18, terrorists nothing.»

Murdoch grinned outwardly, but asked himself how much longer could he keep this up? Where was he going to find himself a challenge? Still today had gone well, and there was that to be thankful for.

«Good work, Marshall. Congratulate your team. The gendarmes should be there momentarily to mop things up. I'll meet you back at headquarters for the debriefing. The drinks are on me.»

«You're on, sir.» came the reply. Murdoch could almost hear her smile.

FUKIDO

While Fukido was built by Mishima, it was Imperial that has made it great in the generations since it was opened to leasing by outside parties. The people of Mishima never dreamed that the Imperials would swoop in and lease it all up as a lot in the way that they did. They figured that the 100 year leases would be too short-term for long-viewed companies like their megacorporate rivals. They figured wrong.

The clansfolk had long been jealous of the fact that each of the other megacorporations had a homeland when they had none. Just because they had come along later than the others, they were shut out. The others did their best to keep them away, but Imperial was patient when it had to be and voracious whenever it could be.

The Imperial plan to gain some sort of base from which they could safely run their operations started out as a slow but methodical settling of lands that nobody really wanted. True, the lands, like those arid sections of Mercury they colonized, were of little immediate use to anyone, but after several decades of polishing and refurbishing, they were suddenly prime real estate. When enough areas like this could be strung together, the Imperials would have their homeland.

Unfortunately, it was a fairly obvious ploy, and the other megacorporations picked up on it right away. Simply to put a burr under Imperial's collective saddle, they put a stop to their strategic accumulation of land for their future's sake. They simply ensured that they would retain the rights to crucial stretches of land, like those with water rights, without which the Imperial lands were rendered mostly useless.

From the very start, the Imperials had problems with Mishima. They coveted their holdings on Mercury, as not only were they full of riches, but they were far away from the threat of the Dark Legion, as far away as humans could get without being swallowed by their sun. And once Imperial decides it wants something, it rarely delays in going after it.

Apart from Luna, there is no other city that is home to more Imperials than Fukido. The city has a cosmopolitan flair that even surpasses that city on the moon. After all, where Luna is old and forbidding, Fukido is inviting and new, a city ripe with possibilities like an untasted, forbidden fruit.

Since the Imperials have taken over, the Fukido economic system has become the closest thing to pure capitalism ever found. Since they're positive they're going to be booted out once their hundred years is up, the Imperials have never seen any need to regulate anything. And so the hucksters, scammers, con artists and investment bankers fell upon it like sharks on a bleeding swimmer. Money and influence flow freely through Fukido's buildings and streets like gas and electricity might run through another. It's a city of limitless chances, a place where literally anything can be had...for a price.

Law enforcement is a matter of personal duty on Fukido. If you feel someone has wronged you, it's up to you to hire someone to exact whatever penalty you see fit. While members of the megacorporations enjoy the protection of their employers, freelancers and other people aren't nearly so fortunate.

As a result, nearly everyone in the city is armed at all times. Sure, it's illegal in the strictest sense of the word, but if you want to carry a gun, who's going to tell you different?

All this hardware hanging around has had a horrible side-effect on the city's violent crime rate, making it the murder capital of the system. Time after time, innocent disagreements that might have elsewhere escalated into brawls become lethal gunfights in Fukido. True, the privileged rarely have these sorts of dis-

agreements, but out on the city's naked streets, life is cheap.

Those who live in Fukido's alabaster towers are generally unaffected by such things in their daily lives. They regret the loss of human life from a purely statistical point of view, but they feel that there's little they can do to stem the tide of violence they're facing. As such, they just live their lives in their sheltered areas, high above the city's lower levels.

The city's towering skyscrapers are interconnected by a series of ramps and walkways which make it unnecessary for those of the upper class to even have to walk through the city's underbelly. Sometimes those walking above pause to spit on those beneath them, but only if they want to be responded to with a fast-rising barrage of lead slugs. As you might guess, the distinctions between the haves and have-nots are sharper in Fukido than they are anywhere else.

About the only people who can traverse both realms effortlessly are the members of the Brotherhood. Everybody keeps their nose clean when they see one of the Cardinal's brethren approaching down the street, whether its on ground level or soaring between the towers high above. No one wants to risk being hauled in for heresy. Wrongful or not, many people don't survive the experience, and those that do are often altered forever.

The Cathedral here at Fukido was the last one built, and it was raised soon after Imperial's mass arrival in an effort to bring the Cardinal in to the situation arising between Mishima and Imperial. The ploy worked, and the Cardinal pleaded on behalf of Imperial for Mishima to honor their contracts with their new tenants. They were, after all, legally binding. To refuse to acknowledge and go along with that would cast doubt on any future dealings Mishima wished to have with anyone. If their contracts meant nothing to them, who would trust them with anything?

The Mishiman Overlord at that time saw wisdom in the Cardinal's words and backed down from a potentially long and bloody confrontation with the Imperial squatters. In time, the rights for the properties would revert back to Mishima, and then they would be able to enjoy all of the improvements the Imperials had made to the city. Mishima may not have banked on the streets of Fukido running so freely with blood, but one must always take the good with the bad.

Imperial's lease will be up soon, and then Fukido's real trouble will begin. Already most of the scum on the streets have plans for relocating their operations greener pastures for fear of being caught in the middle of a war zone should the Imperials refuse to leave once their time is through. They've made a number of incredible investments in this city, and few people believe that they'll be willing to give them up just like that, no matter what Imperial's official stance may be.

Most of the refugees are finding their way into Longshore, giving the Mishimans a taste of what they're in for in Fukido, even should the city be given back to them voluntarily. So far, they don't really like what they see, but honor is at stake here, and they're not likely to give up such prime real estate without a fight.

To the Imperials, possession is nine tenths of the law. Most of them have vowed, albeit quietly, that Mishima is going to have to drag them out of there in a body bag. For many of these men and women, Fukido is the only life they've ever known, and they believe, rightfully or not, that they city is theirs to do with as they wish. If the Mishimans really wanted it, they never would have let the Imperials get their hands on it in the first place, badly written contracts or not. And now that they're in, it's going to take more than the Mishimans got to get them out—they hope.

VENUS

Imperial has literally dozens of settlements on Venus, many of them formerly under Bauhaus control. Ever since its founding as a megacorporation, Imperial has been constantly looking to expand its holdings, and sometimes, fairly often in fact, it looked to lands already developed by its competitors. Due to the fact that Venus is close to many clans' bases of operations on Luna, it was only natu-

ral that Imperial focus the largest part of its attentions there. That, and the fact that Imperial had little desire to embroil itself in an ongoing war with mighty Capitol.

Make no mistake, the men and women of Bauhaus stood determined to fend off the Imperial attacks at every turn, but they were more concerned with the encroachment of the Dark Legion

than they were about the loss of a few isolated settlements. Of course, over time the lost settlements became launching pads from which Imperial could go after even more Bauhaus holdings, and there were suddenly more than just a few outposts at stake.

Considering themselves to be too civilized to strike back against another corporation, Bauhaus turned to diplomatic channels to air their grievances against Imperial, at least at first. It soon became clear that the Cartel, being an organization that existed almost entirely through its members' mutual consent, was going to do nothing about the problem. Imperial simply vetoed any resolutions brought against them, and there was little else the Cartel could do.

Relations between Imperial and Bauhaus improved after a long, cold period. This occurred soon after the Dark Legion began making raids against the Imperial's newly claimed holdings. Suddenly, Imperial and Bauhaus were tossed in the same boat with each other, and relations warmed as they began to systematically coordinate their defenses against the hordes of Legionnaires streaming out of the Venusian citadels.

It was time to use special anti-Legion forces like the legendary Blood Berets. They comported themselves well in the field against the Dark Legion. Their kill ratio was well into the double digits. While these clansfolk may not have been able to overcome the two company's pasts and win Bauhaus's friendship, they did manage to earn their respect.

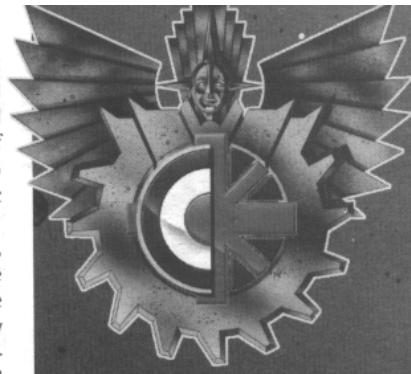
Imperial has never really been friendly with any other corporation, though. The clans have a hard enough time getting along with each other to bother expending their precious energies offering olive branches to outsiders. The raids on the Venusian properties angered Bauhaus. The taking of Fukido infuriated

Mishima, but at least no major battles were met because of it. It had been, after all, legal and above board in every sense. And while the Imperials do have some border skirmishes with Capitol from time to time, they have yet to truly bring down the wrath of Capitol on their collective heads. This is probably mostly due to the arrival of a juicier, more acceptable target on the economic field of battle.

When Cybertronic entered the megacorporate playing field, Imperial finally had someone that was in a strategically worse position than they. The fact that Cybertronic didn't emulate Imperial's acquisition techniques only made taking the new corporation's properties away from them all that much more desirable. Plus, since many Cybertronic employees formerly hailed from Bauhaus, Imperial already had a lot of experience in dealing with these sort of people on a number of different bases.

Imperial went after Cybertronic like a starved dog after prime beef, and it was the Brotherhood that let the one corporation loose on the other. Soon after Cybertronic became an overnight success, the Cardinal declared that he suspected that the company was somehow being controlled by the Great Darkness. This was all the excuse that Imperial, ever a great follower of the Cardinal, needed to turn all of its attention on bringing Cybertronic down. If they could enrich themselves in the process, such were the spoils of war.

Because of the solid presence on the planet of their three greatest foes—Bauhaus, Cybertronic and the Dark Legion—Imperial's time on Venus has always been marked by war. This is just fine with them, though. Although they mourn the life of each clan member lost, it's exactly these sorts of operations that keep their military-based economy rolling on.



THE SERENE CASINO

Sir Jack Ridley, K.I., special agent for ISC-5, was back on Diemansland again. The Serene Casino and Hotel was the finest establishment on the asteroid, and he always stayed there. This trip was no exception.

Tall, dark and, so he'd been told, handsome, Ridley sauntered into the casino's main hall. He looked sharp in his new Jenkins Brothers' tuxedo, a classic black, double-breasted number sans tails but with satin shawl lapels. His Stratford bow tie went well with his matching vest, and his cuff links bearing his personal coat of arms and his Clan Dunsirn lapel pin made his ensemble complete.

Having been raised on the open Martian range, Ridley hadn't always

been so comfortable in such situations. There were times he hated his monkey suit. But his trip today wasn't for pleasure; it was for business.

A beautiful young woman had disappeared from Victoria two weeks ago. The local gendarmery had reported someone matching her description making the rounds around here, and so Ridley had been pulled from his long-needed and well-deserved vacation on a nearby private asteroid to check things out.

Normally one missing girl wouldn't be cause for the ISC to bring in such a heavy hitter as Ridley, but this was no ordinary girl. Her name was Portia, Portia Bartholomew. She was

the great grand-daughter of grandma and grandpa Bartholomew themselves, and their name carried a lot weight in Imperial. When they wanted someone found, she was found.

Ridley was just one of dozens of operatives already assigned to the case. Sightings had been reported all over the system. Portia was a popular woman, but her look was by no means unique. Chances were good that the lead Ridley was following would wash out, although maybe not for a while. So, if he was going to be stuck here for a

THE ASTEROIDS

Although united under a common banner, the Imperial clans are generally solitary, joining together almost exclusively through the function of such devices as the Serenity, the Parliament and the defense forces. Other than that, they tend to keep to themselves, and nowhere is this more evident than in their choice of homes.

Every clan, without exception, has some sort of home in the asteroid belt. While these homes might have begun as mines or farms, they have since developed into something much more important than that. They are the places where the clansfolk unite on holidays and for other special occasions to remind themselves that they are, in fact, family, and that family is what it's all about.

Although some of the homes are limited in their magnificence by the size of the rock on which they are situated, others seem to go on forever. Several of the asteroids in the belt are the size of small moons, and these bits have more than enough space upon them for even the most luxurious homes. The greatest example of this is the home of Clan Paladine: Victoria.

Literally hundred of asteroids are inhabited. If there's enough space to land a ship on it, it's probably got some Imperials on it. Full sets of encyclopedias have been written on these places alone, their inhabitants and their different environments.



DIEMANSLAND

The largest and most important of all the asteroids is far and away Victoria, although one other is constantly cropping up in discussions all across the system: *Diemansland*. This settlement started out as a prison colony in Imperial's early days, but it has since turned into a thriving society all its own. It is unique in that almost all of its native inhabitants are rogues, men and women without a clan to call their own, since their ancestors were disowned before being exiled to this lonely rock.

Over the years, Diemansland has been converted from a barren mining colony to beautiful resort area. On the inside of the belt, it has a unobstructed view of the sun, and because of this, has wonderful weather nearly all year long. In the time of the Sad

Struggle, Diemansland's prison colony status was lifted, as most of the incarcerated fought on the side of the Murdochs. Those that survived were granted full amnesty.

Ever a lawless community, the removal of the security systems on Diemansland did nothing but transform it from a place of gentle quietude to a raucous getaway for the system's dregs nearly overnight. Gambling consortiums moved in as quickly as they could, and before anyone could say, «Now, hold on a minute,» organized crime had established a firm foothold on the asteroid's shores.

