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# The Foe of my Foe

**Overview:** A group of Heretics of Algeroth (known amongst themselves as the Children of Liberty) have concocted a plot to embroil Cybertronic and Imperial in a full-out war. Imperial, always eager to launch itself into battle for a good cause, has been looking for a reason to open hostilities with Cybertronic for years. Unfortunately for them, Cybertronic has always managed to avoid such circumstance, usually by being too damn reasonable.

Imperial's hatred for Cybertronic is rooted in its deep animosity toward the Dark Legion and the Cardinal's unofficial insinuation that the two are certainly in league with each other. What Imperial often fails to see, despite the Cardinal's explicit pleas, is that squabbling with the other megacorps actually contributes to the cause of evil by weakening humanity's resolve to band together to face the dangers from beyond the Solar System's nebulous bounds.

Eager to exploit Imperial's headstrong attitude, a group of Heretics have taken it into their head to plot an assassination attempt against both the High Serene Leader and the Overlord Mishima. If they can kill these two powerful leaders and somehow pin responsibility for the deed on Cybertronic, there will no doubt be a call for war in both the Mishiman court and the Imperial Parliament, and arms will be immediately taken up against the reputed villains.

It's up to the heroes to learn just where, when and how the assassination is supposed to take place and then stop it.

As GM, it's up to you to come up with a prologue to this adventure, some way to get the heroes to join together for at least the duration of this scenario. Here are a few ideas:

## THE ALL-CYBERTRONIC GROUP

If the heroes are all citizens of Cybertronic, then getting them to unite is simple. Just have their immediate superiors direct them to meet with Max Waxton for a briefing. It goes something like this:

The characters are all called into Mr. Waxton's office in the HQ. The room is toward the top of the building, on one of the open ends of the C. The place is furnished all in chrome and black leather atop slate gray carpeting. A large desk dominates the end of the room facing out over Luna, and man sits in a highbacked, black leather, executive's chair, his back to the door, only the graying hair on the top of his head visible.

As the adventurers enter, the man's voice asks them to take a seat. There are enough stuffed leather chairs for each of them. once they are ready, he lets them sweat for a second and then turns around.

Max Waxton is a handsome man, as are most who work for Cybertronic. Obviously on the far side of 50, he is still fit and trim. Cold blue eyes stare out from beneath his shaggy eyebrows as he examines each of the heroes in turn.

„People,“ he says dramatically, „we have a problem.“

Waxton is a VP in the IES, otherwise known as Cybercurity. You'd never know it from the crisply pressed chic chip he's wearing or the curl of a smile that usually plays at the corner of his lips. It's not there now.

Waxton presents the situation. Two days ago, Prosthos, Inc., a Cybertronic subsidiary that manufactures artificial limbs, was destroyed in a bombing. Initial evidence pointed toward Imperial terrorists, but further investigation has revealed that the true culprits were a coven of Heretics centered in the Capitolian sector of Luna.

Cybertronic has learned that the leader of this coven, women known only as Pervertia, is known to hang out at Mader's, a seedy bar in the Bauhaus sector. It's a dive in a side alley off Essen Street. Cybertronic could simply raid the place and take Pervertia into custody, but that wouldn't reveal what Pervertia is up to.

True, Cybertronic's interrogation techniques are rivaled only by those of the Inquisition, but even should Pervertia spill all she knows, it's likely that her compatriots would learn of her capture and change their plans accordingly.

It's the heroes assignment to find this Pervertia and learn exactly what it is that her group is up to. They are then to report back to Waxton for further orders.

#### THE MIXED GROUP

It's best to have at least one Cyber in the group, although it's not strictly necessary. If there is a Cyber in the group, that hero's first job is to recruit a team, preferably the other adventurers. Waxton will only brief Cybers personally. Any others along on the mission must be brought up to speed by the Cyber heroes.

If the other characters are freelancers, they are hired by Cybertronic to assist in the investigation. If the adventurers are from other megacorps, they are part of an inter-corporate team set up by the Cartel to help keep everyone honest. If they're all Doom-troopers, this is simply enough done. Otherwise, it's slightly irregular, but then again, life's made up of irregularities.

Some characters hailing from other megacorps may perceive a conflict of interest from time to time.

Use this as an opportunity for some good roleplaying. With luck and some sense, the heroes will stick together long enough to learn the truth behind what's going on.

Once the heroes have gotten together and been briefed, they're on their own. There are two obvious places to start: Prosthos, Inc., or Mader's. These encounters can be run in any order, depending on the adventurers' and their luck, but the others should occur in sequence. In the end, these different paths should converge at a single point, one from which the heroes can hopefully derail the assassination of both Victoria Paladine and the Overlord.

The following news pieces should be brought to the heroes' attention throughout the game. Try to be as inconspicuous about them as possible (hard as that might be for a big news piece). There are a few red herrings tossed in with the truly important stuff.

#### **Prosthos:**

The wreckage at Prosthos is being excavated by the IGC. The bomb was fairly effective at destroying the building's large warehouse area. Fortunately, the structure itself was only slightly damaged (there's a hole in the warehouse's roof, now patched by a bright blue tarp), and nearby buildings lost only a few windows.

The woman in charge of the investigation is Maggie Bernard, an SWI TIFF with a number of VACs beneath her doing all of the drudge work of picking up the pieces and trying to patch them together. Maggie is a beautiful, petite young lady, standing just under five feet tall, with curly brown hair. She wears a red chic chip, the color alone declaring her difference from the rest of the herd.

The investigation has been going well. People are carting things in and out of the warehouse area, beginning the laborious process of piecing everything together. When the heroes approach, they are halted by Cybercurity until they produce some sort of identification.

Maggie is helpful as she can be, but there's not much to tell. The explosive was apparently several pounds of TNT set off by a crude gunpowder fuse. Security in the area was light but solid. Maggie's team is trying to perform an inventory to see if anything is missing, but it might be several days before they can say for certain.