Clan Morgan handled almost all of the asteroid's legitimate gambling concerns, and they knew how to do it right. Quickly as



they could, people came pouring in from all over the system to sample Diemansland's now strictly controlled delights.

Diemansland is like a miniature version of Fukido, but with regulations and laws. Anything can still be had for a price, but in Diemansland, you can feel comfortable about not getting ripped off. The powers that be on Diemansland know that tourism is their bread and butter. No one just wanders by an asteroid and stops by to check things out. They have to be brought, and no one's going to come to a place this far out of their way if they're afraid of it. Sure, it's a bit pricier, but that's the premium one pays for security and peace of mind.

Diemansland has become the home away from home for just about every Imperial prodigal around. Where else can they be indulged in nearly every way and feel the security of having their fellows around them at all times?

People from other companies are welcome in Diemansland, but they are by and large in the minority. Still, intercompany tensions are few on Diemansland, as anyone caught fighting over such things is immediately barred from the asteroid for an indeterminate amount of time. For non-Imperials, the ban is often permanent.

Recently, there has been trouble in Diemansland. An anti-Imperial group of rogues has begun a series of terrorist attacks against the Morgan casinos. These people apparently object to the fact that the people that callously exiled their ancestors to this

planet so many generations ago are now turning a profit off of the sweat and hard labor of those criminals' descendants.

This group, known as the Diemansland Liberation Army (DLA), demands self-rule for the asteroid. They are tired of constantly getting the short end of the stick because of something that their ancestors did so long—in some cases centuries—ago. They wish to be entirely independent from the Imperial megacorporation and set up an independent business, owned and operated solely by Diemansland natives.

The Imperial Parliament has, of course, denied them any right to do so. After all, if every branch of the megacorporation that suddenly turned profitable was allowed to secede from the whole, Imperial would soon be reduced to nothing. The only way such an organization as Imperial works is by the consent of its members to bow to the will of the majority. This means that if you don't like how the game is going, you can't just take your ball and leave.

Up until now, the terrorist activities have been limited. For the most part, they have been aimed solely at members of Clan Morgan and not any of Diemansland's tourists. Not even the DLA wants to drive the business into the ground. If they were to employ such a tactic to drive their oppressors out, Imperial would probably eventually capitulate and leave the asteroid to the terrorists, but then what would the DLA have gained? They'd be left with a tourist trap no one wanted to visit. And so the struggle goes on.

VICTORIA

A tremendous asteroid in an orbit around the sun that was synchronous with that of Mars was discovered, claimed and colonized by Clan Paladine during the reign of Cardinal Petrus the Elder. It was an incredible find and was instantly recognized as one of Imperial's greatest assets. It contained huge amounts of coal, oxygen and platinum, straight off making it a treasure trove of untapped resources. It quickly evolved to become the most valued part of the asteroid belt, the jewel in Imperial's crown.

The asteroid's single city, also named Victoria, has a population of almost 10 million people contained in an area of around 50,000 square miles. It is appreciated by those who find themselves within its embrace for its dry, clean breezes and mild temperatures all year long. And the natives are as pleasant as the climate, always polite, well-mannered and willing to help. After all, while the mines are still running, Victoria's economy is based strongly upon its service sector these days, and what is good is service if it's not good service?

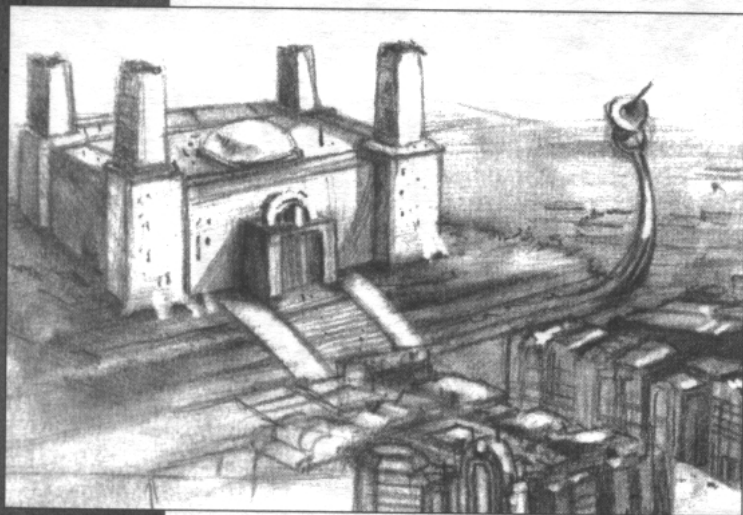
If a widely scattered people like the Imperials can be said to have a capital, Victoria is undoubtedly it. More tourists come here to see the sights and pay their respects to Her Serenity (at least symbolically if nothing else) than to any other Imperial city, surpassing even Diemansland. This may have something to do with the number of lobbyists streaming in and out of the Paladine Palace on the edge of the city, hoping to have some influence on the Serenity.

THE PALADINE PALACE

The luxurious and expansive Paladine Palace has been Clan Paladine's home for centuries. The palace itself is a bizarre building that's grown in bursts and spurts throughout the years, incorporating both function and art simultaneously. The main building is rectangular in shape with a large open courtyard in its center. Each of the buildings tapers at the top, leveling off in flat roofs which can be strolled upon by Paladines wishing for an excellent view of their city.

The palace walls have few windows and are covered with inscriptions, coats of arms and historical scenes carved in the white stones darkened with age. These are particularly lavish and detailed toward the lower floors where they can be appreciated by passers-by. The corners of the complex are dominated by high towers stabbing into the sky like huge chimneys. Placed atop these are tremendous spotlights and autocannons and other massive defense weapons. Of these, only the beams of the spotlights are normally visible. It has been many generations since anyone was foolhardy enough to attempt an assault on this well-defended city.

Today, the palace houses Her Serenity's brothers and sisters and their families. She and hers spend most of their time at the Reading Palace in Luna, coming here only for special events. Nearly half of the palace is offices for the family's business interests, though, which is the reason for the monumental parabolic antenna that arcs out of the square in front of the palace.



Victoria today is an interplanetary crossroads throbbing with activity. Its consistent proximity to Mars made it a natural spaceport, and it soon became the gateway to the rest of the belt and even the outer planets. Virtually no traffic goes past Mars without first stopping at Victoria for fuel, supplies and news.

Apart from the spaceport and mining operations, Victoria features a large naval base and the best portion of Imperial's administrative buildings in its sector of the belt. Its vicinity to Base Britannica, Imperial's major naval base in the belt, adds to the already heavy traffic to make Victoria the busiest spaceport in the system, surpassing even those of Luna, of which there are several.

Besides all this, it's home to Clan Paladine, the current holders of the High Serene Leadership. After the Sad Struggle, this instantly catapulted Victoria to supreme status in the belt. Put simply, there is no bit of land that the Imperials consider more important in economic, governmental and emotional terms.

week or more, he was just going to make the best of it. After all, he was on an ISC expense account. Not that he really needed it, but why not live a little on the company tab?

He made his way over to the baccarat tables and found himself a seat. Two hours later, he was a thousand Sterlings richer for his trouble. Deciding to take a break from collecting other people's money for a while, he excused himself from the table and went to cash in.

The cashier's office was at the back of the casino, perfectly designed to make it that much harder leave with your life savings intact. Just after the young lady behind the window had handed him his cash, along with her phone number, he heard a shot ring out from behind the building.

Without a moment's hesitation, he stuffed the Sterlings and the teller's note in his pocket and dashed for the rear exit. As he skidded to a halt in the alley behind the hotel,

Ridley glanced to his right, then left. Off to the left, someone was racing away from him at full speed. He was already well over a hundred meters away. He couldn't see the person very well, and with that kind of a head start, Ridley hardly had a chance of catching up with him—or her.

Still, he jogged off in that direction, hoping to spot what the person was running from. Soon enough, he practically stumbled over a body lying face-down next to a dumpster. From the exit wound in the back of the woman's head, he could tell that she was dead. Her blood was still running down the casino's back wall. He knelt down and turned her over. It was Portia.

So much for his vacation.

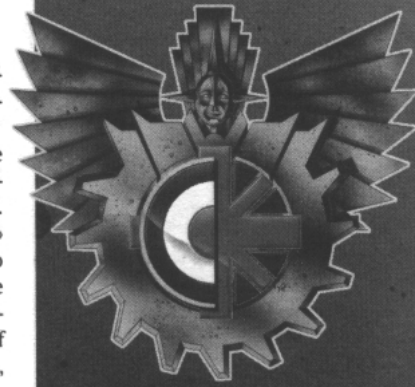
THE INNER CITY

A large park featuring wonderful gardens spreads out in front of the palace, leading into the city's heart. From its borders, a broad avenue rolls through the center of city until it terminates in the Arc of Triumph at the city's opposite edge. In the center of the square made by the walls around the city proper lies Serene Square. A statue of Jack Paladine, the founder of the old Paladine Corporation long before Imperial was even a twinkle in a Murdoch's eye, stands atop a towering pillar in the middle of a fantastic fountain in the center of the square. From this point, four different avenues, including the one from the palace to the city gates, radiate out, forming eight spokes from the central square, reminiscent of the Union Jack half of the Imperial badge.

of them all. There's also the Cartelliensium, the Cartel's largest of offices outside of Luna. There's more need for its sort of peace-keeping here than in just about any other location.

The Chaplain's Court houses the local ISC offices. A large branch of the Yard is here, too, as they find it easier to run investigations of the Dark Legion from this well-known crossroads. As has been said more than once, «All flight paths lead to Victoria.»

For tourists, particularly the wealthy ones who can afford to travel to Victoria, there's always Wilkins & Co., the most exclusive mall in all of Imperial. The elite flock here from all around the system to shop for just about anything they could ever want. Some of the wealthier patrons brag that they never shop anywhere else, and for a few of them, this is even true.



The wall surrounding the city is mostly symbolical. It serves as a huge memorial of all the men and women that have given their lives for Imperial. Their names are engraved upon the wall's surface. There are millions already there and more being added every day. Statues and military badges also dot the wall at regular intervals in a strict and stylish manner, honoring the most famous of the dead in unique and special ways.

Outside the main city lies the mining area and one of the Brotherhood's largest Sacred Chapels. The chapel itself lies mostly underground, in an abandoned hall of an empty mine right in the heart of the asteroid. The chapel's entrance is one of the most recognizable bits of Imperial architecture. It consists of a huge building that looks like a tremendous bandshell faced by a curtain of stone and glass. It's the second largest building in Victoria next to the Paladine Palace, which indicates its importance to the Imperial people.

The Cardinal Emeritus in charge here is Victor Rubicus, a former Arch-Inquisitor. Now he runs one of the largest Inquisitor training centers in the worlds here, which might explain why Victoria has been left alone by the Dark Legion so far. The training center is located behind the chapel entrance. It looks like an old Roman palace, with long, rectangular buildings, pillars along the outer wall and tiled roofs, pools and fountains all over the place. Novice Inquisitors can be seen all around the city, as the academies, schools, libraries and gyms are scattered throughout it. Almost all Inquisitors of Imperial birth are trained here, and there are more than you might expect.

Other places of note inside the city walls include the embassies of each of the four other megacorporations. As the gateway to the great beyond, each of them feels obligated to make their presence known here, even Cybertronic, definitely the least welcome

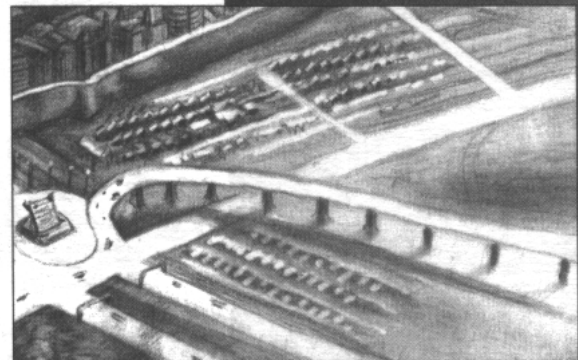
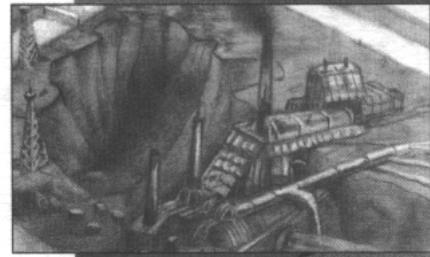
And of course, there's the Old Opera and Victoria Stadium. For those into classical music and performance, the Old Opera is a virtual Mecca. And for those whose tastes run to the modern, they can see some of the best concerts and sporting events in the 135,000 seat, open air Victoria Stadium, one of the largest in the system.

THE OUTSKIRTS

The mining area is where the common people of Victoria live, work and die. There isn't any particular downtown area here, as the city consists mostly of industrial and residential sections. Miles of shanty towns thread the areas in between with people living in little more than cardboard boxes or tarpaper shacks.

The houses in the residential areas are livable, if dirty and fairly simple. They sit on twisting lanes running over hill and dale, each of them narrow, two-story, red brick affairs nestled right up next to each other with brief breaks only for city streets. Each of them practically sits on the edge of the streets which run so closely together that there's barely enough space for a back yard occupied almost entirely by a small garden. These areas sprawl on for miles with only the occasional pub, Laundromat or corner store for relief.