# The Lunar Chronicle

Independent - Daily - News

Friday, 24 Mar 1279 YC

5 Crowns

## ANTI-CYBER ATTACKS PERSIST.

Early this morning, the residents of the factory town of Newsteel were rudely awakened by the second explosion at a Cybertronic subsidiary in a span of just three days. This time, an entire hangar of Cybertronic helicopters were destroyed, including a number of their highly vaunted Sky Witches. Three Cybercurity guards were caught in the blast, and although their bodies have yet to be recovered, they are presumed dead. Cybertronic's ETPreleased a statement saying that the explosion was some sort of industrial accident that they are investigating, but eyewitnesses report that Imperial soldiers were seen in the area only moments before the blast took place.

## CARDINAL TO HOLD OPEN MASS.

At midnight tonight, the Brotherhood will be hosting an open mass in Nathaniel Park, celebrating the anniversary of the death of Cardinal Nathaniel Durand I so many years ago. As is traditional, the Cardinal himself will perform the actual ceremony, with many members of the Curia at his side. Over 50,000 people are expected to attend, while millions more will be watching or listening to it from their homes. Check your local listings for full radio and television



## HER SERENITY TO MEET WITH THE OVERLORD.

In an unprecedented move, Her Serenity of Imperial has finally accepted the Overlord Mishima's long-standing offer to meet with him, only it looks like she's doing it on her terms. The summit is to take place in the penthouse of the Imperial Grand, one of the finest and most secure locations in all of Luna, particularly if you're Imperial. Rumors abound as to what the two could be discussing in the first open conversation they've had in over fifteen years, but smart money is being placed on one word: Fukido.

## COLDING TO PRESENT EARNINGS AT SWANK BANQUET.

Capitol's President Charles William Colding is in Luna today, interviewing the Capitolians in charge of operations here. He is preparing to deliver his State of the Corporation address next

week to the assembled members of the Board of Directors, and he wants to make damn sure he knows how things really are. Always seen as a man of the people, Colding will be dining at a massive banquet at the Capitol Eagle tonight, held in honor of the Capitol's Lunar citizens. All Capitol citizens eat for free, but tickets are limited due to space, and the annual event has been sold out for months already. The dinner is slated to end early enough for attendees to make the mass in Nathaniel Park.



## ANTONIA IN CONCERT AT FELDSPAR AUDITORIUM

Antonia, one of the most popular female vocalists of all time, is in concert tonight at the Feldspar Auditorium. Opening up for her is the hot new band Lickity Split. Antonia will be performing all of her classic hits, plus a few new songs from her new album Don't Fear the Darkness. This show coincides with her 32nd birthday. Her father, Duke Saglielli himself, along with several other nobles from many of the Great Houses, will be in attendance, and a large bash is planned after the show at the legendary Ritz Bauhaus Ballroom.



## TANAKA TO RETAIN POSITION

In a surprise move after announcement of his plans to retire as the head of Tanaka Electric, Chairman Hiroshi Tanaka has decided to stay at the helm for a few more years. "This is my opportunity to leave a legacy for my children," said Tanaka, prompting speculation on his mental stability, since he has only one surviving son, Hikaru. His two other sons, Toshi and Takara, died in the service of Lord Heiress Mariko in conflicts on Mars.

**The Brotherhood is always there. Always.**

The Cardinal sayeth: „*Do not despair, my children. I can show you the way out of the soul-strealing Darkness and into the salvation of the Light. Heed my call, and my Brotherhood will give you succot*

Donations are appreciated.

Moments before the explosion, the security cameras picked up a shadowy figure skulking in the shadows. Computer analysis of the photograph revealed that the intruder-who somehow got past all of the alarms undetected-was dressed in Imperial combat armor, most specifically that of Clan Paladine's Blue Berets.

The camera only captured the Imperial for a few moments before the explosion went off destroying the camera and cutting off the tape.

#### WHAT REALLY HAPPENED

Pervertia herself entered the warehouse last night via her Dark Gateway gift. Once inside, she stole a single artificial arm and a power source for it. To throw off the scent from herself, she wore Mk. 11 Imperial armor, complete with a blue beret.

The garb was taken off a Blue Beret commander named Sgt. Alexis Halston killed on Venus in a battle with Baalzacht's forces. In the tape, Halston's name is obvious on the armor's shoulder pad, never having been removed.

Once she had what she came for in hand, Pervertia set off a homemade TNT bomb she had carried in with her. This covered up the theft by destroying the inventory so that no one would miss a single artificial arm-at least for a while. She left by means of a Dark Gateway moments before the bomb went off.

#### CALLING IMPERIAL

The heroes may wish to contact Imperial to ask about Sgt. Halston. If they do, they are generally met with skepticism and stonewalled, particularly if they are abusive. If they mention Halston by name, the person on the other end of the line (an officious bureaucrat with a snotty imperial accent) falls silent. After a moment, the man asks for the number of where they are right now and promises them a call back within the half-hour.

An hour later, the phone rings. It's Patricia Wilshire with ISC-1. She tells to the heroes that Sgt. Halston was reported MIA in the Graveton Archipelago over four months ago, along with her entire unit. She then wants to know what business the adventurers have inquiring after a posthumously decorated member of the Blue Berets.

#### THE THIEF

While all this is going on, another member of the Children of Liberty shows up disguised as one of the VACs helping to clean up the mess. With everyone coming and going, the perimeter of the blast site is somewhat less than secure. However, the anxious fellow is obviously not a VAC to anyone that looks at him closely. VACs are never nervous.