The industrial sections consist mostly of mines, quarries and oil fields. These crop up wherever the necessary re-





THE VICTORY WING

The Imperial navy's Victory Wing is stationed at the Dell Naval Base on Victoria. It consists of sixteen divisions, each with sixteen Brannaghan Aircraft's No. 20 air defense fighters (commonly called Nighthawks). Apart from the 250 pilots, 250 navigators and 500 gunners, there are 4,000 ground personnel for maintenance. The commander in chief is Admiral Lord William Paladine, S.K.I. (Serene Knight of Imperial), himself an old pilot, a military man to his toes. While he may not be an expert administrator, he's a wonderful tactician.

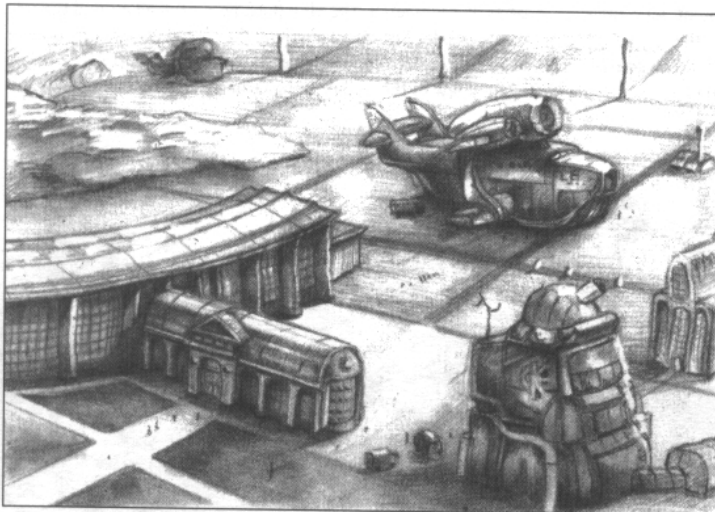
The Victory Wing's badge is a black heraldic hawk, and their motto is «Wings for Victory.»

sources are, and the shanties spring up around them. The most impressive sections are the open-cut mines where enormous tracked vehicles, each with a long arm terminating in a gigantic wheel-shovel, break up the lode and transport the ore to the refineries on the side of the city most distant from the Paladine Palace.

Outside the city, behind the palace, lies the Dell Spaceport, part of Imperial's Dell Naval Base. More than 250 spacecraft are stationed here, along with over 3,000 naval troopers to staff

them. The most notable building in the spaceport itself is a large station where commercial check in and customs are handled. Right next to this is an enormous banana-shaped hangar in which many of the craft are worked on and housed. There's also a traffic control building which consists of a domed tower with a large telescope mounted in it. Radar dishes rim the entire structure.

The base and the city are ringed by dozens of huge anti-aircraft batteries housed in concrete bunkers. Each of these 155mm autocannons runs almost 30 feet long and are mounted in batteries of at least two. These guns have rarely had to have been fired, but the defense forces keep them in tip-top shape, always ready for any kind of attack.



OFFICERS' RANKS

SQUADRON COMMANDERS

(Chevron worn on left shoulder only, below IAF badge.)

CORPORAL



SERGEANT



STAFF SERGEANT



SERGEANT GUNNERY



SERGEANT MAJOR



IMPERIAL ARMED FORCES BADGE...

REGIMENTAL OFFICERS

(Chevron worn on right shoulder, below IAF badge. Corresponding stripes worn on both wrists.)

LIEUTENANT

CAPTAIN

MAJOR

LIEUTENANT COLONEL

COLONEL



...WITH SERGEANT MAJOR'S (OR COLONEL'S) RANK.

GENERALS' RANKS

(Golden chevron and silver stars worn on right shoulder, below IAF badge. Corresponding stripes worn on both wrists.)



BRIGADIER GENERAL



MAJOR GENERAL



LIEUTENANT GENERAL



GENERAL



FIELD MARSHAL



CORPORAL MICHAEL SHYNE
32nd trench battalion, 4th platoon, squad RED.



COLONEL JOSEPH MACINTYRE
Commander of the 32nd trench battalion.



LIEUTENANT GENERAL FRANK MURDOCH
Special forces commander 32nd trench battalion

THE MINISTRY OF WAR

The Ministry of War coordinates the preparation, supply and use of all of Imperial's armed forces, even those special forces overseen by individual clans. It's the ministry's job to ensure that Imperial citizens and interests are well-defended against any military attack, as well as to plan and execute—or at the very least, clear—any attacks to be made by Imperial soldiers.

At least, this is the way it's supposed to work. In reality, the ministry has a great deal of power over the defense forces, which are wholly under its control, but very little to say about the actions of each clan's special forces. This goes back to the need for each clan to be able to exercise its own military as an independent organization. While most clan's special forces will respond to a call to duty by the ministry, there is little the ministry can do to prevent those forces from performing actions on their own accord.

Unfortunately, this means that the ministry often has little hope of using the clan's special forces in operations it deems necessary. While this does happen from time to time, it's impossible for the ministry to be able to depend on the fact that a clan's special forces aren't already engaged in a different operation when the ministry needs them. As such, the ministry exercised its power and went ahead to form a number of special forces units of its own, independent of any clan, at least in name.

These special forces work in close concert with the defense forces in order to achieve specialized goals. The Blood Berets, for instance, are almost exclusively used against the Dark Legion on Venus, while the Wolfbanes are more comfortable on Mercury or Mars.

The special forces of each clan are discussed in brief in the section *«The Clans»*. Turn there for more information about each of these elite organizations. This chapter concentrates on those special forces that serve directly under the Ministry of War.

THE IMPERIAL NAVY

One way the ministry manages to exert some control over how the clans' special forces are employed is by its total control of the ships that are used to transport forces and heavy weapons through the void. In short, they control the Imperial navy, and if a clan wants to get its special forces from one place to another, it has to call on the navy to move them.

While some of the wealthier clans have managed to circumnavigate such restrictions by outfitting a small navy of their own, this is the exception rather than the rule. It costs a lot to maintain a navy, and the burden of this expense is shared by the clans. To duplicate such an effort, is cost-inefficient, to say the least.

The navy also handles pursuit and combat with Dark Legion ships in the void, although such encounters are rare. The Dark Legion is good at avoiding combat in the void, as most of their ships are troop transports, and they wisely do not wish to risk losing their troops in a fight that would gain them little land or power. From time to time, the Dark Legion has made a stab at attempting to dominate the void, but there's simply too much room to patrol efficiently, so both sides generally just try to work around each other in this frigid no-mans-land.

HER SERENITY'S AIR FORCE

The ministry also controls Imperial's air force, which handles atmospheric transport and combat. Again, while some clans have amassed air forces of their own, most do not see the point of wasting valuable resources on something they have already paid for a share of. The sheer cost of pulling together such a massive organization is staggering, and therefore best left to the megacorporation as a whole.

The men and women that serve in the air force are crack pilots, one and all. The ministry simply refuses to use anyone else. There's too much riding on each mission in terms of money and human lives.

HER SERENITY'S LIFE DRAGOONS

This special forces unit is unique in that it rarely sees any sort of traditional military combat. Still, they are by far the most valorous troops Imperial has to offer. They recruit solely from the ranks of other special forces, and they take only the best. Once soldiers join the ranks of the Dragoons, they renounce their clans and have no allegiances but to the Serene family itself.

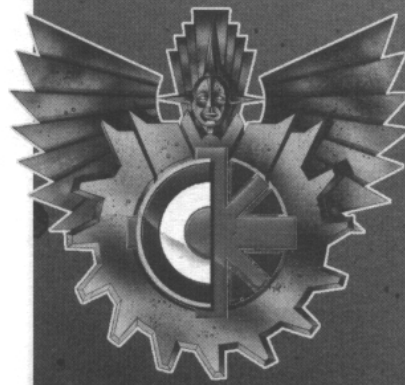
They are trained almost exclusively for urban combat, something they run into often in their stated mission of protecting Her Serenity from any and all threats. Their field fatigues are all-black, bullet-proof coveralls, but they're most recognizable in their dress uniforms: red jackets over black pants and boots accompanied by the traditional Dragoon bearskin hat.

The Dragoons comprise five regiments: the 1st Old Guards, the 2nd Young Guards, the 3rd Armored Cavalry, the 4th Serene Dragoons and the 5th Serene Lancers. These provide the Serene family with almost 10,000 troops of personal bodyguards. The division is stationed on Luna, but troops can be found wherever their duties take them. Many are permanently stationed at the Paladine Palace on Victoria, far from the Dragoon's military base on the south side of Luna's Perimeter.

THE BLOOD BERETS

The Blood Berets are arguably the most notorious special forces unit of all time. Their flamboyant destruction of a Dark Legion infiltration of a Bauhaus settlement on live television captured the hearts and minds of people all over the system, not just Imperials. This still holds true today, more than a century later, as the organization's reputation has only grown larger and bolder.

The Blood Berets were the first special forces combat unit to be formed exclusively to fight the Dark Legion. They were founded by Clan Murdoch during the Venusian Crusade, long before Imperial was formed, and they enjoy Murdoch patronage to this day. The Blood Berets were possibly the only things attached to the Murdochs that remained strong and capable throughout the entire Sad Struggle. In the years since, the Blood Berets have managed to stay mostly out of the Great Resentment, with a few notable exceptions. In each case, charges of favoritism toward the Murdochs were determined to be unfounded.



BATTLEFIELD AWARDS

There are a multitude of Battlefield Awards, mostly in the form of medals. Achievement Awards, Wound Awards and Service Awards are the most common types.

ACHIEVEMENT AWARDS

ATen-heads Medal is awarded to a soldier that has killed ten enemies in battle. It is circular and iron,

displaying an Imperial logo inside a wreath of laurels, and it has a red, white and blue ribbon. The Hundred-heads Medal is pure gold with a silver wreath, and the Thousand-



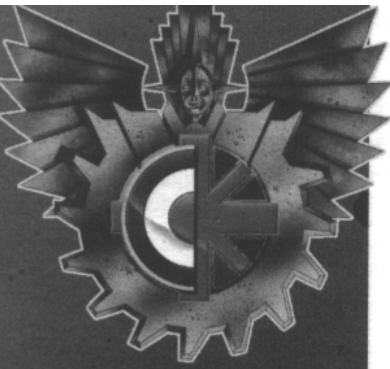
heads Medal is slightly larger with the logo done in enamel and the wreath in gold as well.

An Extraordinary Achievement Award is given to the officer who has successfully commanded an extremely dangerous operation. They are awarded to the single officer who did the most to make the operation come off properly, usually a squad or platoon commander.



The Bravery in the Field Medal is awarded the single soldier who has shown extreme courage in combat, primarily by saving another soldier's life at great personal risk. It is a rare medal, by far the hardest to win.





WOUND AWARDS

These are awarded to people who have been wounded in combat. The standard award is the Silver Bar, which is worn as a white cloth strip or a metal bar on the left forearm.

SERVICE AWARDS

These are given out to anyone in the services that has met a certain standard, for example: Venusian Service Award, Five Year Service Award, Mercurian Service Award, Service Award for Officers in Technical Duty, Snipers' Service Award, Pilots' Service Award, etc. In short, these display your education or when and where you have served. Some of them are extremely high-status, but most of them are never worn except with full dress uniforms.

CIVIL SERVICE AWARDS

There are several Civil Service Awards that are the equivalent to the Battlefield Service Awards. They are awarded for the same reasons, but they're harder to get and are given exclusively to civilian personnel. For example: major scientific discoveries, innovative work within economy and business, great works of literature, heroic work in the service of the Serenity, etc. The award often comes with a large amount of money as well.

IMPERIAL INSIGNIA AND RANKS

The designs that make up rank insignias for the Imperial military apply to both the defense forces and every sort of special forces, across the board. Notice that privates have no rank insignia at all.

Squadron commanders wear their chevrons on their left shoulder along with an Imperial Armed Forces (IAF) badge. Their unit badge appears on their right shoulder or knee.

Regimental officers wear their IAF badge and chevrons on their right shoulder, and their unit badge on their left shoulder or knee. Officers also bear stripes identical to their chevrons encircling both of their wrists, making for quick and easy identification.

Generals wear their starred chevrons on their right shoulders, along with the IAF badge. Like regimental officers, they wear stripes resembling their chevrons around both their wrists as well.

THE WOLFBANES

The Wolfbanes are one of the largest of the special forces, rivaled only by the Highlander Clan Warriors. They are formally administered by the MacGuires, but they recruit rogues from any clan. Their ferocity in battle is almost unrivaled, and before they enter combat, they paint their faces with symbols of war.

Any clan can call upon the Wolfbanes to perform a service for them, but they have to pay for it. The only exception to this is Clan MacGuire which has already put up a lot of the Wolfbanes' funding. The Wolfbanes are easily recognizable by their distinctive coat of arms and their huge skull belt buckles.

The Wolfbanes specialize in close combat techniques, in which they are unparalleled. Some people say they fight dirty. They say they fight to win.

THE HIGHLANDER CLAN WARRIORS

The Highlander Clan Warriors are similar to the Wolfbanes in a lot of ways. They recruit from all over Imperial. They are ferocious fighters that wear their long hair in braids, and they paint their faces before entering battle.

The Highlanders don't require that their members renounce membership in their clans, though. Plus, they usually paint their faces with splashes of red or purple instead of the Wolfbanes' more careful patterns. Lastly, they disdain the Wolfbanes' style of fighting. The Highlanders have instead made themselves into experts with the sword. They prefer their traditional Claymores, but they've been known to use shorter blades in a pinch. Their technique with either is unsurpassed.