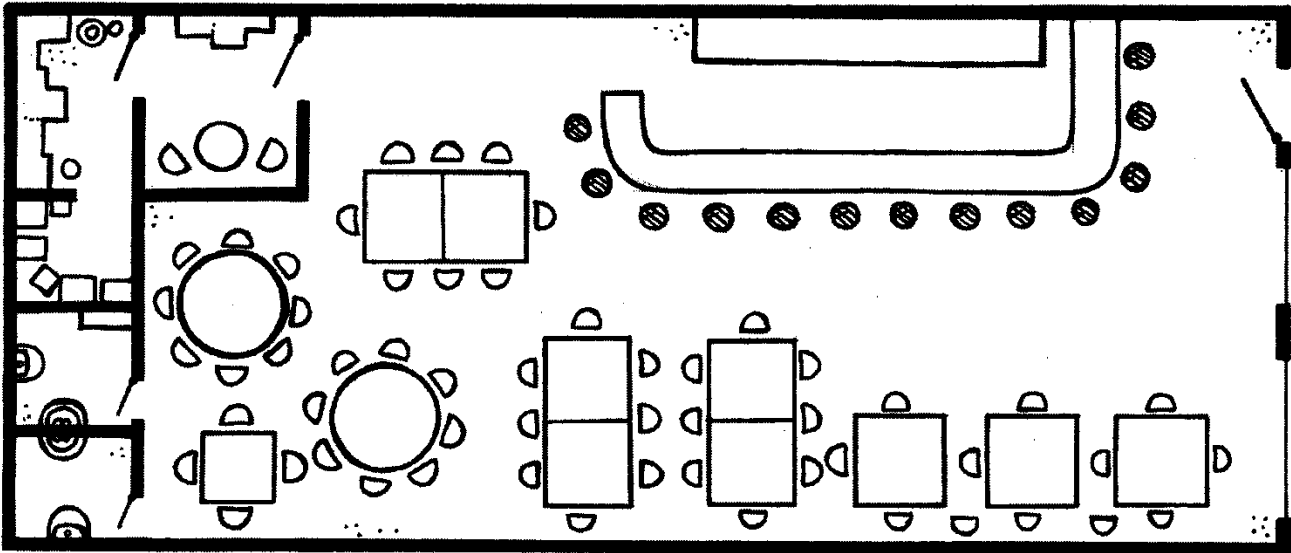
The man's name is **Drew Sadiver**. He's been sent into the area by Pervertia to obtain a second power source for the artificial arm, since she apparently stole one that was bad. The heroes can spot him if one of them makes a Perception skill check at -3. His disguise is perfect (he stole his uniform from a Cyber lying unconscious in a nearby alley), but his mannerisms are anything but those of a VAC.

By the time the heroes spot Sadiver (if they in fact do), he's already got the power supply in his hands. He tries to make a run for it. The adventurers can give chase, but he is fast and armed with an Aggressor handgun. He shoots to kill, but if he is obviously cornered, he turns the gun on himself. He refuses to be taken alive.

As a last resort, Sadiver will chomp down on a false tooth. It's filled with cyanide and will kill him instantly.

If Sadiver gets away, he returns to Pervertia's hideout with the power supply. Otherwise (which is likely), Pervertia's assassin has to do without the use of his left arm.

## MADER'S



### Mader's:

Mader's is a sorry little roach trap like many others on the outskirts of the Bauhaus sector of Luna, or any of the other corporate sectors for that matter. It's patronized by those too down on their luck to care about the company they keep, yet tough enough to not have to worry too much about watching their wallets wherever they go. Most of the clientele spends the better part of their waking hours bellied up to the bar or skulking in a corner, wallowing in their misfortune and their beer.

The man behind the bar is named T.F. Mann. He doesn't own the place, but then again, no one else does either. He was the manager 10 years ago, working his way through school, when the old owners disappeared. Since they had no next of kin, Mann opted to neglect reporting their absence, and he's been running the place like his own ever since.

He is a small man with short sandy hair, horn-rimmed glasses and a boyish smile he probably should have lost years ago. He puts up with a lot in his place, even fights, but only bareknuckled brawling is allowed. As soon as he sees a weapon, he reaches behind the bar for his HG-14 shotgun. He fires one warning shot before he begins taking out combatants. It's usually enough.

The back region of the tavern, back behind the scarred and tarnished chrome bar, is a favorite hangout for Pervertia and her compatriots in the Children of Liberty. She is there today, drinking and shouting and generally feeling good, still high on adrenaline from the feat she pulled off the night before. She is surrounded by a few of her closest friends, lackeys really, people who she has entangled in her charismatic web of Darkness.

Although there are no pictures of Pervertia on file, it's hard to miss her when you know the kind of person you're looking for. Her hair is long, black and stringy and entirely shaved from the right side of her head. Her eyebrows have been dyed a flame-red orange, and her pupils are wide and black with her insanity, almost entirely consuming her pale blue irises. She is tattooed across most of her visible skin in all sorts of Dark designs, and her flesh is pierced in at least a dozen exposed places and certainly elsewhere as well.

It's a wonder Pervertia hasn't been turned in for heresy just based on her looks, but the people here at Mader's have a hard enough time worrying about how they're going to get by without getting involved in such rubbish as demonic cults. They're certainly not going to stick their scrawny necks out to bother with some woman whom they consider to be some brazen poser, merely playing with children's tales of Darkness.

When the heroes enter the bar, all conversation stops. This is not a subtle place. Everyone stares at them unabashedly. They are outsiders, and they very likely do not appear like they are here for a friendly drink.

If the heroes don't bother to look in the back of the bar, they will miss Pervertia, who has fallen as silent as the rest. At the first mention of her name, though, she orders her companions into combat with the investigators. They readily oblige her.

## THE FIGHT

There are enough „**Thugs**“ so that there’s one for each character. All of them are low-level punks, none of whom have actually been initiated into the cult proper. They are all members of the Children of Liberty, but among this group, only Pervertia is a true follower of Algeroth.

The thugs attack the heroes with their bare hands, none of them able to afford a decent weapon anyhow. All things being equal, they should have their heads handed to them by the adventurers. If this looks imminent, Pervertia uses her Dark Gateway to escape into the sewers beneath the tavern.

If the heroes draw weapons at any time, Mann unsheathes his shotgun and fires a shot into the ceiling. If she hasn’t already done so, Pervertia will certainly use this opportunity to escape.