The biggest difference, though, is that the Highlanders are not a mercenary band. They are under the direct control and funding of the Ministry of War, and so do not charge anyone for their services. Because of this, they are almost always swamped with requests for aid. Most of their overflow goes to the Wolfbanes, especially if the people are willing to pay instead of wait.

THE GOLDEN LIONS

The Golden Lions are the other special forces unit administered by Clan Murdoch. It was founded at the same time as the Blood Berets, and although it has not enjoyed the notoriety of that unit, it has still distinguished itself well throughout the ages.

While the Blood Berets were formed to fight the Dark Legion, the Golden Lions were developed to handle more mundane problems. They have led numerous armed claiming expeditions against each of the other megacorporations. Due to Imperial's policies, they have long been experts at fighting Bauhaus in the Venusian Jungles. More recently, they've become authorities on battling Cybertronic.

Like the Blood Berets, the Golden Lions do not usually work in the interests of a single clan. They are directly under the command of the Ministry of War. As such, almost all of their actions are for the greater good of Imperial as a whole.



BERET (USED BY COMMANDERS AND SPECIAL FORCES)

BERET BADGE («THE SHAMROCKS»)

IAF BADGE

UNIT BADGE («THE SHAMROCKS»)

RANK CHEVRONS (MAJOR)

MK I SHOULDER PAD

MK III HEAVY ASSULT COMBAT ARMOR

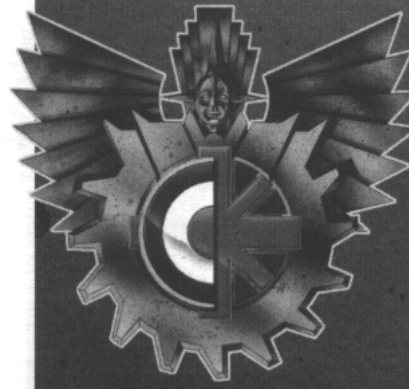
L&Y PLASMA CARBINE

RANK STRIPES (MAJOR)

SIDE ARM

UNIT BADGE (HERE: NONE)

IMPERIAL EQUIPMENT



Unlike freelancers, most Imperial citizens do not have to bother purchasing equipment to help them do their jobs. It's provided to them by the administration or their particular clan at no cost to themselves. Of course, if you want something not specifically required by your job description, you have to buy it like everyone else.

Imperial citizens get a 20% discount when purchasing Imperial-

made items. If the item in question is made by your clan, you get a 30% discount instead. You are only allowed to purchase discounted items for personal use, and you are not permitted to resell them. This rule is often only laxly enforced, and most people can get away with selling a few items to their closest friends, but if there's any evidence of real abuse, like outfitting a paramilitary gang of twenty, someone is bound to become suspicious and call the authorities in.

ARMOR

There are three different types of armor currently in use with Imperial forces (Mk. I, II and III), plus many soldiers stationed in warmer climes wear a protective trenchcoat as well. Each of these is described below. Higher ranking officers like to mix and match between the different types to suit their personal tastes, so it's not too unusual to see, for example, a Highlander captain in only a partial suit of Mk. I armor or a Golden Lion staff sergeant in a Mk. II suit with Mk. I shoulder pads.

MK. I LIGHT PERSONAL PROTECTION SUIT

This is a harness which covers the entire torso and comes with knee and elbow caps, calf and shin guards, armored gloves and large single layer shoulder pads without the sharply splashed edges of the other sorts. Each of these pieces are made of a light combat composite (AV 5), and they are worn over a ballistic nylon bodysuit (AV 2). The suit also comes with a grunt helmet of the same material as the harness (AV 5). This is the most commonly used sort of armor in the Imperial military, as it is relatively cheap and easy to manufacture.

MK. II MEDIUM COMBAT ARMOR

This is a full suit of medium composite body armor (AV 7) that covers all areas of the body with the notable exception of the head. A separate helmet can be ordered as well, but since this armor is only worn by squadron commanders or special forces soldiers, both of whom generally disdain such things, they are rarely seen. The most notable difference between the Mk. II and the other suits is its shoulder pads. Mk. II shoulder pads have sharply splashed edges like the Mk. III, but they're much narrower, forming themselves mostly over the shoulders rather than around them.

MK. III HEAVY ASSAULT COMBAT ARMOR

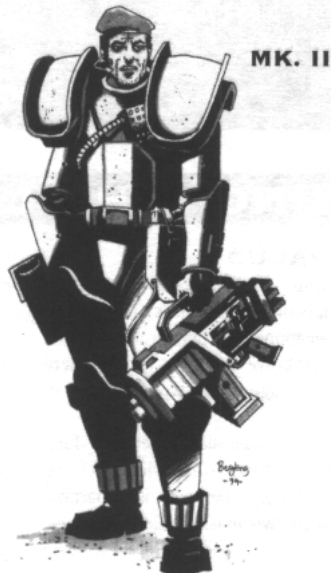
This is the top of the line for Imperial armor, and it is worn exclusively by regimental officers or special forces soldiers. It looks a whole lot like the Mk. II, except the material is heavier (AV 8) and the sharply splashed twin-layer shoulder pads are wider, curving down over the outside of the shoulder for added protection in heavy combat situations.

MK. VI DOOMTROOPER ARMOR

Only issued to Imperial's Doomtrooper forces, the Mk. VI is identical to the Mk. III armor but is lighter and even more durable. Also, the single-layer shoulder pads are similar to the Mk. I pads, but have a more square cut to the edges. AV 10.

TRENCHCOAT

The Imperial bullet-proof trenchcoat is usually worn over your armor, but under your shoulder pads. The trenchcoat is made of ballistic nylon (AV 2), just like the body suit that goes with the Mk. I protection suit. The trenchcoat is favored over the bodysuit in humid climes like that of Venus for mostly personal comfort reasons. It's less confining and restrictive and is easier to don and doff in potential combat situations, like guard duty, while still allowing the soldier's body to be exposed to the air whenever possible. Soldiers who wear it tend to have less problems with heat exhaustion, dehydration and the like.





GROUND VEHICLES



THE BAUHAUS BULLY

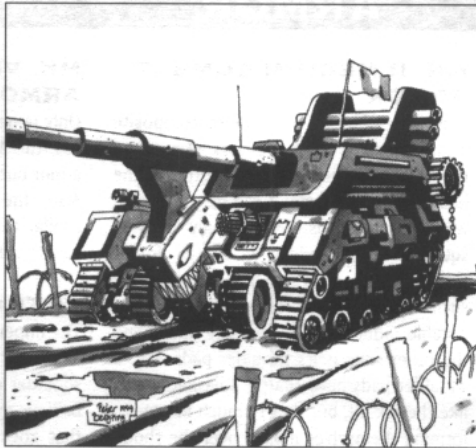
This was the first Fieldhausen design to be manufactured after they were acquired by Imperial. Unlike anything Fieldhausen had done for Bauhaus, the Bully laughs in the face of modern ideas about streamlining and minimal aspects. It's a real monster of a

machine, heavily armored but with an extraordinary ability to cover rough terrain easily, particularly considering its mass. It's slow as can be, but since its armor is too tough for most anti-tank weapons, it may not get you there quickly, but it'll get you there in one piece.

HEDGEHOG NECROMOWER

The Hedgehog is a battle-fitted all-terrain vehicle (ATV) designed to move Imperial scouts and other personnel into position quickly over a variety of difficult terrain. This four-wheel drive vehicle comes with spiked wheels of solid rubber and a diesel engine, the mere sound of which is enough to send weak-hearted foes packing. It has little armor for its occupant, as the occupant is assumed to be wearing personal protection.

The ATV is made to be easy to get in and out of so that riders can quickly dismount and engage closing foes in combat. For this purpose, it features a sword rack to hold the rider's Claymore in an easily accessible position. For ranged fighting, it has an Ultra-Charger mounted on right hand side and an easy-to-read targeter on its left.



THE BAUHAUS BULLY

DIMENSIONS (L/H/W): 8.5/4.2/5.0 m
CREW: 4 (driver, commander, 2 gunners)
ARMAMENT: 1 x 145 mm rifled gun
 2 x .80 machine-gun in side-pod
ROAD SPEED: 32 mph
AMMUNITION: Gun: 24; MGs: 1,400
FUNCTION: Gun: M; MGs: A
RANGE: Gun: 300/450; MGs: 1000/1500
DAMAGE: Gun: 1d10+3; MGs: 1d6+6
ARMOR: Front: AV 18; Elsewhere: AV 8

HEDGEHOG NECROMOWER

DIMENSIONS (L/H/W): 2.3/1.6/2.5 m
CREW: 1
ARMAMENT: 1 x Ultra-charger
ROAD SPEED: 55 mph
AMMUNITION: 1,000
FUNCTION: A
RANGE: 1000/1500
DAMAGE: 1d6+7
ARMOR: Rear: AV 5; Bottom: AV 3; Elsewhere: AV 0

THE VERMIN APC

DIMENSIONS (L/H/W): 6.1/3.3/4.5 m
CREW: 3 (driver, gunner, commander)
ARMAMENT: 1 x Mega-charger
ROAD SPEED: 60 mph
STORAGE SPACE: can hold 9 fully equipped troopers
AMMUNITION: 4,000
FUNCTION: A
RANGE: 280/420
DAMAGE: 1d6+7
ARMOR: AV 8

THE VERMIN APC

The Vermin is another Fieldhausen design that has caught on with tremendous success. As an armored personnel carrier (APC), the Vermin has few equals on the field of battle. It is quick and highly maneuverable, plus it's cheap to make. The tradeoffs are that it's not very heavily armored, has wheels instead of tracks—making it hard for it to handle really rough terrain—and has only one gun, although it's a good one. (See picture p. 61 in the RPG.)

THE BARRACUDA

DIMENSIONS (L/H/W): 1.4/0.4/1.6 m
CREW: 1
MAXIMUM SPEED: 40 mph
ACTION RADIUS: 45 miles
COMBAT RADIUS: 25 miles
ARMAMENT: 2 x Southpaw
ARMOR: none

THE BARRACUDA

The Twin Barracuda Air Support Vehicle, as it's properly known, is one of Imperial's most powerful and unique weapons. The only problem is you have to be insanely brave to fly one. Luckily, there seems to be no shortage of this type of soldier in the clans.

The Barracuda is basically a personal helicopter with two rotors to provide lift and maneuverability. The operator sits in a harness nestled in between two massive diesel engines,

headphones covering his or her ears to prevent deafness. Atop each of the motors is mounted a converted Southpaw rocket launcher. They can be fired independently or in concert (see page 202 in the RPG for more).

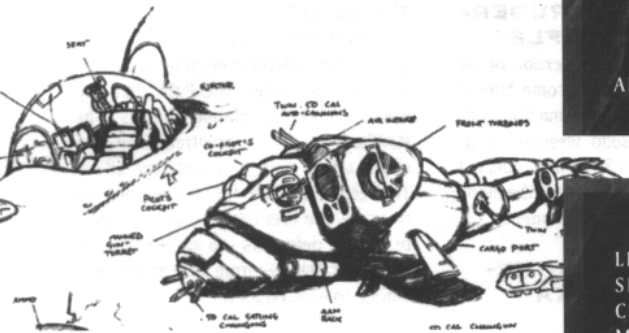
The main drawback of such a device is the lack of concern shown for the pilot's well-being. Not only is there no additional armor for the vehicle's lone occupant, but the seating is constrictive enough to only allow Mk. I armor to be worn by pilots.

FLYING VEHICLES

THE DOOMLORD

The Old Reliable of the defense forces, this vehicle's flexibility makes it the perfect war machine. Despite the age of the design, it's still used extensively as a transport and in assault and support missions. The Doomlord's great range and maneuverability makes it ideal for reaching inaccessible areas like citadels in the Venusian jungles or the Martian mountains. It's commonly used to transport two Vermins through such areas.

(Values are for an unloaded vehicle with maximum fuel. When fully loaded, use values in brackets.)



THE DOOMLORD

LENGTH: 55 m
 CREW: 8 (pilot, navigator, commander, 5 gunners)
 MAXIMUM SPEED: 85 (65) mph; 135 (105) km/h; 38 (30) m/s
 ACTION RADIUS: 315 (250) miles
 COMBAT RADIUS: 95 (70) miles
 MAXIMUM CARGO CAPACITY: 9 (0.2) tons
 STORAGE SPACE: 25 fully loaded troopers (4.1 tons) or 2 Vermin APCs (4 tons each).
 ARMAMENT: 12 x Lumberjack in manned turrets
 3 x five barrel calibre .50 Gatling chainguns in automated nose turret
 2 x AA-missile racks (7 guided air-to-air missiles each)
 ARMOR: Single layer Chobham (AV 6)

THE NIGHTHAWK

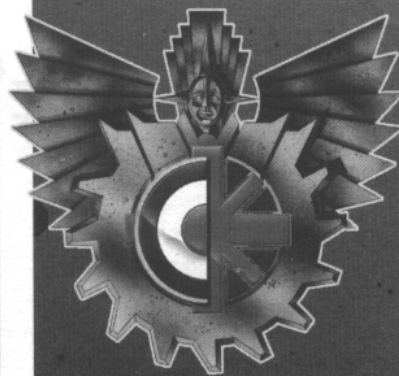
LENGTH: 22.6 m (74'1")
 SPAN: 21.5 m (70'7")
 CREW: 4
 MAXIMUM SPEED: 990 mph (1590 km/h; 441 m/s)
 ACTION RADIUS: 310 miles
 COMBAT RADIUS: 130 miles
 MAXIMUM CARGO CAPACITY: none
 STORAGE SPACE: none
 ARMAMENT: 1 x Twin-Charger, cheek turret
 1 x Charger, rear turret

THE NIGHTHAWK

The Brannaghan No. 20 air defense fighter—the Nighthawk—is a four-seat tactical fighter with cheek and rear turret gunner. She is designed for air superiority missions, but also has a limited capacity as a bomber, in which case the cheek gunner serves as the bombardier.