In any case, her abandoned companions fight on. They know they are outmatched, but they are certain that they’ll go to jail for being involved in the Children of Liberty, so they will fight to the death (or until they’re knocked unconscious, which is more likely). None of the other patrons will involve themselves in the fight unless they are bumped or hit, and in any case, they’ll sit right down once any kind of weapons are revealed.

## AFTERWARD

Once Pervertia has escaped (mocking the heroes loudly as she goes) and the thugs have been defeated it’s up to the heroes to figure out where she’s gone. Even a Cyber with a compubrain and a new nose would have a hard time following the Heretic leader through the sewers. The scent of the waste is mind numbing, more than enough to mask Pervertia’s scent. Following her seems out of the question, but there’s always the thugs to deal with.

Assuming the heroes haven’t killed all of the thugs, they should be able to revive one of them and interrogate him (using the appropriate skill checks or course). They’ll play it tough at first, but if any of the heroes bring up turning the thugs over to the Inquisition, they’ll crack like rotten eggs.

The thugs all know where the Children of Liberty’s hideout is, and they’re happy to tell the heroes the proper address. They’ll even accompany them, although only under duress. In any case, the adventurers should have a good idea of just where Pervertia is going.

If by some horrible accident (yeah, right) all of the thugs have been killed, Mann will happily volunteer the location of Pervertia’s HQ, especially if it means that the heroes will leave his bar in peace (rather than pieces). If Mann is also incapacitated, one of the other patrons should be able to help them if asked. It seems secrecy wasn’t one of Pervertia’s strong points.

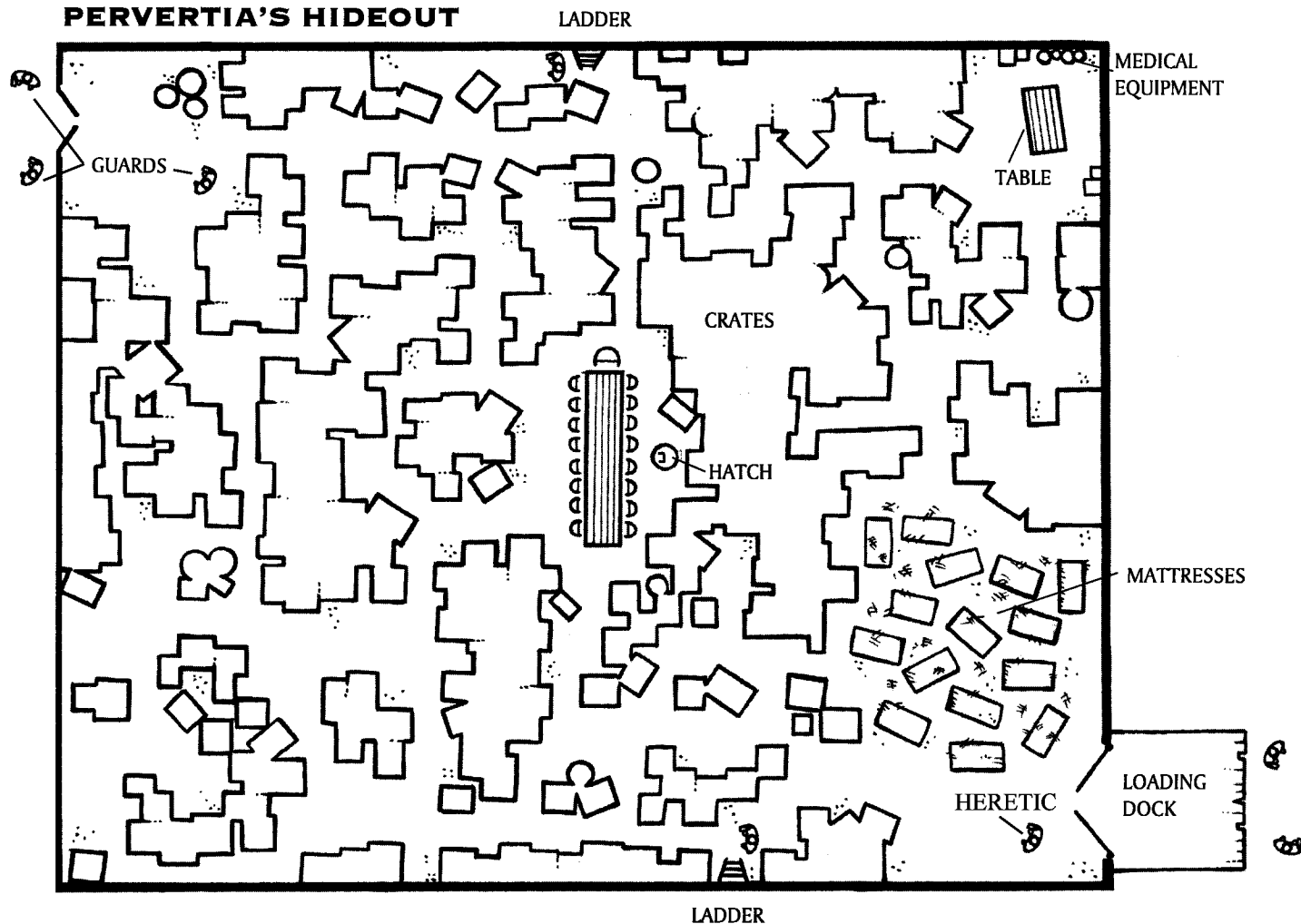
**The Hideout:** The Children of Liberty’s headquarters is in an abandoned building in a warehouse district on the outskirts of Luna. The entire place is one large cluttered room. Rotting mattresses in one corner comprise the cult’s sleeping area, and a large scarred table nearby serves as Pervertia’s pulpit when she hands out assignments to the cultists.

The whole area is scattered tightly with crates and boxes of material stolen from businesses across the city. Some of them have been there long before the cult was formed, and even Pervertia does not know their contents for sure. There is only one reason she chose this place as her home base: privacy.

The warehouse was formally owned by a Bauhaus subsidiary that went bankrupt, and it has been abandoned for many years. Pervertia laid claim to it, and the few squatters that didn’t join up with her band were either run off or sacrificed to Algeroth.

Despite the fact that Pervertia seems fairly secure in her headquarters, she remains cautious. **Guards** are posted at all four corners of the roof, and two each at the building’s

## PERVERTIA'S HIDEOUT



front and back door. Two more of the Children guard the two Sky Witches hidden under large gray tarps atop the warehouse's roof. One Heretic is near the Loading Dock.

Two ladders run along the inside of the warehouse's walls, allowing access to the roof. Nearby buildings are over thirty yards away on each side, making it difficult to get to or from the roof from them. In the center of the warehouse floor, there's a man-hole which provides access to the tunnels that run beneath Luna's rocky surface. In one corner of the building, there's a makeshift operating room. Mostly dried blood covers everything, and a human left arm lies on a nearby workbench. This belonged to Rand Crandall, the secret agent that Pervertia has placed at the Imperial Grand.

### THE RAID

Eventually the heroes will want to try to get into the warehouse. Subterfuge will not work well, as the guards are extremely suspicious of outsiders, and Pervertia has told everyone about the fight in Mader's. Besides which, with their plans so close to fruition, every one of the Heretics is on edge.

They will be brusque with anyone who wanders by, and they will shoot any one who gets too close to them (or who is obviously acting aggressively toward them). All of these people are fanatics, willing to lay down their lives for the cause that they believe in. They know full well that some of them will likely not survive the day.

Eventually matters will very likely boil down to a firefight. Besides the guards around the perimeter, there are eight others inside, plus **six full-fledged Heretics** that have been fully initiated into the cult, not to mention Pervertia herself.

Once the first shots are fired (or other noises are made to alert the Children of Liberty that they've been found out), the Heretics take up their arms and attack any outsiders that they see. Pervertia immediately teleports to the roof, directly into one of the Sky

Witches. She is not willing to let her mission be foiled. Everyone else is expendable in the name of fulfilling Algeroth's design.

She immediately orders the guards to remove the tarp from her Sky Witch and then takes off as soon as possible for the Imperial Grand. While she races off toward downtown Luna, her compatriots cover her retreat as best as they can, fighting to the death.

Once the heroes have managed to get to the roof, they should notice that Pervertia has taken off in a Sky Witch. Even if they didn't actually see her leaving, they must have heard the noise of the chopper's blades, and they can see the now-empty tarp lying nearby. Underneath a second tarp is another Sky Witch, a backup that Pervertia had stolen in case something went wrong with the first one.

A brave hero with the appropriate skills could take the spare Sky Witch and follow after Pervertia. Remember that the craft is only designed for a single rider, though, so the others will have to be left behind. Perhaps they can follow by some other available means.

If the pursuing character is close enough behind Pervertia, use the rules for dogfights from *Capitol*. They are summarized here, although they have been trimmed down to cover only the situation at hand.

Pervertia will tailgate any time she wins the Dogfight Roll until she takes some damage. At any time that her craft is doing worse than her opponent's, then she'll attempt to break off combat instead. Her mission is of primary importance.

If the hero flying the other craft knows where Pervertia is headed, she needs to break off combat three times to successfully elude pursuit.

## DOGFIGHTS

Dogfights take place between aircraft. It's assumed that all involved aircraft are in constant motion and seeking any advantage over their opponents.

The combat round consists of two simple steps: a Dogfight Roll and (if any weapons bear on a target) attacks. When combat is resolved, start a new round with another Dogfight Roll.

At the start of the combat round, both pilots roll 1 d20 and add their Flying Vehicles SVs. This is called the Dogfight Roll. The side with the highest total can choose to make the following maneuvers:

**GAIN HEIGHT.** You are now above your opponent. Add +2 to any subsequent Dogfight Rolls until you dive or your opponent gains height, too. You are also at +2 when you shoot, and your opponent is at -2 to evade.

**TAILGATE.** You move into position behind your foe, and it cannot shoot at you. Your opponent is at -2 to evade.

**DIVE.** If you are above your foe, you can swoop down, losing the advantage of height but gaining +4 to your shooting this round. Your target is at -4 on all evasion rolls. You can only dive if you are above your foe. If your opponent has broken off combat, you close the distance again automatically.

**BREAK OFF COMBAT.** You begin to move away from the fight. Both you and your foe are at -4 to your shooting rolls. If you can break off twice, you are out of the fight.

**CLOSE RANGE.** If your foe has managed to open the range by breaking off once, you can close it again.

**RANGE** In a dogfight, it's assumed that both sides are moving into optimum range for their weapons. Therefore, there are no range penalties in dogfight combat unless one side has broken off combat.



**SHOOTING** Once the Dogfight Roll is made, both sides can shoot with any weapons that bear. Shooting consists of three steps-attack roll, evasion roll and damage check.

**THE ATTACK ROLL.** The Sky Witch's weapons are fuselage-mounted guns, so average your Flying Vehicles and Weapon System SVs. If any attack rolls are successful, the defender gets to make an evasion roll for each hit.

**THE EVASION ROLL.** Roll once to try to avoid each successful attack. Average the target pilot's SVs in Flying Vehicles and Avoid. Apply any modifications from the above maneuvers. If a roll is successful, that attack is avoided.

**DAMAGE CHECK.** For each attack that goes in, roll damage and check the Vehicle Damage Table to determine its effect.

#### OUTCOME

If Pervertia gets away, she'll attack the penthouse of the Imperial Grand with whatever ordnance she has left. As GM, it's up to you if she actually succeeds. After all, her timing could be off, and Her Serenity and the Overlord Mishima could be elsewhere at the time of her attack. Or they could miraculously survive the massacre, their underlings throwing themselves between the bullets and their charges.

**IF PERVERTIA SUCCEEDS.** The face of your campaign will change greatly. Lord Heir Moya will become the Overlord Mishima, but his succession is sure to be challenged by his two siblings. This internal struggle should keep Mishima occupied for many months to come.