The cockpit houses the pilot to the left and the navigator with a prism-periscope to the right. The navigator also serves as a target observer in combat. The rear gunner sits backwards in the rear of the fuselage to operate the Charger and serve as liaison. The cheek gunner sits in front of and below the pilot and operates the landing gear as well. The craft has full VTOL capabilities due to the rotors in the stub

wings. The shorter stub wings at the end of the fuselage-mounted sting-ray wings are swing-wings which are folded out at take-off only to provide additional lift.



THE COLOSSUS

The H.S.S.S. Colossus (Her Serenity's Space Ship) is a Loughton Lyonesse III built as an interplanetary freighter at the Witchmouth Yards on Luna 46 years ago. She went on the Venus trade route for the first 19 years of her service before being bought by the Brotherhood and brought to Mars under the name of Sancticus. The Administration used her to freight goods, but 16 years ago, she was purchased by Jeremy Vanderbilt of Victorian Travels Management and fitted to become a passenger liner on the Luna-Mars-Victoria route.

The Colossus isn't a modern ship, even if most new ships are built along her lines. She was one of the first VTO (vertical take off) craft, eliminating the need for a catapult starting ramp. Instead, she is pulled up to the edge of the ramp where the motors are allowed to warm up for 15 minutes. Then, they're tilted downward, and with full thrust, there's enough to take her directly into the skies. (The height of the ramp is necessary, as the ship tends to dip when you change the angle of the engines.)

The large tank between the engines carries enough fuel to take her from Mars to Victoria non-stop, but not much further.

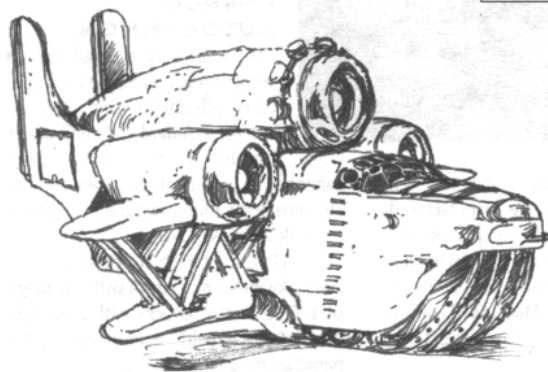
Colossus has 96 first-class double suites, 120 passenger-class doubles and 120 second-class singles. There are one (or two) restaurants, a night club, bar, casino, cinema, pool and gym aboard (at extra charge for second-class passengers), and she stores provisions for 22 days for a full ship, although the trip normally takes only 18. Also, the cargo deck holds up to 68,250 cubic meters with a maximum weight of 2,100 tons. Over 120 people crew the ship, including 15 pilots and navigators (three shifts of five) with the rest being service personnel and dockers.

Do not modify travel times. The ship requires at all times three pilots with an SV in Spacecraft Piloting of at least 16, plus one navigator with an SV of at least 16 in Spacecraft Navigation.

LENGTH: 245 m
 SPAN: 69 m
 HEIGHT: 64 m
 FUSELAGE LENGTH: 198 m
 FUSELAGE SPAN: 40 m
 FUSELAGE HEIGHT: 38 m
 CREW: 122
 STORAGE SPACE: 130 x 35 x 15 m



The H.S.S.S. Colossus



The Lancelot

SPACECRAFT

THE LANCELOT

The Loughton Lancelot Mk. IV is a small personnel carrier designed for interplanetary travels of up to one month, which covers most parts of the inner solar system. It has four cabins (which can host up to eight people), a small pantry and most facilities to make the trip bearable, although not particularly comfortable, despite what the Loughton marketing department may want you to believe.

The Lancelot only requires a crew of one, but that pilot would have to be on post around the clock, so this is a modified truth. It has to be catapulted at take off. The cabins are located at the front of the fuselage, and the entire rear section is storage space for water and provisions. The small shower contains water for some 25 quick showers.

Like other Loughton spacecraft, the Lancelot requires a landing strip of some 1,000 m. Otherwise, she is simple to handle and can be flown with a minimum of preparations, making her an ideal shuttle ship.

The Mk. IV DL version is much more comfortable, with large inner spaces, an autopilot and a variety of other gadgets to make living and flying a lot easier. The DL is also about 20% faster than the standard model.

The GL version, also known as the Luxury Liner model, has a three meter longer fuselage for even more comfort and all the necessary amenities to make the trip a real pleasure.

The ship requires at all times one pilot with SVs in Spacecraft Piloting and Spacecraft Navigation of at least 9.

THE LANCELOT

LENGTH: 31.8 m
 SPAN: 15.9 m
 HEIGHT: 7.6 m
 FUSELAGE LENGTH: 30 m
 FUSELAGE SPAN: 5.4 m
 FUSELAGE HEIGHT: 5.5 m
 CREW: 1
 STORAGE SPACE: 3 x 2 x 2 m
 MARKET COST: 14,490,000



As for all weapons in the *Mutant Chronicles* universe, weights are given in kilograms and length in centimeters.

THE CLANSMAN CLAYMORE

These fearsome two-handed swords have an almost religious significance amongst the clansfolk, who often carry them into battle instead of side arms. There appears to be no logical reason for this, but they

THE CLANSMAN CLAYMORE

W	L	STR	DAM (1H)	DAM (2H)	COST
4.8	114	11	1d4	1d6	54,000

(NOTE CORRECT COST)

THE VIOLATOR SWORD

W	L	STR	DAM (1H)	DAM (2H)	COST
5.1	125	13	1d6	1d10	55,000

(NOT FOR SALE)

ASSAULT RIFLE MK. 43

W	L	MC	TSS	GL	CB	TS
5.0	72	20	OPT	N	OPT	N
FUNC	RANGE	STR	RT	JF	DAM	COST
A	100/150	15	1	2	1d6+2	6,500

HEAVY MACHINE-GUN MK. XIXA

W	L	MBL	BIP	GL	CB	TS
24.1	88	∞	N	N	N	N
FUNC	RANGE	STR	RT	JF	DAM	COST
A	280/420	30*	3	4	1d6+7	29,000

LYON & ATKINSON .50 AUTOCANNON

W	L	MC	TS	FUNC	RANGE
40.2	120	19	OPT	A	1500
STR	RT	JF	DAM	COST	
42*	3	8	1d6+10	32,000	

are said to protect against influence from Dark Symmetry. They are manufactured by a number of different companies. The best used to come from the decimated Gallaghers, but now many of the finest are made by Clan Murray's Lyon & Atkinson. (NOTE: Many Claymores function Violator swords.)

WEAPONS

THE VIOLATOR SWORD

The Violator is an electro-charged battlesword capable of striking down several enemies with one blow. It can attack all adjacent squares in a single action, making a separate attack roll against each. While it is a powerful weapon, it is disdained by some clansfolk as being a «cheater» due to its technical nature.

MK. 43 «THE INTRUDER» ASSAULT RIFLE

This is the original version of the weapon that has become famous for its upgraded plasma-firing edition. It's a solid weapon on its own, but Lyon & Atkinson puts out many more of them with the modification for the plasma ammo.

HEAVY MACHINE-GUN MK. XIXA «THE MEGA-CHARGER»

This eleven-barreled version of the ever-popular Charger has been warmly accepted by Imperial's armed forces. It's usually mounted on some sort of vehicle and is very rarely used hand-held by a single soldier. Its extreme rate of fire (4,800 rpm) coupled with its large caliber (20 mm) makes it a lethal threat in the hands of anyone who can handle it.

LYON & ATKINSON .50 AUTOCANNON «THE LUMBERJACK»

The Lumberjack is unusual amongst autocannons in that, instead of having over and under barrels, its twin barrels are side by side. This gives it a nice wide field of fire so that it can actually fire at two adjacent targets with a rapid volley without penalty (although it can only use up to two bullets per round). It is almost always mounted on a vehicle due to its weight and bulk, and it can be optionally belt fed (in which case MBL is: unlimited).

NOTE: During each attack action, you can make either one attack with a damage of 1d6+10 or two attacks with a damage of 1d10 each (with appropriate to hit penalties for a rapid volley).

NIMROD AUTOCANNON

The Nimrod is a small for an autocannon, and unlike Imperial's other offering in this category, has the standard over and under barrels of most other autocannons. It is heavily favored by the Doomtroopers for its portability and awesome destructive power.

NOTE: During each attack action, you can make either one attack with a damage of 1d6+6 or two attacks with a damage of 1d10 each (with appropriate to hit penalties for a rapid volley).

DEATHLOCKDRUM

The Deathlockdrum is a .50 single-barreled drum fed autocannon that comes complete with an integrated grenade launcher for close-in fighting against multiple targets. This combination has made it extremely popular with urban combat troops like Her Serenity's Life Dragoons.

THE GEHENNA PUKER

The Gehenna Puker is a high-tech flame-thrower that spews out a cloud of ignited plasma that reduces everything in its path to a sizzling cinder. The Puker has two ways of firing its plasma charges. The standard way is to concentrate it all on a single target with a devastating effect. The second way is to fire an area spray. In this case, the firer takes no CS roll penalty, but the defenders still get +3 on their Avoid SVs. Damage from such an attack is 1d6+6 to each target hit.



MISCELLANEOUS

GAS MASK

The gas mask is standard Imperial issue to all of its soldiers, each of whom must be on constant guard against such attacks, particularly from the Dark Legion. The gas mask provides total protection from any kind of gas attacks for as long as it is worn. Unfortunately, they can be horribly uncomfortable in high warmth areas like the surface of Mercury or the jungles of Venus. More than one soldier has been caught with a mask in his or her pack when the fatal gas came, catching them unawares.

IRON MASTIFF

The Iron Mastiff is a mechanical dog used by the FOXHOUND section of ISC to track and capture heretics. Upon rare occasion, they're called in for assistance on more mundane matters, but they are incredibly expensive to manufacture, so there always seems to be a waiting list to get a hold of

IRON MASTIFF

MOVEMENT: 5/325

OB: +1

ACT/CR: 4

	BP:S	ARMOR	(AV)
HEAD:	4	STEEL	8
LEG (X4):	4	STEEL	8
CHEST:	8	STEEL	8

ATTACKS: Bite (SV: 16; Damage: 1d6+2)

SKILLS: Stealth 12, Agility 16, Climbing 14,

Avoid 6, Perception 20

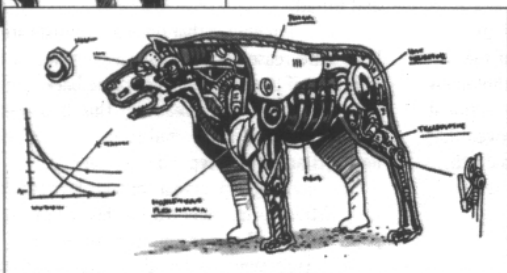
SPECIAL ABILITY: Nightvision



one for anything less than matters of the utmost urgency.

Iron Mastiffs are made of unpainted stainless steel. Their glowing red eyes can see in even

the darkest subterranean tunnels, and their powerful noses can track a single car by its exhaust through even a Luna rush hour. Once the quarry has been cornered, the Mastiff can be let loose to gore the sorry foe, but more often they're held back while



their handlers mop things up. After all, there's little reason to risk such expensive equipment when an Aggressor in the right hands will do the trick.

THE JET CHUTE

Jet chutes are the ultimate troop deployment devices, enabling transports like the Doomlord to drop troops in even the thickest of fighting with little or no loss of life. The jet chute allows paratroopers to exit their craft at nearly any height and then free fall until they reach an altitude of 150 feet. Pile drivers, as they are lovingly called by the people who use them, have an automatic fail-safe ignition that kicks in at an altitude of 90 feet if the chutist is still at near terminal velocity, and most troopers rely on this instead of

their own judgment, as the ground comes up awfully fast at such distances. Plus, it allows them to get as close to the ground as possible and from there to cover from surrounding foes.

Jet chutes fire twin rockets that catch their occupants 30 feet above the ground and then lower them to the surface at a manageable speed. While the experience can be painful and deafening, it beats being shot out of the air while floating down on a traditional silk canopy. Anyhow, it get the job done.

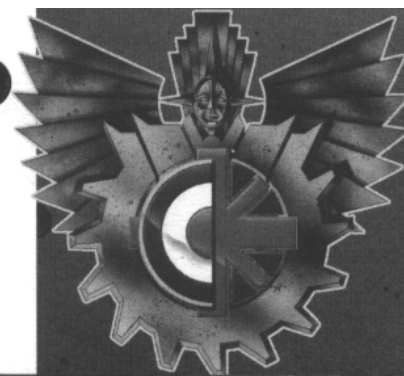
THE RAINY DAYER

This is an ISC special developed by the good men and women at ISC-19. It looks like

an umbrella, but the shaft is actually the barrel for a sniper rifle. Plus, when the umbrella is opened, the canopy—which is made of ballistic nylon—serves as a bullet-proof shield.