Similarly, Victoria Paladine's death will mean that the Imperial Parliament needs to elect another High Serene Leader. Once they do (it will almost certainly be another Paladine that occupies the throne once again), the Parliament will call for an all out war against Cybertronic in retribution for their cowardly assassination of their beloved leader.

Cybertronic's protests of innocence will be ignored. Anything the heroes say will be immediately discounted as soon as it's discovered who it was that they were working for. After all, Cybertronic would say or do anything to escape responsibility for their atrocity, right?

**IF PERVERTIA FAILS.** If the heroes had nothing to do with Pervertia's failure (as GM, you simply decide that her attack fails), the Overlord Mishima and Victoria Paladine survive the Heretic's attack unscathed, although the same cannot be said for their people. Still, the reception tonight is an important one. It will go on-to simply show the public that everything is all right if nothing else.

In this case, Rand's attack will proceed as planned.

**IF THE HEROES SUCCEED.** The adventurers will be lauded as heroes by Imperial, Mishirna and even their Cybertronic employers. They have prevented a great tragedy from taking place, and they shall be the guests of honor at tonight's feast. Still, despite all the accolades, the heroes should have a nagging feeling that something's wrong. The heroes have still not found the missing artificial arm and whoever's currently attached to it-presumably the owner of the arm they found in the warehouse. Of course, Rand's attack will proceed as planned.

#### **The Mole:**

Even if Pervertia fails, she still has a backup plan. One of the Children of Liberty, a bitter man named **Rand Crandall**, volunteered to sacrifice an arm to have the chance to put a bullet in the brain of Her Serenity.

When he was a child at Bauhaus, his entire family was slaughtered in an Imperial raid. Orphaned, with no relatives to step forward to claim him and bring him back into the Bauhauser fold, he was put out onto the streets of Heimbürg. There, he begged and scratched out a living as best he could, and the hate in his heart festered until it became an almost living thing.

Pervertia, an ex-Imperial, found him there after her family had expelled her from the corporation for crimes she had committed with unusual cruelty. She had already started down the road to heresy, and this much was obvious to Rand. Despite his fury with Imperial and Bauhaus, he was unable to stomach turning to the Darkness, and so the two soon parted ways.

When Pervertia needed a person untouched by the Darkness to assist her in her evil scheme, she turned immediately to Rand. She explained her plot to him, as well as why he was needed. Someone touched by the Dark Soul would be detected by Inquisitors either before or after the assassination. Since no one at Cybertronic had even been found with any taint of the Darkness at all, this would discredit her attempt to pin the killings on Cybertronic.

Rand was perfect for the job. His thirst for revenge had grown so much that he hardly flinched when Pervertia told him that they'd have to replace his arm with one stolen from Cybertronic. After all, he hardly expected to live through the assassination of Her Serenity. What was the loss of a limb compared to the sacrifices he was willing to make?

In preparation for the killing, Rand spent the last six months working as a waiter at the Imperial Grand. He knew that Her Serenity often stayed at the Grand when visiting Luna, especially when hosting matters of state. Eventually his chance to get close enough to kill her would come.

The arm that Pervertia heisted for Rand has a bum power supply. This means that, although the arm is attached, it does not work at all. (Unless Sadiver actually managed to escape with the good power supply.) Despite this and the harrowing surgery Rand recently underwent to have the arm attached, he is determined to go to work tonight.

Rand has arranged to be one of the servants at Her Serenity's reception for the Overlord Mishima. At some point during the dinner, he will be close enough to Victoria Paladine to pull out his P 1000 and blast her away. After that, he'll happily turn the gun on himself, leaving the Inquisitors that inevitably attend such events nothing to work with but a corpse.

#### STOPPING RAND

Stopping Rand is going to be difficult. After all, the heroes don't know what he looks like or who he is. As a servant at the Grand, Rand pretty much has the run of the place, and after six months of exemplary service, hardly anyone will be suspicious of him. There are, though, a few telltale ways to spot him.

For one, his left arm simply doesn't work. It hangs limply at his side like the dead weight that it is. It causes Rand to slouch a bit to his left, and the weight of the arm pulls against the sutures attaching the arm to his body.

One minute before Rand is about to make his move, the arm starts bleeding, and the red stains show right through his white waiter's jacket. When he spots it, he knows he will not be able to last much longer, so he decides to kill Her Serenity immediately.

Unless they happened to have stopped Pervertia's attack and are now guests of honor at the dinner, the worst problem the heroes are going to have is getting into the ballroom. Even if they try to be subtle about it, they will surely run into the tight security that surrounds such events. There are a few different ways that they can go, though.

They can try to sneak in. This would be made easier if at least one of the characters was an Imperial with some kind of high-level contact. Then, when Rand makes his move, they can try to stop him.

They can tell the truth. While the Imperials are reluctant to believe anything told to them by someone from Cybertronic, they will take the threat seriously. Unfortunately, when Rand feels the noose beginning to close around his neck, he'll simply step up his timetable and attack Her Serenity right away.

They can bust in fighting. This will bring all of the **Imperial guards** down on their heads at once. Assuming that they manage to deport themselves well and make it into the penthouse ballroom, they will arrive just in time to see Rand attacking Her Serenity. Due to the noise, though, the security around Victoria Paladine will have tightened considerably, and chances are good that Rand will be brought down before he can succeed.

If the heroes already stopped Pervertia, they won't have to worry about getting into the ballroom, but they will not be permitted to keep their weapons with them. This can make stopping Rand problematic unless they come up with something innovative or are just particularly lucky and alert.

Whether or not the adventurers manage to foil Pervertia's plot can have a drastic effect upon the future of the worlds of Mutant Chronicles, not to mention the heroes' well-being. Some options are outlined here.

**IF RAND SUCCEEDS.** Victoria Paladine is dead, as is her killer. The Parliament will elect a new High Serene Leader. Most likely this will be another Paladine, but you never know. Perhaps some other factions within Imperial will see this as the right time to take a stab at the throne themselves.