THE RAPIER CANE

Another ISC-19 special, this looks like an ordinary cane, but when the handle is twisted and pulled a special way, the user can draw the attached rapier blade out of the cane's shaft. This weapon is extremely popular with Imperial's diplomatic corps.



NIMROD AUTOCANNON

W	L	MC	TS	FUNC	RANGE
11.8	83	40	OPT	A	900
STR	RT	JF	DAM	COST	
21°	2	8	1d6+10	59,000	

DEATHLOCKDRUM

W	L	MC	TS	FUNC	RANGE
12.9	96	40	N	A	1000
STR	RT	JF	DAM	COST	
25°	2	9	1d10+1	32,700	

GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT
—	19	A	100/150	25°	1
JF	#TA	SR	DAM	COST	
5	1d6	0	1d6	—	

THE GEHENNA PUKER

W	L	MC	TS
25.0	140	7	N
FUNC	RANGE	STR	RT
SPECIAL	20/30	30°	3
JF	DAM	COST	
9	1d10+10	40,000	

THE RAINY DAYER

W	L	MC	TSS	GL	CB	TS
3.4	100	10	N	N	N	OPT
FUNC	RANGE	STR	RT	JF	DAM	COST
S	800	18	1	9	1d6+2	12,000

THE RAPIER CANE

W	L	STR	DAM (1H)	DAM (2H)	COST
2.0	95	9	1d3	1d3+1	4,300



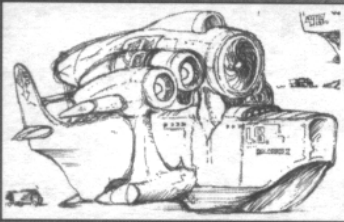
THE BULLDOG

The Bulldog is a Loughton Lodestar A/II small interplanetary cargo freighter built at the Witchmouth Yards and currently in service in the belt. She is built along the same lines as the Colossus, only slightly smaller and with the entire fuselage used for cargo, which necessitates a more powerful engine.

The cargo deck can hold up to 48,735 cubic meters with a maximum weight of 5,600 tons. Normal crew is 37 of which 12 are pilots and navigators (three shifts of four), 15 are technicians and 10 are dockers.

Multiply travel times by 1.2. The ship requires at all times one pilot with an SV in Spacecraft Piloting of at least 16, plus one navigator with an SV of at least 16 in Spacecraft Navigation.

LENGTH: 135 M
SPAN: 45 M
HEIGHT: 42 M
FUSELAGE LENGTH: 104 M
FUSELAGE SPAN: 32 M
FUSELAGE HEIGHT: 30 M
CREW: 37
STORAGE SPACE: 95 X 27 X 19 M



BULLDOG WITH TRUCK

THE LIBERTY GAMBIT

The Liberty Gambit is a short *Mutant Chronicles* adventure designed for experienced players. At least one of the PCs should be a member of ISC-3, ISC-5 or the Gendarmary. The others can be anyone, although they are encouraged to be Imperial citizens or, at the very least, freelancers.

This section of the book is for the Game Master's eyes only. Players should not even glimpse through this section. Knowledge of what the game involves prior to playing it can ruin the players' enjoyment of the scenario.

Game Masters should read through this entire chapter carefully. You will need to know it backwards and forwards in order to be able to run the game confidently.

Some of the work involved in tailoring the adventure to your playing group's unique strengths and weaknesses has been left for you. For instance, an encounter description might tell you that the characters will be attacked by a group of Diemansland Liberation Army thugs. It's up to you to decide just how many of these foes there are, based upon the number and strength of the people in the PC's group. The stronger the group, the more DLA supporters you should toss at them. The weaker the group, the easier you should go on them.

THE SET-UP

If the players are not all ISC operatives, getting them together might take some work of the GM's part. This might involve the ISC hiring on freelancers or making an arrangement with some of the characters' employers to «borrow» them for a special task force. In any case, once its all been arranged, the players meet on Victoria for a briefing.

The woman giving the briefing is Wilhemina Paladine—Lady Paladine to the PCs—a top official in the ISC and the chief liaison between the Serenity and the ISC located at the Paladine Palace. She tells them of a murder of a tourist at Diemansland.

The tourist was Portia Bartholomew, a young prodigal of direct descent from the current Duke Bartholomew. She was accosted outside of the Serene Casino in Diemansland and killed. She was out slumming, having given her bodyguards the slip on Victoria. She had been officially missing for two weeks when her body was discovered only three days ago.

There were no witnesses to the crime. An autopsy showed she had been extremely drunk when she died. The cause of death was a bullet placed between her eyes, fired from the Aggressor found in a dumpster nearby. She probably never saw it coming.

The only clue uncovered so far is the murder weapon. A trace was put on it, and it was found registered to the Golden Lions. The ISC has contacted the Lions about the gun. They claim it belonged to a soldier that was killed on Mars, and that after her death, the weapon was never recovered.

As the players know, the Lions are administered by Clan Murdoch, Clan Bartholomew's old foe since the days of the Sad Struggle. When appraised of the situation, Duke Bartholomew was incensed, vowing to raise the stakes in the Great Resentment to heights unseen for generations unless it could be proved that the Murdochs were guiltless in his great-granddaughter's death.

It's up to the players to get to the bottom of this mystery.

GETTING THERE

Once the briefing is over, the players are led off to a Loughton Lancelot Mk. IV to make the journey to Diemansland, which should take them less than two full days to complete. If no one in the party is capable of flying the ship, a pilot will be appointed to them, one Ronald Marsten.

Marsten is an affable fellow, fairly talkative, but he knows nothing that can help the players in their mission. Once on Diemansland, he will be unwilling to assist the players at all, except

for flying them around. «I'm a pilot,» he says, «not a bloody gendarme. I'm all for leaving that sort of trouble to those who know it best—folks like yourselves.»

He will take the opportunity to explore the area while the players are investigating. At any given moment, there's a 50% chance Marsten will be with the ship, checking it out, making minor repairs. If he's not around, he's in one of the dozens of casinos, catching up with old friends. There's a 10% chance he's in any one that the players look for him in. They should be able to find him easily enough, as he stands well over two meters tall.

The players can stay in the ship if they like, or they can check into the Serene Casino, the poshest place on the whole rock. Either way, their expenses are covered for the duration of the trip, so it's really up to them.

WHAT REALLY HAPPENED

Portia Bartholomew was killed by Malcolm McDarwin, a rogue member of the DLA. McDarwin is a slim young man with scruffy bright red hair and a scraggly beard. His parents were members of the DLA and were killed by a Golden Lion strike team in one of Imperial's periodic attempts to purge the DLA from Diemansland once and for all. All his life, he has been a supporter of the DLA attacking tourists to drive the Imperials out once and for all.

McDarwin figures that once the tourists are gone, Imperial will have little reason to maintain a presence in his homeland. He's right, but if the tourists never come back, the Diemansland economy will likely never recover. This is something the DLA has always tried to prevent, and to do so, they've had to walk a fine line. McDarwin has stepped right over it.

Through some personal contacts he has with off-asteroid heretics, McDarwin managed to get his hands on a Golden Lion Aggressor. Since then, he's waited for an opportunity to use it to present itself. When he found out that a Bartholomew was in town without bodyguards of any kind, it looked like the moment had arrived, and he leapt at it.

Posing as a suitor, he lured the fair lady into the area behind the casino, and there put a bullet in her brain. Then, making sure to wipe his fingerprints from its grip, he tossed the weapon into a dumpster where he was sure it would be found. Then he made good his escape and went underground to wait to see the fruits of his labors.

ON DIEMANSLAND

Once on Diemansland, the players will be met by Inspector Wilshire of the local gendarmery. She was once a beautiful young woman with bright blue eyes and long blond hair, and the years and the Diemansland climate have been good to her. She is an excellent inspector, but she's been fairly well stumped by this case so far.

She will inform the players that the gendarmes have made little progress on the case since the body was discovered. As of yet, they have managed to keep the incident out of the paper for fear of the damage it would do to both the casino and Diemansland's reputations. Still, eventually the truth will come out, and by that time, she intends to have this case solved.

She has arranged a meeting between them and a top member of the DLA by the name of Tom Blacksmund. After the murder was discovered, Blacksmund notified Wilshire that he had some information about who the killer was, but he refused to share it with anyone less than a member of the ISC. It was for this reason that the players were summoned.

The meeting has been set for 10:00 that evening in room 1495 of the Serene Casino's hotel. Only the players are to come. They are permitted to bring weapons, as Blacksmund and his men will be armed as well. Any false moves will probably end up in a bloodbath, so Wilshire recommends taking things slowly and carefully.

Unfortunately, the local gendarmes have nothing on Blacksmund other than the fact that he is a known member of the Homelander, a perfectly legal and above board group that is suspected to be a front for people to donate funds and other support to the DLA. There are no legal grounds on which to arrest him and bring him in, and even if there were, the case the players are working on has a much higher priority.

THE MEETING

When the players get to room 1495, they're met by a young boy by the name of Walter Babbit. He is to take them to room 1876 instead. That's all he's knows and is willing to say.

Room 1876 is occupied by Blacksmund and at least twice as many DLA thugs as there are players. It's a bit crowded, but Blacksmund makes them feel safer this way. A set of chairs lines one wall, and Blacksmund invites the players to sit. He sits in a lone chair against the opposite wall. His people remain standing.

Blacksmund tells the players that the DLA has determined that one of their own, a Malcolm McDarwin, is responsible for Lady Bartholomew's murder. He is a renegade that has cut all ties with the DLA, and they want nothing to do with him. They do not claim responsibility for the attack, but Blacksmund assures the players that the DLA takes care of their own.

Should someone ask what he means by that, Blacksmund laughs and checks his watch. Then he tells them that the DLA has found McDarwin's hideout in an old tenement building on Washington Street on the edge of town. Within the half-hour, McDarwin's not going to be a problem for anyone.

Now, if the characters are pleased with Blacksmund's solution, all they have to do is wait. Or they can leave. Eventually, they'll discover that McDarwin managed to escape the DLA assault on his hideout.

Alternatively, they can take off and try to bring McDarwin in for questioning, and a fair trial. After all, are they just going to take Blacksmund's word for McDarwin's guilt?

If the players go to save McDarwin, Blacksmund just laughs. «Suit yourselves,» he says. «You'll never make it there in time anyhow, but maybe you'll get there soon enough to help pick up the pieces.»

THE HIDEOUT

The funny thing is that by the time the DLA gets to McDarwin's hideout, he's out shopping for supplies for his planned getaway. There is a man there, though—one that looks enough like McDarwin to confuse the DLA thugs. The attack's going to go down anyway, but if the players show up, they might be able to save a (mostly) innocent man's life.

McDarwin's buddy, Leo Johnston by name, is in the top floor of a five-story old tenement that's long since been abandoned by

its rightful owners. The DLA thugs (one for each player, armed with Aggressors) come in through the stairwell and knock on the door of the apartment in which Johnston is watching TV. When Johnston hears the knock, he knows it's trouble and heads down the fire escape.

Just as the players show up outside the building, they see the DLA thugs begin shooting down the fire escape at Johnston who is ducking into the third floor. It's up to the players to handle it from there.

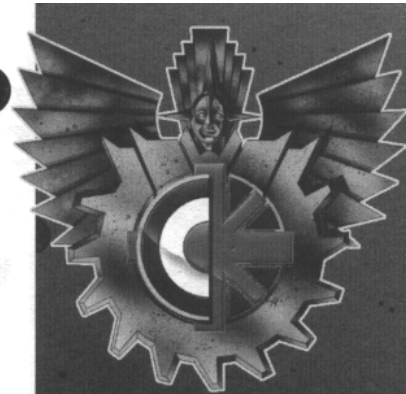
Johnston will try to make his way to the ground floor be-

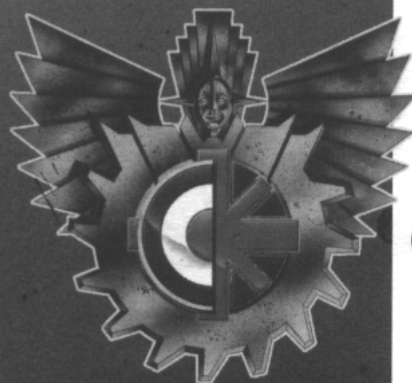


fore the DLA people on his tail can catch him. He'll likely run smack into the players on the stairwell. He is armed with an Aggressor and will fire at anyone he sees. He's scared out of his mind and not thinking too straight. He just wants to get out of there alive.

If the players manage to convince Johnston that they're not DLA (their accents should be enough), he'll turn himself over to them and beg for help. The DLA thugs don't really care who the players are, though. They've got their orders, and if they have to cut their way through the players to get to the man they believe to be their target, they'll do it happily.

**32ND TRENCH BATT
VS. PRETORIAN
STALKER**





Assuming the players get away with Johnston, they'll be disappointed to find out that all he knows about McDarwin's plans is that he was leaving later that night. He didn't say how he was going, but he had just stepped out to «purchase his ticket» only an hour before the DLA thugs had shown up. He was going to come

back to get his suitcase, but after all the commotion, you can be sure he'll leave it behind.

McDarwin's suitcase contains nothing but some clothes, his passport and another Aggressor. There are no clues here.

THE CRISIS

When the players get back to the Serene Casino, they'll find that McDarwin is waiting for them there. If they waste their time elsewhere, they'll be contacted by the Diemansland gendarmy with a message that McDarwin is holed up in the sports book with several hostages. He claims he's got a bomb.