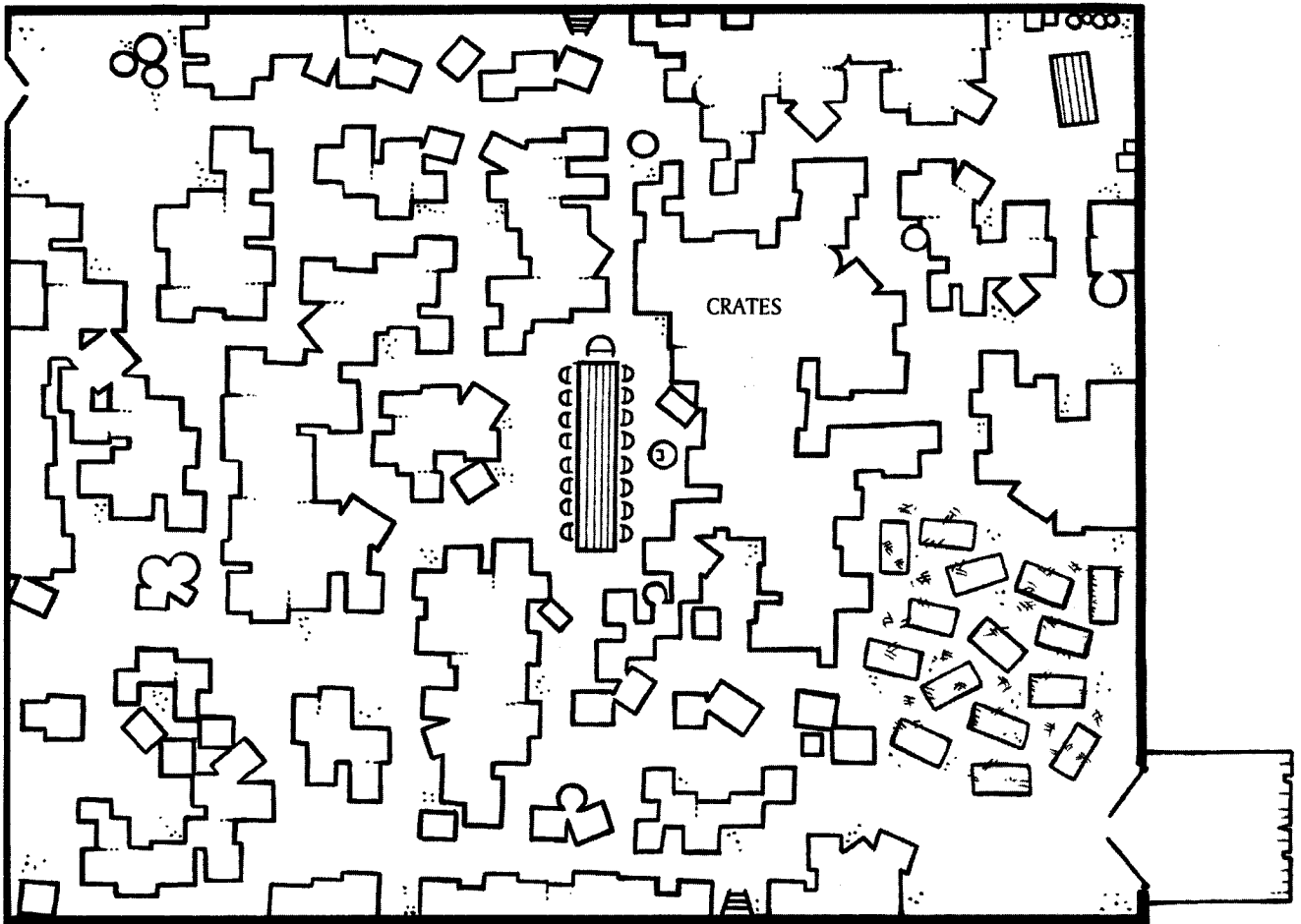
In any case, once Imperial manages to collect itself, the Parliament will be screaming for retribution, and Cybertronic is doomed to bear the brunt of it. Even if the heroes produce evidence of Pervertia's plot, they will not be listened to, since they were in Cybertronic's employ at the time. Besides which, Imperial will not be willing to listen to reason at that point. The entire corporation will be out for blood and chrome.

**IF RAND FAILS.** Even if Rand fails to kill Her Serenity, he will have irreparably harmed Cybertronic's relationship with Imperial. Some pundits once thought that things between the two megacorps could hardly get worse without breaking into full-out war. They were wrong. ISC-5 will immediately begin a full-scale covert war against Cybertronic, complete with terrorist attacks and manufacturing evidence that the Cybers are planning to take over Imperial in a sneak attack. If enough popular support builds, the imperials will make a preemptive strike against the chromed corporation and full-out war will ensue soon after.

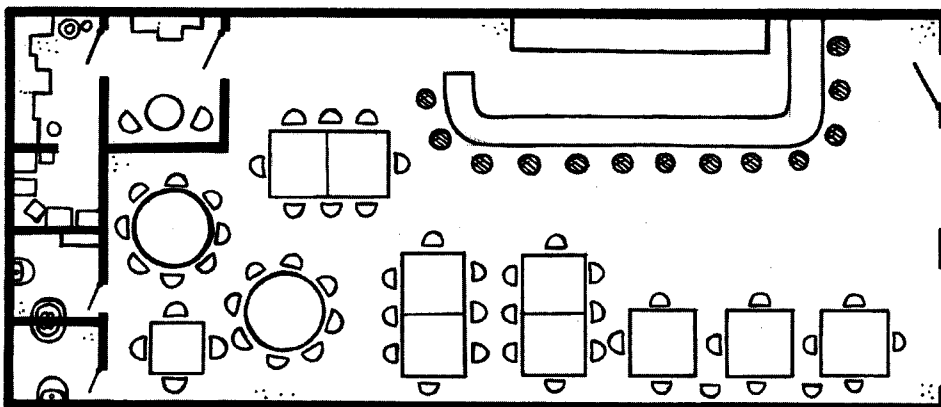
**IF THE HEROES SUCCEED.** The adventurers will be lauded as heroes by all. Despite this, some in Imperial will think it too unlikely that this group managed to foil such a plot and will denounce it as a risky publicity stunt undertaken by Cybertronic in a transparent effort to better relations between the two corporations.