When the players get to the sports book, they'll find McDarwin surrounded by hostages. He is armed with an Aggressor in his right hand and a deadman's switch in his left.

The switch is attached to a large bundle of dynamite McDarwin has tied around his chest. If he lets go of the button for any reason, the dynamite will go off instantly. He'll die, of course, but he'll take a large portion of the Serene Casino and a number of innocent people with him, including the players if they're too close.

He has a list of demands. He wants safe passage for him and three of his hostages to a Loughton Lancelot with a pilot handcuffed to the controls. He also wants one million Sterlings waiting in the ship for him, plus a guarantee of safe passage to a Cybertronic

outpost in the asteroid belt. If the players look like they're willing to deal, he'll release his hostages one by one until he's got three left. Then he'll handcuff them together and use them as human shields until he can get to his Lancelot. He will only surrender if it looks like there's no other way out, although he'll do his best to convince the players that he'd be glad to die.

It's up to the players to figure out how to handle this situation. It'll depend a lot on their personal styles and abilities. With any luck, though, they'll be pleased to discover that McDarwin is bluffing. The dynamite is fake, just wooden dowels painted red. It seems that McDarwin's not quite as ready to die as he would have people believe.

Players should also note that if McDarwin is killed, they really don't have much of a case against him. It will be hard to prove to Clan Bartholomew that it was this man behind Portia's slaying, and that it's not just some big Murdoch or ISC cover up. If so, the Great Resentment will probably swing into full speed once again.

THE WRAP-UP

If the players manage to successfully stop McDarwin on making good on his escape, there will be accolades for all, especially if they were able to do so without any loss of innocent lives. This is even more true if they're able to capture McDarwin alive. At the very least, in addition to their hero point awards, the players will always be welcome in Diemansland, particularly at the Serene Casino and Hotel which will always have a suite for them for free.

McDarwin will confess to his crimes, and he will absolutely refuse to implicate the DLA in them at all. This action will probably save his life, as otherwise, he would have probably been killed in jail later that same night.

If the players fail, the people of Diemansland might fail to hold them responsible, but rest assured that their superiors will not. Any punishment handed down from above will depend on just why the mission was botched. If the players muffed a hostage rescue attempt, then at least they were trying something, but if they just let the renegade go, ISC-1 will have their heads.

Also, if McDarwin is not captured and made to confess, the case against him will be mostly circumstantial. It may not be enough for the Bartholomews to buy it, and if so, the Great Resentment will be full on again. The loss of life will be incredible, and the players will have to live with the fact that they might have been able to prevent it.

NPCS

DLA THUG

STR 13
INT 9
COR 11
PHY 11
MST 10
PER 10

MOVEMENT: 3/225

OB: +1

ACT/CR: 3

DB: +3

PB: +3

	BPS	ARMOR (AV)
HEAD	3	—
ARM	6	1
STOMACH	6	1
LEG	7	—
CHEST	7	1

ATTACKS: Aggressor

FIELDS OF EXPERTISE: Avoid 5, Combat 11, Communication 7, Firearms 13, Movement 9, Perception 5, Technical 6.

MALCOLM MCDARWIN

STR 11
INT 15
COR 14
PHY 10
MST 18
PER 12

MOVEMENT: 3/225

OB: +1

ACT/CR: 3

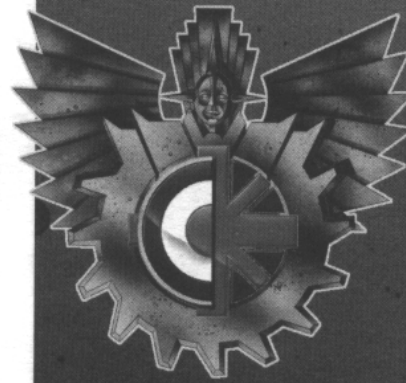
DB: +4

PB: +3

	BPS	ARMOR (AV)
HEAD	3	—
ARM	6	1
STOMACH	6	2
LEG	7	—
CHEST	7	2

ATTACKS: Aggressor, fake bomb

FIELDS OF EXPERTISE: Avoid 7, Combat 10, Communication 12 (Conning 17), Firearms 13, Movement 9 (Stealth 14), Perception 13, Technical 6.



CONVERT YOUR CHARACTER

Fury of the Clansmen™ is a hard-hitting, fast-paced boardgame in which the brave soldiers of the Wolfbanes wage a continuing war on Venus against the horrifying forces of the Nephrite Alakhai. Here are some guidelines you can use to convert your *Mutant Chronicles Roleplaying Game* player character for use in the *Fury of the Clansmen* boardgame.

Your offensive and defensive capabilities are converted to three new stats:

- Armor
- Close attack
- Firearm attack

Any other skills may be converted into special abilities. Your Combat statistics will be converted to «actions per game turn» and «steps per move action».

Due to the quick and dirty nature of the rules for *Fury of the Clansmen*, a converted character can't completely represent all of your RPG character's peculiarities, but it will cover all of the parts directly relevant to the boardgame. If you find that's not enough for your tastes, get together with your fellow players to set up house rules to handle any other bonuses and special abilities that might be to your benefit. Be as creative with this as you like. It's your game.

ARMOR DIE CODE

Your *Fury* Armor die code is derived from two of your RPG characteristics—your Armor Value and your Avoid SV.

ARMOR VALUE

On the table below, use the Armor Value for the piece of armor which covers the most parts of your body. If the AV of your chest armor or shoulder pads is higher than this AV, add one die. If the AV of your chest armor and your shoulder pads is lower, deduct one die.

AV	DICE
1-4	1 white
5-7	2 white
8-10	3 white
11-12	4 white
13-14	5 white
+1	+1 white die
etc.	

EXAMPLE: Freelancer Henry Drougan uses a Mk. I suit of combat armor with Mk. III shoulder pads. The normal AV for the Mk. I (covering his legs, arms, stomach and chest) is 7 (5 for the armor plates plus 2 for the nylon bodysuit). This gives Drougan two white Armor dice. The Mk. III shoulder pads have AV 8, and since this is higher one more die should be added.

In total, Drougan's armor is worth three white dice.

AVOID SV

Your Avoid SV will improve your Armor die code. For each «improvement» in the table below, you may replace one white die with a red one, or, when all your dice are red, a red die with a black. If all your dice are black already, an additional improvement will add one white die to your Armor die code. Further improvements change the color on this extra die, and so on.

AVOID SV	IMPROVEMENTS
1-3	1
4-6	2
7-9	3
10-12	4
13-14	5
15-16	6
17-18	7
+1	+1

EXAMPLE: Henry Drougan has an Avoid SV of 10, giving him four improvements. Improving his three white dice to red ones demands three improvements, and his last improvement changes one of them to a black die instead.

Thus, Drougan's final Armor die code is one black and two red dice.

ATTACK DIE CODES

The damage your weapon does in *Fury of the Clansmen* is calculated in two steps. First, you calculate the number of dice to use, depending on the weapon's damage code from the RPG. Then your SV affects the dice in the same way as the Armor die code.

Begin with determining which weapons you use. This is physically limited by your two hands. If you use a two-handed weapon (i.e. the STR requirement is higher than your STR or the weapon description is marked with a «*»), you can only carry that weapon into battle. You may use two weapons only if both weapons' STR requirements are lower than or equal to your STR.

RPG DAMAGE DIE

In the RPG, virtually all weapon damages are rolled with either a d4, a d6 or a d10. Which die is used affects the number of dice you use for your Attack die code.

RPG DAMAGE DIE	ATTACK DICE
1d4	2 white
1d6	3 white
1d10	4 white

ACTIONS

Other than moves, which everyone can perform, the types of actions open to you are determined by your weaponry and skills. Some of these are listed below for greater clarity.

MOVE

Always costs one action.

CLOSE ATTACK

For all characters with a close combat weapon. For fists, roll two white dice. When using a firearm as a close combat tool, roll three white dice. If you possess a SV in a special close combat skills, such as Wolfbane Close Combat Techniques, you may make improvements as usual.

FIREARM ATTACK

For all characters with a firearm.

AUTO FIRE BURST

For all characters with a firearm with Function: S, A or 3. Normally gives an Attack roll bonus of two red dice. Roll three black dice to check OUT OF AMMO.

AUTO FIRE SPREAD

For all characters with a firearm with Function: A. Normally gives an Armor roll bonus of one black die to the target. Roll 3 black dice for each figure attacked to check OUT OF AMMO. If you get more than two OUT OF AMMO results for a single attack, the firearm explodes (not weapons with an MBL-value).



FULL AUTO

For all characters with a firearm that has Function: A and an MBL value. Normally gives an Attack roll bonus of one red dice. Roll 3 black dice for each figure attacked to check OUT OF AMMO.

AIMED ATTACK

For any kind of attack, except any sort of Auto or any sort of Charge. Normally gives an Attack roll bonus of one black dice. Using a Sniper rifle without aiming will always mean you roll white dice only. However, if you aim, you will always roll black dice only (plus the extra black).

RELOAD

For all characters with a firearm. The Reloading Time value in the RPG equals the number of actions required to reload the weapon.

EXIT FOXHOLE

For all characters.

CHARGE

To be able to make a Charge, you must have a SV of at least 15 in a special combat technique, for example Wolfbane Close Combat Techniques.

You also get one improvement for each «+» your weapons has in the damage code. This is calculated later.

EXAMPLE: Freelancer Henry Drougan has STR 14 and chooses to arm himself with a Punisher short sword and an MP-105 SMG. He would really have liked to use a CAR-24 SMG instead, but its STR-requirement of 15 meant he couldn't have had a close combat arm, too.

Anyway, Drougan receives three white dice in both Close Combat and Firearm Combat.

ATTACK SV

Second, it's time to determine the colors of the weapon dice. This is primarily derived from your SV in the most appropriate weapon skill. For all weapons with the code «A» in the Function column, use the appropriate Automatics skill. For other firearms, use either your Handgun, Rifles or Shoulder-launched weapons skill value. For close combat weapons, use your Melee weapons skill value.

Use your improvements here in the same manner as for the Armor die code.

ATTACK SV	IMPROVEMENTS
1-5	0
6-10	1
11-15	2
16-20	3
21-22	4
+2	+1

Also, you receive one improvement for every second «+» in your weapon's damage code (an AR3000 assault rifle with a damage code of 1d6+2 would receive one extra improvement; an Invader BAR with a damage code of 1d6+3 receives two). Finally, each «+» in your offensive bonus gives you one improvement to your Close Combat die code.

EXAMPLE: Henry Drougan uses his Melee weapons SV for determining the Close Combat die code. This is only 6, and since the Punisher short sword damage code has no «+», Henry only gets one

improvement. Fortunately, he has an offensive bonus of «+1», and the three white dice become two red dice and one white.

For the MP-105, Drougan uses his Light Automatics SV (the weapon has «Function: A» and has a STR-requirement lower than 17). This SV is 14, and the damage code for the weapon is «1d6+1», so Henry receives three improvements. The three white dice become three red. Drougan feels better now.

GRENADE LAUNCHERS

Most Assault carbines and SMGs have integrated or detachable grenade launchers. When firing a grenade with a grenade launcher, you must always make an Accuracy roll to see where the grenade lands. For an Aimed attack, this is always one black die; for ordinary attack, this is two black dice. For each miss scored, the target miniature's player may move the grenade one square in any direction from its intended target square.

Damage dice only depend on the grenade's statistics:

MAXIMUM GRENADE DAMAGE	NUMBER OF DICE
4 or less	1
5-9	2
10-15	3
16 or more	4

#TA	COLOR OF DICE
1d3	white
1d4	red
1d6	black

The shrapnel range is the same as in the RPG. Adjacent squares are hit by one step lighter dice, and targets two squares away will be hit by white dice, provided the shrapnel range is 2 and the #TA is 1d6 (=black dice in target square).

For thrown grenades, use the rules for Brainbusters in the Fury of the Clansmen rules. Calculate the grenade's damage as usual (a Brainbuster has «Damage: 1d10»; «#TA: 1d6» and «SR: 1»).

MOVEMENT & ACTIONS

The number of actions you may perform per turn and the number of steps you get per move action are both exactly the same as in the RPG (use the combat statistics «Movement Allowance» and «Actions per Round»).

SPECIAL ABILITIES

As a general rule, only skills in which you have a SV of 15 or more will show as special abilities.

MEDICINE. If your SV is 15+, you have the Field Surgery ability, just like a Blood Beret Medic.

PARRYING. A high SV in this skill will give you an Armor roll bonus when you're attacked in Close combat: SV 15-20: one white; SV 21-25: one red; SV 26+: one black.

MOVEMENT BONUSES. The Survival skill lowers your movement costs for certain types of terrain. With an SV of 15+ in Jungle Survival, your jungle movement cost is lowered to 1. With an SV of 15+ in Mountain Survival, your rubble pile movement cost is lowered to 1 and you can enter rubble piles for free.

LEADERSHIP & COMMAND. This is based on your SV in Small Units Military Tactics.

SV	LEADERSHIP DICE AND COMMAND
15	2 white
16	2 red
17	3 white
18	3 red
19	2 black
20	3 black
21-25	3 black; 1 Command/turn
26-30	3 black; 2 Commands/turn
31+	3 black; 3 Commands/turn

ARMOR & ATTACK ROLL BONUSES

Pick among the listed bonuses provided in this sourcebook and the ones in the basic Fury of the Clansmen rules to find the bonuses that apply to you. Many are connected to a specific piece of equipment or special ability.