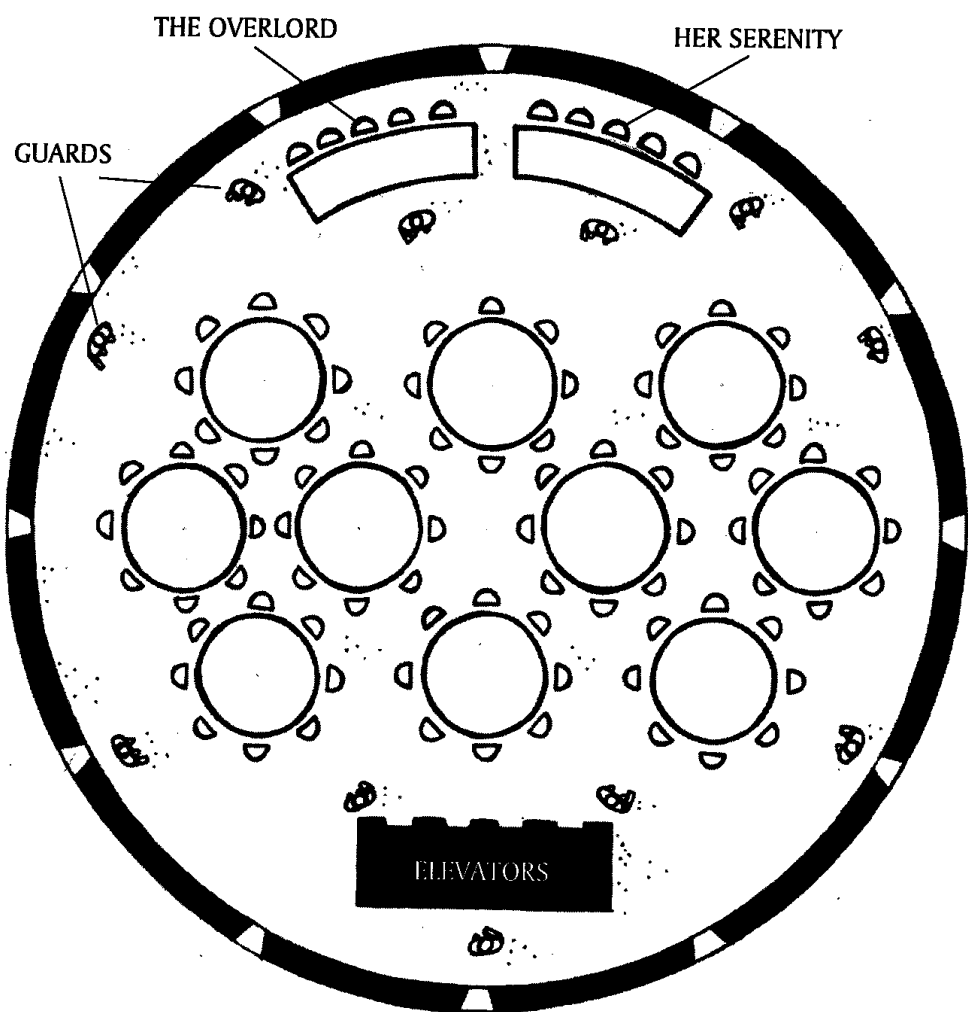
Even if matters don't change too much between the megacorps, the heroes can expect substantial bonuses from Cybertronic for their fine work. Plus, if Cybertronic needs that kind of help again in the future (and they inevitably will), they know who to call.

**PERVERTIA'S HIDEOUT**



**MADER'S**







**Mader's Inn Encounter Thugs**

- Will fight to death/ unconscious
- If tortured will tell Hideouts location

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

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 8/8

Attacks: Aggressor (1d6)

Skills: Handguns 10, Perception 8, Brawling 8

BioTek: none

Dark: none

Special: If tortured (Inquisited..) the Thugs will tell gladly the hideouts location.

**Mader's Inn Encounter Thug#1**

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

**Mader's Inn Encounter Thug#2**

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

**Mader's Inn Encounter Thug#3**

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

**Mader's Inn Encounter Thug#4**

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

**Mader's Inn Encounter Thug#5**

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

**Hideout Guard**

- Will fight to death/ unconscious
- If tortured won't tell anything

	STR	[10]	Area	AV	BPs
	INT	[10]	Leg	4	7
	COR	[15]	Arm	4	6
	PHY	[12]	Stomach	4	6
	MST	[10]	Chest	4	7
	PER	[10]	Head	4	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 8/8

Attacks: Aggressor (1d6)

Skills: Handguns 10, Perception 12, Brawling 8, Heavy Auto 10

BioTek: none

Dark: none

Special: none

**Hideout Guard#1**

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

**Hideout Guard#2**

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

**Hideout Guard#3**

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

**Hideout Guard#4**

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

**Hideout Guard#5**

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



**Hideout Guard**

- Will fight to death/ unconscious
- If tortured won't tell anything

STR	[10]	Area	AV	BPs
INT	[10]	Leg	4	7
COR	[15]	Arm	4	6
PHY	[12]	Stomach	4	6
MST	[10]	Chest	4	7
PER	[10]	Head	4	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 8/8

Attacks: Aggressor (1d6)

Skills: Handguns 10, Perception 12, Brawling 8, Heavy Auto 10

BioTek: none

Dark: none

Special: none

**Hideout Guard#6**

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

**Hideout Guard#7**

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

**Hideout Guard#8**

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

**Hideout Guard#9**

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