SPECIAL RULES

A Blood Beret squad consists of one Sergeant, two Grunts and one Medic. Each member of the squad has three actions per turn and may take four steps per move action. The squad may not receive extra actions from other squads' Chieftains, but it may receive a Command issued by a Commander.

By spending one action, a Grunt can use his scanner. If successful, he gets the exact range and direction to a target of his choice, giving him a very nice Firearm Attack bonus.

A miniature that is eliminated by one hit only (for example if a miniature is hit by three hits and his armor roll scores two hits) is not removed from the game board. Instead he is laid down in his square, unconscious and dying. If the Medic enters an adjacent square and spends three successive actions to perform Field Surgery, the injured miniature is restored to fighting condition and may continue on as usual. This rule applies to all Imperial figures as long as a Medic is on the board.

Injured figures can be attacked. Foes get a two black dice bonus when firing at unconscious foes. If they to make a Close attack, the unconscious figure is automatically eliminated.

The Medic and the Sergeant are equipped with Chainrippers which function as Violator swords.

BLOOD BERETS™

Made famous in both feature films and enlistment ads, the Blood Berets are a well-known sight everywhere in the system. Rank and IAF badges are carried on the left shoulder by squad commanders, and the Blood Berets use the generic special forces badge on the other shoulder. The ink and motor-grease sun-block used on the cheeks to protect against reflection from the sun should not be confused with the Wolfbanes' ceremonial face paint.

BLOOD BERETS

SERGEANT

GRUNT

MEDIC

	ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
SERGEANT	3 red, 1 black	3 black	3 red	Leadership 3 black
GRUNT	3 red	3 white	3 red	Scanning
MEDIC	3 red	3 red	3 red, 1 white	Field Surgery



MOVEMENT

Clear	1
Jungle	1
Rubble	2
Enter rubble	+1
Cross ruin wall	+1

ACTIONS

Move	1
Close attack	1
Firearm attack	1
Auto fire burst	2
Auto fire spread	2
Aimed attack	2

ACTIONS

Scan	2
Use Field Surg.	3
Leadership roll	0
Reload	1
Exit foxhole	1

ATTACK ROLL BONUSES

Close attacking figure in foxhole	3 red
Auto fire burst	3 red
Aimed attack	3 red
Shooting from top of rubble pile	3 red
Close attacking down from rubble pile	3 red
Attack follows immediately after successful scan (fire only)	3 red
Firing at unconscious figure	3 red, 2 black

ARMOR ROLL BONUSES

Attacked over a ruined wall (close & fire)	3 red, 1 white
In jungle square (close & fire)	3 red, 1 white
Attacked with auto fire spread	3 red, 1 black
In a foxhole (fire only)	3 red
On top of a rubble pile (close & fire)	3 red, 1 black
Shot at from top of rubble pile	3 red, 1 black
Inside building	3 red, 1 black



SCANNING:
Roll 2 black dice.
Two hits = SCAN
SUCCESSFUL

(OUT OF AMMO: see normal rules)



SPECIAL RULES

A Golden Lion squad consists of one Sergeant Major, two Soldiers and one Support Fire Specialist. Each member of the squad has three actions per turn and may take four steps per move action. The squad may not receive extra actions from other squads' Chieftains, but it may receive a Command issued by a Commander.

The Soldiers are equipped with Plasma Intruders that can fire Plasma ammo as well as conventional lead bullets. In this case, miniatures adjacent to the target are also hit by a successful attack. They take one hit less than the actual target. You can not make Auto fire attacks with the Plasma ammo.

The Southpaw fires grenades which inflict 4 black dice of damage in the target square. Always make an Accuracy roll. Adjacent squares to the target square will take four red dice of damage and targets two squares away will be hit by four white dice. If you make a Auto Fire Burst, add two dice for damage in both target square and surrounding squares. Auto Fire Spread does not add any dice, but affects adjacent squares as normal. An Auto attack can not be aimed.

GOLDEN LIONS™

The Golden Lions of Clan Murokh are easily recognized by their unique red and black striped Martian cammies. As with all IAF units, regimental officer rank badges are carried on the right shoulder and both wrists. The generic special forces badge is emblazoned upon the left shoulder. Standard equipment includes a TR-145 intercom, sun-glasses, a Mk. 4 Intruder assault rifle, leather combat coveralls and tight rubber gloves for an unflinching grip. As a general rule, commanders and special forces troopers wear berets.

GOLDEN LIONS

SERGEANT MAJOR

SOLDIER SUPPORT FIRE SPECIALIST

ARMOR	CLOSE ATTACK	FIRE ATTACK	SPECIAL ABILITY
●●●●	●●●●	●●●●	Leadership ●●●●
●●●●	●●●●	●●●●	Plasma Intruders
●●●●	●●●●	●●●●	Southpaw

MOVEMENT

Clear	1
Jungle	2
Rubble	1
Enter rubble	±0
Cross ruin wall	+1

ACTIONS

Move	1
Close attack	1
Firearm attack	1
Auto fire burst	2
SOUTHPAW ACCURACY:	
Aimed attack	●●
Not aimed	●●

ACTIONS

Auto fire spread	2
Aimed attack	2
Leadership roll	0
Reload	1
Exit foxhole	1

ATTACK ROLL BONUSES

Close attacking figure in foxhole	●●
Auto fire burst	●●
Southpaw Auto fire burst	●●
Aimed attack	●
Shooting from top of rubble pile	●
Close attacking down from rubble pile	●

(OUT OF AMMO: see normal rules)

ARMOR ROLL BONUSES

Attacked over a ruined wall (close & fire)	●● (●)
In jungle square (close & fire)	●● (●)
Attacked with auto fire spread	●●
In a foxhole (fire only)	●
On top of a rubble pile (close & fire)	●
Shot at from top of rubble pile	●
Inside building	●



32ND TRENCH BATTALION™

The 32nd Trench Battalion's badge is a white stylized trench. Initially, the opening faced right to resemble the letter «E», but during the Hellhole Ridge campaign, Capitol forces attacked disguised in fake Imperial armor, and the Imperials reversed their shoulder pads so they could tell friends from foes. This trooper's backpack contains everything he needs for two weeks' of grueling trench duty. His bottle-green armored trenchcoat protects against cold, rain and bullets, and his familiar gas mask is standard Imperial issue in Dark-Legion-contaminated areas. His Mk. XXIII Destroyer LMG is standard issue for many Imperial infantry units.



SPECIAL RULES

A 32nd Trench Battalion squad consists of one Sarge, two Grunts and a Machine Gunner. Each member of the squad has three actions per turn and may take four steps per move action. The squad may not receive extra actions from other squads' Chieftains, but it may receive a Command issued by a Commander.

By spending three actions, a Grunt can dig in and find cover in the square he is standing in, as long as he's in clear terrain. This cover is equivalent to a foxhole in all ways (lay down a foxhole to represent it). When the soldier leaves the square, the cover remains and can be used by other figures.



32ND TRENCH BATTALION

ARMOR **CLOSE ATTACK** **FIRE ATTACK** **SPECIAL ABILITY**

SARGE



Leadership

GRUNT



Find Cover

MACHINE GUNNER



Full Auto

MOVEMENT

	ACTIONS	ACTIONS	ACTIONS
Clear	1 Move	1 Aimed attack	2
Jungle	2 Close attack	1 Find cover	3
Rubble	2 Firearm attack	1 Leadership roll	0
Enter rubble	+1 Auto fire burst	2 Reload	1
Cross ruin wall	+1 Auto fire spread	2 Exit foxhole	1
	Full Auto	3	

(OUT OF AMMO: see normal rules)

ATTACK ROLL BONUSES

Close attacking figure in foxhole	
Auto fire burst	
Full auto	
Aimed attack	
Shooting from top of rubble pile	
Close attacking down from rubble pile	

ARMOR ROLL BONUSES

Attacked over a ruined wall (close & fire)	
In jungle square (close & fire)	
Attacked with auto fire spread	
In a foxhole (fire only)	
On top of a rubble pile (close & fire)	
Shot at from top of rubble pile	
Inside building	





THE WOLFBANES™

The most distinguishing features on a Wolfbane's outfit are the unit badge (right shoulder pad) and the fur cloak. Below are given the stats for Sean Gallagher, Commander Chieftain of the Wolfbanes. The Gallaghers traditionally wear bearskin cloaks, but wolf, fox, blue fox and ermine are commonly used by other squads. Coloring of the rigid leather gloves, kevlarite knee and elbow caps and combat boots is individually determined by each squad. Sean's sword is a powerful Gallagher heirloom, the «Runestaff». Only Chieftains, like Sean, may use blue face paint.

SPECIAL RULES

Sean Gallagher can act either as a Chieftain (use normal Fury of the Clansmen rules and ignore the Command rules given here) or as a Commander. In this case, he is not part of any squad, but uses his own initiative counter (you might want to replace the Chieftain of the Gallagher squad with someone else in this case). Sean has three actions every turn, and may take four steps per move action. Also, he may issue two Commands every time his initiative counter is picked.

Commands are issued by Commanders and should not be confused with extra actions issued by Chieftains. A Command can be issued to any miniature within six squares of the Commander, and it works exactly as an extra action from a Leadership roll. However, if the Command is issued to a Chieftain (or other miniature with Leadership as special ability), he may make a Leadership roll instead of performing the action (this Leadership roll is handled exactly as a normal one). A Chieftain may not be given more than one Command in a specific game turn. Another Commander (or other miniature with Command as special ability) may also receive a Command, but he may only issue Commands himself when his initiative Counter is picked. If Sean issues the Command to himself, he simply makes an extra action automatically.

The Wolfbane Charge is carried out exactly like the Necromutants' Sectioner Charge.

Sean's sword is equivalent to a Violator sword. Used in a Wolfbane Charge, it's one of the most powerful weapons on the board.

SEAN GALLAGHER™

SEAN GALLAGHER

ARMOR ■■■■ **CLOSE ATTACK** ■■■■ **FIRE ATTACK** ■■■■ **SPECIAL ABILITY** 2 Commands / turn

MOVEMENT	ACTIONS	ACTIONS	ATTACK ROLL BONUSES	ARMOR ROLL BONUSES
Clear	1 Move	1 Aimed attack	2 Close attacking figure in foxhole	Attacked over a ruined wall (close & fire)
Jungle	2 Close attack	1 Wolfbane charge	3 Auto fire burst	In jungle square (close & fire)
Rubble	1 Firearm attack	1 Command roll	0 Aimed attack	Attacked with auto fire spread
Enter rubble	±0 Auto fire burst	2 Reload	1 Shooting from top of rubble pile	In a foxhole (fire only)
Cross ruin wall	+1 Auto fire spread	2 Exit foxhole	1 Close attacking down from rubble pile	On top of a rubble pile (close & fire)
			Wolfbane charge	Shot at from top of rubble pile
				Inside building
				Attacked in close combat (always)

(OUT OF AMMO: see normal rules)



LONG AGO, WHEN THE FIRST THREE MEGACORPS—
CAPITOL, BAUHAUS AND MISHIMA— HAD ALREADY
CLAIMED MOST OF THE SOLAR SYSTEM FOR
THEMSELVES, A GROUP OF FAMILIES BANDED
TOGETHER TO BECOME THE FOURTH OF THOSE
ALL-POWERFUL ENTITIES:
IMPERIAL.

THIS SHINING NEW STAR SHONE THE LIGHT OF ITS
CURIOSITY INTO THE DARKNESS OF THE VOID, AND
THERE THEY STUMBLED UPON THE TENTH PLANET
NERO AND THE FIRST SEAL OF REPULSION, WHICH
THEY BROKE BY THEIR VERY PRESENCE, RELEASING
THE DARK SOUL UPON A HAPLESS HUMANITY.

IN THE YEARS SINCE, THE CLANS HAVE FOUGHT
BRAVELY AGAINST THE EVIL FROM BEYOND THE
REACH OF OUR SUN'S RADIANT WARMTH. BUT THEIR
COMMITMENT TO THE GOOD FIGHT HAS BEEN
COMPROMISED BY OTHER BATTLES: SKIRMISHES
WITH THE OTHER MEGACORPS, EVEN THE WAR
BETWEEN THE CLANS— THE SAD STRUGGLE— AND
THE SUBSEQUENT GREAT RESENTMENT.

BUT NOW IS THE TIME TO PUT SUCH PETTY
DIFFERENCES ASIDE, TO STAND AS ONE WITH HER
SERENITY AGAINST THE GREAT DARKNESS.

NOW IS THE TIME FOR HEROES.

Experience the thrill of the Asteroid belt, the power of the noble clans, the brilliance of Her Serenity, the might of the Young Guards, the secrets of the Imperial Security Command, the unstoppable force of the glorious Blood Berets, the fire-power of the Mega-Charger, the mad frenzy of the Wolfbanes and the action of «The Liberty Gambit»~a fast and intriguing adventure. Apart from an accurate description of the mega-corporation itself, «Imperial» contains rules for how to create your noble Imperial character, additional rules for space travel, descriptions of the asteroid Victoria, expanded weapons, skills and combat rules, plus much more for both players and Gamemasters.

NOTE: In order to be able to use «Imperial», you must have access to «Mutant Chronicles™ the Techno-Fantasy Roleplaying game».



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Heartbreaker